

Converted Necromancer Spells

1st-Level Spells

Animate Dead Animals

Necromancy

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 2 rounds

Range: Close (within 10 feet of you)

Target: Special

Duration: Instantaneous

Saving Throw: No

Spell Resistance: No

You create undead skeletons and zombies from the bones and bodies of dead animals, specifically vertebrates (fish, amphibians, reptiles, birds, and mammals) within 10 feet of the caster. The animated remains obey simple verbal commands given by you, regardless of the language employed. Only naturally occurring animals of no higher than a 3 Intelligence can be animated with this particular spell (lizards, cats, frogs, weasels, tigers, and so on), including non-magical, giant-sized animals. These undead remain animated until they are destroyed in combat or turned; the animating magic cannot be dispelled.

The number of undead that you can animate depends on the animal's original hit dice, your caster level, and the type of undead being created. You can create the following number of animal skeletons:

¼ HD animal or less: 4/caster level

½ to 1 HD animal: 2/caster level

1+ to 3 HD animal: 1/caster level

3+ to 6 HD animal: ½ caster levels

Animal of over 6 HD: ¼ caster levels

You can create the following number of animal zombies:

¼ HD animal or less: 2/caster level

½ to 1–1 HD animal: 1/caster level

1 to 3 HD animal: ½ caster levels

Animal of over 3 HD: ¼ caster levels

Animated skeletons of animals that had ¼ to 1 HD conform to the statistics of animal skeletons. Skeletons of animals that had less than ¼ HD when

living conform to those same statistics, with the following changes: AC 11, HD ¼; hp 1, 1 claw +1, Dmg 1. Skeletons of those animals of over 1 HD conform to the regular animal statistics in the Monster Manual, with the following changes: armor class is worsened by two, damage per attack is reduced by two (1 hp minimum), and movement is reduced by half. Animal zombies conform to the statistics for the particular animal that has been animated, with the following changes: the animal's number of hit dice is increased by one, AC is worsened by three, and movement is reduced by half.

Skeletal and zombie animals gain the standard undead immunities (immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage), but lose any normal defenses that the living animal might have had. They also lose any special attacks (raking of rear claws, swallowing whole, and so on) and cannot inject poison or emit fluids, such as musk or saliva. Swallowing does no further damage to the creature swallowed, except to trap it within the swallower's rib cage. Priests gain a +1 enhancement bonus when turning these undead.

This spell is often a necromancer's first experience animating corpses. For this to work, the animal bodies or skeletons must be intact. The material components are a blood drop and bone chip from the same species as the target remains (only animals belonging to the same species may be animated per spell).

Corpse Link

Necromancy, Alteration

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (within 10 yards of you)

Target: One corpse

Duration: 10 minutes/caster level

Saving Throw: No

Spell Resistance: No

With this versatile spell, you establish a sensory link between yourself and a corpse or freshly animated zombie of a human, demihuman, or humanoid within 10 yards per level of the caster. This link allows you to gather sensory information from the vicinity of the cadaver or undead being. For every three levels of experience past the 1st, you gain the

ability to collect information from an additional sense via the corpse link. At 4th level, for instance, you may choose up to two senses (up to three at 7th level, four at 10th level, and all five at 13th level).

Sight: You can see what the corpse or undead creature sees as if looking through one of the creature's eyes.

Sound: You can now hear through one ear, exactly as if standing at the corpse's current location (you can use your listen skill too).

Smell: With one nostril, you can now smell things exactly as if standing at the corpse's current location. The spell conveniently masks the putrefying stench of the cadaver (if any) so that subtle variations of aroma (like the scent of a rose) can easily be detected.

Taste: You can taste any substance which is introduced into the corpse's mouth. The substance (which may be solid or liquid) tastes exactly as if you had placed it on one side of your own tongue. This can be especially useful when checking for poison in food or identifying unknown potions. Thankfully, the taste of the corpse's own rotting flesh can be masked out by the spell.

Touch: You gain the ability to sense the textural and environmental conditions, with a single hand, as if standing at the corpse's location. You can gauge the surface texture and temperature of any object or substance which is placed in contact with the corresponding hand of the corpse.

The type and number of sensory signals is chosen by you at the time of casting, and cannot be changed for the duration of the spell. You collect all the sensory information through a single organ (eye, ear, nostril, half of the tongue, or hand) belonging to the corpse or undead recipient. *This organ need not be attached to the rest of the cadaver for the spell to function properly.*

While the spell is in effect, you can still see/hear/smell/taste/touch normally through other (unlinked) organs. For example, you harvest the left eye from a fresh cadaver (with a successful Anatomy ability check) and places it on a high ledge, with a strategic view of a front door. If the spell is now cast, your left eye would be able to see through the left eye of the corpse and spy on any visitors, while your right eye remains normal.

Furthermore, if the target of the spell is a zombie, the magic enables you to issue simple commands to the undead creature via this link. The commands can be no longer than four words and

can deal only with the creature's movement (turn left, walk forward two steps, and so on) If either you or the undead creature moves beyond the range of the spell, the effects are negated. *Corpse link* does not impart any animation to dead tissue; if cast on a regular cadaver, it remains stationary for the duration of the spell.

The material component is a fresh corpse or a newly-animated zombie. Unless some form of preservative magic has been employed to protect the corpse's decaying sensory organs (such as *embalm* or *spirit bind*), this spell cannot be employed on the remains of one who has been dead for longer than 1 day per level of the caster. This spell also requires the appropriate sensory organ of an animal or monster noted for its keen senses (such as the eyes of a hawk, ear of a rabbit, snout of a pig, and so on).

Exterminate

Necromancy

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (1 cubic foot/level)

Target: Small rodents & vermin

Duration: Instantaneous

Saving Throw: No

Spell Resistance: No

In the hands of a novice spell-caster, this spell instantaneously snuffs out the life forces of small rodents and vermin within 1 cubic foot per level (up to 10 creatures or 10 cubic feet maximum), including such normal pests as flies, mice, beetles, rats, spiders, and the like. Only creatures with 1–3 hp per caster level (9 hp maximum) and intelligence less than 3 can be *exterminated*. More powerful wizards can thus affect bigger pests, including large spiders, stirges, poisonous snakes, and giant or huge centipedes. If the targeted creatures are extremely small (1 hp or less), then an area up to 1 cubic foot per level (10 cubic feet maximum) can be cleansed of pests.

This spell is well-suited to indoor or outdoor applications and is a favorite among necromancers who live among pestilence. Occasionally, cruel mages have been known to *exterminate* benign animals (and sometimes even others' pets) with the spell. The somatic gesture is a pointed finger, while you verbalizes a low *zzzt* sound. The material components are a pinch of lavender and dried garlic.

Locate Remains

Necromancy, Divination

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 round

Range: Personal

Area: 30' long + 5'/level

Duration: 10 minutes + 1 minute/level

Saving Throw: No

Spell Resistance: No

This spell attunes you to the physical remains of dead beings in the area of effect. *Locate remains* will thus easily detect the presence of unburied corpses or corporeal undead (such as skeletons, zombies, or ghosts), but has no effect on noncorporeal undead (such as ghosts or spectres). The area of effect extends in a 10' wide path, facing the in the caster's current direction. Scanning in a direction requires one round, during which time you remain motionless in concentration.

Locate remains is mostly unaffected by walls or obstacles, though the area of effect is decreased (to 10' + 1'/level) by more than three feet of solid stone, ten feet of wood or packed earth, or one inch of metal.

In the most general application, the spell precisely locates any and all physical remains of individuals in the area of effect, regardless of sex, species, and undead status. This spell does not impart any knowledge regarding the identity (or undead nature) of the remains; only the current locations of corpses within the area of effect are learned. If a personal item or a small fragment of the deceased individual is available at the time of casting, the spell can be used to locate the remains of that specific individual. In that case, the spell does not register the presence of any remains except those of the desired individual.

Both the general and specific versions of the spell have no effect if cast on a living creature of any kind. The material component for this spell is either a small piece of bone from a human cadaver (for the general version) or else an article of clothing, personal possession, or strand of hair (for the specific version). This spell is popular in regions with strict burial customs.

Spectral Voice

Necromancy, Alteration

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (10 yards/level)

Effect: Intelligible sound, usually voice

Duration: 10 minutes / caster level

Saving Throw: Will negates

Spell Resistance: No

This spell is similar to the spell *ventriloquism* in that it allows you to throw your voice up to a range of 10 yards per level. However, your voice issues only from the mouth of a specified corpse, skeleton, or zombie. The voice coming from the cadaver or undead creature will not sound like the caster's voice. In the case of a cadaver or zombie, it will sound similar to the hoarse, scratchy voice of the deceased individual. In the case of a skeleton, the voice will sound like a soft, raspy whisper. For the duration of the spell (which cannot be ended prematurely), your voice emanates from the corpse or undead creature. As a result, you is unable to cast any additional spells requiring verbal components until after the *spectral voice* has expired. The material component is a preserved tongue.

2nd-Level Spells

Embalm

Necromancy, Alteration

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 2 rounds

Range: Touch

Target: 1 corpse

Duration: Permanent

Saving Throw: No

Spell Resistance: No

An *embalm* spell enables you to protect a corpse (or a harvested part thereof) against the natural forces of decay and dissolution, until some later time when it is needed for a spell. If the *embalmed* cadaver is later animated as a zombie, golem, or other form of animated undead, the creature gains +2 hit points per hit die (8 hp/HD maximum) because of the greater strength and resiliency imparted by the spell to the dead tissue. It has no beneficial effect if cast on skeletal remains or on previously animated undead.

Thus preserved, a corpse permanently retains the same odor and appearance it had at the time of

casting. *Embalm* does not reverse the effects of putrefaction, but it does prevent any further decay of an individual's physical remains. *Embalm* does not facilitate subsequent resurrection of a corpse. The material component is a drop of vinegar.

Living Link

Necromancy, Divination

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Medium (90 yards + 10 yards/level)

Target: 1 creature

Duration: 1 round/level

Saving Throw: No

Spell Resistance: No

With this spell, a wizard establishes a sensory link between him- or herself and any living creature within 90 yards + 10 yards/level. If you know a specific creature or person within range, then the spell can take effect on that specific creature. Otherwise, the *living link* will be established with any sentient creature within range, determined randomly.

Similar to the spell *corpse link* (which only works with fresh cadavers and zombies), *living link* allows you to gather sensory information from the vicinity of the targeted creature (sight, sound, smell, taste, or touch). For every four levels of experience past the 1st, you can collect information from an additional sense (up to two senses at 5th level, three at 9th, four at 13th, and all five at the 17th level of experience).

The target creature of this spell experiences nothing to indicate that its senses have been tapped, and it remains in control of its own actions, entirely unaware of the magical connection to you. In other words, you cannot force the subject to look at something (listen at a keyhole, taste a glass of wine, pick up an object, and so on). This spell merely enables you to directly experience the world through another creature's perceptions. For instance, looking through another creature's eyes gives you all of its visual capabilities, like darkvision should the creature have that ability.

While the spell is in effect, the *living link* overrides your own sensory perceptions. Thus, while a wizard is seeing through another creature's eyes, he or she is unable to see through your own. The spell can be ended early with no risk to the caster.

Skeletal Hands

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 round

Range: Close (10 feet + 10 feet/3 caster levels)

Effect: creates ghostly, manipulative hands

Duration: 10 minutes +1 minutes/level

Saving Throw: No

Spell Resistance: No

By casting this spell, you animate a pair of skeletal hands that levitate in midair and move as directed by you, using verbal commands and somatic gestures to guide them within an area no greater than 10 feet + 10 feet/3 caster levels. The hands can perform only simple grasping, lifting, and carrying activities. They cannot perform complex movements that require great dexterity, such as picking locks. They can, however, open unlocked doors and chests, or turn pages in a spell book. The hands can also make two clawing attacks per round, each attack directed against a different target. They attack at the same level as you do, and each inflicts 1–3 hp damage on a successful hit. The hands may be physically attacked in turn (each hand has AC 15, hp 4, and MV 15) and may move anywhere within their range.

The hands can carry up to 5 pounds each; together, they can carry an object of up to 20 pounds. The hands may wield weapons within these weight limits. When using weapons, the skeletal hands attack with a bonus half your level and with the –4 penalty for nonproficiency. Hand-held melee weapons do half their normal damage (round up fractions), because the hands cannot generate the proper forces that the weapons need in order to inflict normal damage. The hands may fire an already loaded crossbow and inflict normal damage, because the crossbow provides the necessary force to propel the bolt. All other missile weapons have their ranges reduced to one quarter and inflict their normal damage (round up fractions).

The material components are the complete, skeletal hands of any human, demihuman, or humanoid. These hand bones may be reused in multiple castings of the spell, providing the hands have not been damaged or destroyed in combat.

3rd-Level Spells

Bone Dance

Necromancy

Level: Sor/Wiz 3

Components: S, M

Casting Time: 3 rounds

Range: Close (within 10 yards/level of you)

Target: 1 skeleton or zombie

Duration: 10 minutes/level

Saving Throw: No

Spell Resistance: No

This spell temporarily animates the physical remains of a human, demihuman, or humanoid. *Bone dance* forges a mystical link with the newly made undead creature within 10 yards/level of you, enabling you to mentally control its movements, just as a master puppeteer manipulates the actions of a wooden puppet.

The skeleton or zombie animated by this spell is incapable of carrying out any independent actions—you must mentally command your undead puppet to walk forward, pick up a sword, strike an opponent with it, and so on. While you concentrate on maintaining the *bone dance*, you may not speak, cast other spells, or actively engage in melee. The spell occupies the greater part of the caster's attention.

The skeleton or zombie created by this spell conforms to the normal variety described in the *Monster Manual*. It is compatible with (can be affected by) other necromantic spells that affect undead, and the creature may perform all of the simple actions outlined in the *skeletal hands* spell. If directed into combat, it fights as a regular skeleton (even if it still has some flesh on its bones).

When combined with *spectral voice*, *bone dance* can make for an effective decoy, a menacing bluff, or at least a ghastly form of entertainment. When augmented by *corpse link*, a dancing cadaver may serve as an effective (and ultimately expendable) scout that can work beyond the immediate visual range of the caster.

Normally, the *bone dance* progresses for the duration of the spell or until you loses concentration. The *dance* also ends prematurely if you causes the skeleton to move beyond spell range or out of direct sight (certain divinations, such as *corpse link* may lift this hindrance). The *bone dance* may be destroyed in combat, or broken by a successful *dispel magic*. The material component is an intact skeleton

or corpse and a small, crude puppet which You must manipulate with both hands to choreograph the *bone dance*.

False Face (Necromancy, Alteration)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close (within 10 yards/level of you)

Effect: Disguise self as another

Duration: 10 minutes/level

Saving Throw: No

Spell Resistance: No

This spell enables you to copy the face of another human, demihuman, or humanoid, either living or dead within 10 yards/level of where you stand. It has no effect on undead. You gains the facial features of the chosen individual of either sex, providing the subject lies within range and you can clearly see the face he or she is trying to emulate.

You do not gain any sensory abilities (or disabilities) associated with the new face. For example, if you copy a blind man's face, you still retains your normal sight. You retain your normal voice, too, as well as height, bodily appearance, spells, and spell-like abilities.

The *false face* serves as an effective disguise, though it radiates a magical aura of necromancy. Spells that detect or banish illusions have no effect on this disguise; the *false face* is not illusionary. It may be reversed with *dispel magic*.

The material components are a small ball of natural rubber and a small mirror, both of which are consumed in the casting.

Skulltrap

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 skull

Duration: Special

Saving Throw: Reflex half

Spell Resistance: No

This ward may be placed on any non-living skull or the skull of an undead skeleton. The *skull-trap* remains dormant until the skull is touched by living matter or is struck and damaged by non-

living matter (for instance, it's struck by in combat or falls to the floor). Assume a normal skull is AC 12 and has 2 hp. This simple warding does not discriminate; it can just as easily be triggered by you who cast the spell as by a curious rat brushing up against it.

When the *skulltrap* discharges, the skull flashes briefly with red or violet light and violently explodes, releasing a blast of energy drawn from the Negative Material plane. The burst of negative energy does 2d4 hp damage plus 1d4 hp damage for each caster level to a maximum of 10d4. All living creatures within 10' of the skull must make a Reflex saving throw to suffer only half damage from the blast.

Because the trap is so easily triggered, the skull is often placed in its final resting place before casting the spell on it. The trapped skull may be moved without triggering the trap, but it must be moved very slowly and without contact with living matter. Gloves or any other thin materials used to cover the flesh of a living being are not enough to prevent the skulltrap from being discharged. The material component is a pinch of dust from the physical remains of a corporeal undead being with strong ties to the Negative Material Plane, such as a wight or vampire.

4th-Level Spells

Brainkill

Necromancy

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 round

Range: Touch

Effect: Erase memory of creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Using this spell, which operates much like a *forget* spell, you can permanently burn from the memory of any one creature all knowledge of either a specific place or person or a time period of up to one year (you may choose the desired result). The spell works on any intelligent creature by destroying a portion of its brain, but a victim is entitled to a Will saving throw to resist the effects of the spell. If successful, the creature suffers only a painful headache, which dissipates in 1–4 hours but is otherwise

harmless. If failed, the victim suffers 1–6 points of damage from an excruciating headache, leaving him or her with selected gaps in his memory.

Brainkill can affect only the victim's memory and ability to recall factual information. For example, a person thus affected might be completely unable to remember details of a place, the name, appearance, or any traits of a person, or might have a one-year blank in your memory. The spell has no effect on a person's learned abilities or skills. For instance, suppose an individual gained a swimming skill six months before coming under the influence of this spell. While the victim will no longer recall the swimming lessons, he or she still retains the ability, though it might not become evident until the victim jumps into a large body of water. Aside from relearning it as best as one can, the lost knowledge and memories can never be regained except by a *wish*.

Empathic Wound Transfer (Necromancy)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: 1 creature

Duration: Permanent

Saving Throw: None

Spell Resistance: No

By casting this spell, you transfer some of the wounds of another creature to yourself, thereby partially curing the recipient. Up to 2 hp per caster level may be transferred to a maximum of 20 hit points, so a 10th level necromancer could cure an ally of a 20-hp wound (but you will then take 20 hp in damage).

The hit point loss could have originally resulted from physical attacks, certain poisons, spell effects, diseases, or curses (except those that cannot be removed by the *remove curse* spell). This spell cannot restore amputated limbs, drained life levels, or lost life. It also cannot undo any continuously acting poison or disease. The spell only temporarily reverses such harm, which will then continue to affect the victim.

You cannot drain your own life. Normally, you can only transfer damage to bring yourself to as low as –9. Of course, the mage immediately loses consciousness in such a case, but your condition does not deteriorate unless further wounded by another

agent. At the DM's discretion, this spell also enables you to immediately restore an incapacitated and dying victim. Hit points cured by the *wound transfer* are inflicted on you. Hit points lost by you may be regained by normal healing or magic.

Finally, after the *transfer* is complete, you temporarily loses four points of temporary Constitution loss due to extreme exhaustion. If your Constitution drops to 0, unconsciousness results, and full Constitution is not regained for 24 hours of full rest. The material components are hair and blood from both the recipient and the caster, two newt eyes, and two wolf teeth (each from a different animal). These components are consumed in the casting.

Summon Spirit

Necromancy

Level: Sor/Wiz 4

Components: V, M

Casting Time: 10 minutes

Range: Close (within 10 yards)

Effect: 1 summoned spirit

Duration: 1 round/level

Saving Throw: Will may negate (see text)

Spell Resistance: Yes

This spell allows you to raise up the spirit of a dead human or demihuman within 10 yards, which may answer questions put to it by those present at the summoning. Of course, the questioners must speak the same language as the dead creature.

Summoning a dead spirit is far from a certain or trouble-free enterprise. The base chance that a spirit will answer the summons is 50% + 1% for each experience level of you casting the spell. This chance of success also depends on your authority in the spirit world, the length of time the subject has been dead, and the specific time of day during the casting (see the table below).

Regardless of actual penalties or bonuses, the chance of success never drops below 5% or rises above 95%. If the spell fails, there is always the chance that the summoning will attract the attention of some other (potentially hostile) spirit or undead creature, either from the netherworld or the general vicinity of the caster. The chances of summoning a malicious undead are 5%, cumulative with every failed attempt by the same caster. Note that this spell in no way protects you (or those present at the casting) from the attacks of inadvertently summoned undead.

If the summoning is successful, the desired spirit slowly rises from the ground before you. The spirit's willingness to answer questions will first determine the effectiveness of the spell. If the spirit is of a different alignment than you or formerly had more hit dice than your current level of experience, the shade is entitled to a Will saving throw to resist the interrogation.

Provided that the spirit is agreeable, it can answer one question for every three caster levels you have. Summoned spirits tend to be evasive and cryptic. In general, their knowledge is limited to what they knew while alive. A spirit may also be called upon to answer specific questions about the near future, regarding actions undertaken before the next nightfall. Questions and predictions about future events are subject to the same conditions and limitations as the priest spell *augury*.

This spell requires a shallow pit filled with the blood from a slaughtered ram. The pit opens a symbolic link with the netherworld, while the blood serves to lure a spirit back into the world of the living. Note that the blood may also attract hostile undead (if the summoning fails). The DM may care to modify this spell so that it always summons a host of spirits (numbering 1–20) who must be individually questioned and placated before the desired shade arrives. The DM may also care to increase the chances of summoning a hostile undead (even if the spell succeeds) to reflect the caster's location and the tone of the campaign. Obviously, calling a beneficial spirit near the burial mound of a wraith may bring both creatures to investigate the unusual summons.

Modifier	Condition
+5%	Caster is a necromancer
+5%	Caster has spirit lore proficiency
+10%	Caster is a member of the Witch kit
None	Subject dead for up to 1 week
-5%	Subject dead for up to 1 month
-10%	Subject dead for up to 1 year
-15%	Subject dead for up to 10 years
-20%	Subject dead for up to 100 years
-30%	Subject dead for up to 1000 years
-50%	Subject dead 1000 years +
-25%	Spell cast by day
None	Spell cast at night
+10%	Spell cast at full moon
+25%	cast on a holy day associated with the dead
+10%	Ancestor present at summoning
-10%	Spirit previously summoned within the same month

5th-Level Spells

Bind Undead

Necromancy

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (within 10 yards/level of you)

Effect: Undead held

Duration: 2 rounds per level

Saving Throw: Will negates

Spell Resistance: Yes

Bind undead is highly effective against certain kinds of undead (it has no effect on living creatures). This spell automatically affects all chosen corporeal undead of 6+ or less HD within 10 yards/caster level. Such creatures curl into a ball (if more than one undead is affected, they are all gathered into one tightly-packed sphere). Affected undead are considered *held*, helpless and immobile, their special abilities in stasis, until the spell expires or you free them. The diameter of this ball of undead is typically 2–3 feet per affected creature. Typically, this "boneball" is rolled off a cliff or into an obstacle or fire, or conveyed into the midst of foes, whereupon you end the magic, freeing the undead to fight.

Against noncorporeal undead (such as ghosts and spectres) and all undead of 7 or more HD, *bind undead* acts only as a *slow* spell. These undead are entitled to a Will saving throw to resist the effect. *Bind undead* does not effect "Undead templates such as Vampires and Liches. The material component is the bone of any creature, held in your left hand at the time of casting.

Bone Blight

Necromancy

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (30 yards)

Target: 1 creature

Duration: Permanent

Saving Throw: Fort negates

Spell Resistance: Yes

This nasty curse slowly erodes the healthy bone of any chosen creature within range, who is entitled to a Fortitude saving throw. If failed, all bone in the

creature slowly begins to dissolve, eventually reducing it to a quivering mound of formless flesh.

Except for experiencing a strange "tingling sensation" at the time of casting, the victim is not immediately aware of the spell's effect (making it even more insidious). In the short term (starting at the moment of casting up to the first full day), the bones of the victim become embrittled, greatly increasing your susceptibility to crushing attacks or falling damage. At the onset, the subject of this spell sustains double normal damage from such attacks; by the end of the first day, the victim's current hit points are reduced by 20%.

In the medium term (lasting 1d6+1 days from the time of the casting), a victim is subject to frequent, painful fractures. All attacks by piercing and slashing weapons inflict double normal damage, while crushing attacks inflict quadruple damage. By the end of this period, the creature's hit points are reduced by 60%. In the terminal stage of this spell, a victim's bones finally dissolve, collapsing the subject's spine and skull, bringing a slow and painful death.

While under the effects of this spell, the victim's body is unable to undergo normal healing processes. Magical healing (spells or potions) slows the onset of the terminal stage, but it cannot halt the bone loss process completely. Every 10 hp of magical healing effectively prolongs the victim's life in the intermediate stage of the affliction for one full day. The slow dissolution of bone can only be halted by a successful *dispel magic* or by *remove curse*, *cure disease*, *limited wish*, *wish*, *heal*, or *restoration* spells. Once the spell has been broken, lost hit points can be healed by normal or magical means.

The reverse of the spell, *bone growth*, immediately halts the *bone blight* and slowly (over a period of 1–6 days) restores all damage caused by that spell.

Both versions of this spell only work on living creatures and have no effect if cast on undead. The material component is a drop of aqua regia for *bone blight* and a drop of milk for *bone growth*.

Graft Flesh

Necromancy

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Touch

Effect: Replace limb or disguise
Duration: Variable (see text)
Saving Throw: No
Spell Resistance: No

You can graft any freshly harvested flesh to the body of the recipient, either replacing a lost limb or serving as a disguise. The duration is limited only by the compatibility of the grafted flesh to the host's own body. Flesh harvested from the recipient him- or herself (such as a severed limb) can be permanently reattached with this spell. If the grafted limb were taken from a fresh corpse, however, the maximum duration of the spell would be 1 day/level of the caster. Only musculo-skeletal tissues are affected by this spell; it cannot be used to graft organs or attach additional appendages (such as an extra arm) to the recipient.

Graft flesh can also disguise the subject (which may be yourself) with the flesh from a cadaver. While the subject gains the facial and bodily appearance of the deceased individual, the transformation is only "skin deep." The recipient retains his normal voice, knowledge, spells, and other abilities. Furthermore, the subject does not gain any physical or sensory abilities associated with his new appearance (the spell cannot, for instance, increase the host's physical strength or replace lost eyesight). This application lasts 1 day/level of the caster.

For the duration of the spell, grafted flesh literally becomes an extension of the host's own body (affected tissue radiates a faint aura of necromancy, however). The recipient has complete control over the flesh as if it were their own. At the conclusion of the spell, the grafted flesh slowly deadens and ultimately drops away. A successful *dispel magic* ends the spell prematurely.

Graft flesh only functions on living human, demihuman, or humanoid subjects. The material component is the host's own severed limb or else a suitable replacement from a fresh corpse (dead for no longer than 1 day per level of the caster). Grafted tissue must be harvested from the same species as the host. *Graft flesh* cannot be combined with other enchantments (such as *embalm* or *spirit bind*) which are used to preserve a corpse. By the conclusion of the spell, all grafted flesh has decayed past all utility and cannot be used in a subsequent casting.

6th-Level Spells

Corpse Host (Necromancy)

Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 10 minutes
Range: Touch
Effect: Transfer life force to corpse
Duration: 1 day/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell enables an individual touched by you to transfer your life force to temporarily animate the fresh corpse of a human, demihuman, or humanoid. A saving throw is entitled only if the individual touched is actively resisting. This spell will fail if cast on undead. The recipient wills the cadaver to move and act and can even cast spells through it—all while your own body is safely up to 5 miles away per level of the caster. While animated by the host's life force, the corpse ceases to decay; however, unless illusionary magic is cast upon it, the cadaver will appear to be a form of undead.

The recipient (who may be the caster) can see, hear, and sense through the corpse host. The host can fight, talk hoarsely (with the voice of the corpse), and carry things—in fact, it can perform all tasks less exacting than lock-picking, sewing, and similar handicrafts. It can even go adventuring and earn experience points for its "master."

The recipient's mind functions in two places simultaneously—within the corpse host and within your real body. The real body can still sense (see, hear, and so on) exactly as before, even benefiting from enhancements such as a magical ring. The tradeoff is paralysis. Aside from breathing, blinking, and moving your eyes, the recipient cannot move your real body while the host is animated. (Friendly guards are a wise precaution. So is a pleasant or strategic view). The real body does not need to eat, drink, or sleep.

The recipient is vulnerable when your corpse host is the target of magical and psionic powers that affect the mind. The host can be fooled by illusion spells to the same degree as the recipient. It works this way because both recipient and host are actually sharing the same mind.

Physical attacks against the corpse host don't damage the real body, though they do harm the host. The latter has a number of "hit points" equal to

the recipient's normal maximum (even if the recipient is currently crippled). The host has the recipient's natural armor class including dexterity but excluding armor, magic, skill, feats, etc., though it may wear armor and employ weaponry with the same restrictions that apply to the recipient. The host does not benefit from anything worn or carried by the recipient's real body, however.

The corpse host can withstand attacks as well as (or as poorly as) the recipient can normally. Note that since the host is not undead, it may not be turned or affected with spells or magical items that influence such creatures.

If the host drops to 0 or fewer hit points, the owner must make a Fortitude saving throw against DC 5. Failure indicates that the real body also dies along with the host. The spiritual link between the recipient and host can also be abruptly severed by (successfully) casting you spells *dispel magic*, *limited wish* or *wish* or by employing the clerical spell *dispel evil*. Severance of the spiritual link also requires the recipient to make a system shock roll in order to survive the ordeal.

The recipient of this spell can abandon the link with the corpse host at any time, with no harm to him- or herself. The host immediately collapses (resuming its usual decay), and the recipient immediately regains control of your real body. The same thing occurs when the spell ends or the corpse host somehow moves beyond the spell's range or to another plane.

The material components include a fresh corpse (of an individual who has been dead for no longer than 1 day per level of the caster) and a freshly-excised patch of the recipient's skin. Harvesting this piece of flesh from the subject at the time of casting also inflicts 1–3 hit points of damage. At the conclusion of the spell, the recipient is entitled to a saving throw vs. death magic. If failed, the hit point loss is permanent (consumed by the spell) and cannot be reversed or magically healed except with a *wish* or *restoration* spell. If successful, the loss in hit points, while temporary, can only be regained by normal rest.

Ghoul Gauntlet

Transmutation, Necromancy

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 individual

Duration: Special

Saving Throw: Will

Spell Resistance: Yes

This rare and horrible spell causes the victim to be slowly transformed into a ravening, flesh-eating ghoul as in the *Monster Manual*. The transformation process usually begins at the limb or extremity (usually the hand or arm) closest to the location touched by you at the onset of the spell. The victim suffers 1–2 hit points of damage each round while the body slowly dies and transforms into a ghoul's cold, undying flesh.

The victim is entitled to an initial Will saving throw to resist this deadly transformation. If failed, only a *limited wish*, *wish*, or *restoration* will end the condition. A *dispel magic* or *remove curse* may be effective, but only if cast within three rounds of the touch that confers the *ghoul gauntlet*. During the early stages of the spell, the original afflicted extremity may be severed and burned to terminate the spell.

If the extremity affected by the *ghoul gauntlet* is amputated while the victim has lost less than 20% of your total hit points, then only a hand or a foot may need to be severed (inflicting 1d4+1 hp of damage, requiring a Fortitude saving throw vs. DC 10+ severing damage taken to remain conscious, and resulting in the loss of the limb's mobility and functions). After the victim has lost 20%–50% of your hit points, however, an entire limb will have to be cut off, with the loss of 1d12+4 hp and a Fortitude saving throw vs. DC 10+ severing damage taken. Initially, the transformed flesh of the victim has no paralytic powers or any of the special abilities associated with ghouls. As the spell unfolds, the advancing front of dying flesh inexorably traverses the entire body, and the victim immediately dies once the *ghoul gauntlet* reaches the heart or brain (upon reaching 0 hp due to the spell). Healing spells, potions, or magical items have no power to cure or reverse this affliction while the *ghoul gauntlet* runs its course.

One full day after the victim has died (unless the remains are burned), the subject awakens as a full-fledged ghoul as outlined in the *Monster Manual*. The undead is now a fawning slave, utterly under the control of the necromancer who cast the nefarious spell.

The material components include the freshly

harvested fingernail of a corpse and a pinch of mandrake root. Both of these are consumed by the casting of the spell.

Transmute Bone to Steel

Transmutation, Necromancy

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 round

Range: Close (within 30 yards)

Effect: Increase strength of bone object

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Casting this spell makes any object made of bone within 30 yards, including a skeleton, as strong as steel. The spell may be cast only upon dead, inanimate bones; after they have been transmuted, the bones may now be animated by the usual means. Despite their increased strength, the bones do not change in appearance, and they retain their original weight. Such an object would have hardness 10, hit points 10 and a break DC of 26. Transmuted skeletons now have AC 17 and take half the usual damage from all physical attacks. However, these skeletons still take normal damage from holy water and magical attacks and are also subject to spells affecting metal and the attacks of creatures that especially affect metal, such as rust monsters.

The reverse of this spell, *transmute steel to bone*, weakens any metal by making it as brittle as dry bone. Such an object would have hardness 0 hit points 2 and a break DC of 10. Each non-living recipient of this spell must make an item saving throw vs. disintegration. If failed, the former metal item makes all future saves as if it were fashioned from bone. Metal armor loses its effectiveness, becoming AC 13. Whenever a successful hit is made by or upon the item, the transmuted object must make a save vs. crushing blow to remain intact and functional. Magic items weakened by this spell remain magical, with any bonuses applied to their saving throws. Weapons affected by this spell inflict -2 hp per die of damage (and any natural roll of 1 on the die indicates weapon breakage). Physical attacks versus transmuted metal creatures inflict +2 hp per die of damage. The material components (for both versions of the spell) are steel filings and powdered bone.

7th-Level Spells

Wound Conferral

Necromancy

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 2 rounds

Range: Touch

Effect: Transfers damage between 2 creatures

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell is similar to the 4th-level spell *empathic wound transfer*, except that it enables you to transfer the wounds (up to 3 hp per level of the caster, up to 30 points of damage) between any two creatures, excluding yourself. You must be able to grasp both the creature with the disability and the creature about to receive the disability without having to make attack rolls. Thus, the two beings must either be willing to undergo the spell, or else be sleeping, unconscious, or otherwise bound and secured from escaping the caster's grasp.

The recipient of the disability is entitled to a Fortitude saving throw if unwilling. If the recipient's saving throw succeeds, the transfer is incomplete and nothing further happens. If failed, the recipient gains the wounds of the disabled creature, subject to a few limitations.

The total amount of transferred hit points is limited to the caster's current hit points (or 3 hp per level, whichever is *smaller*). Normally, the spell functions by conveying the wounds from the disabled creature to you (during the first round of casting) and then from you to the final recipient (during the second round of the spell). Should an conferred disability drain you below zero hit points (if you unwittingly attempts to channel more hit points than you currently possesses), the exchange effectively backfires and now operates on you as an *empathic wound transfer*. The spell also backfires if it is interrupted during the second round of casting, before the final conferral of life force to the recipient.

At the DM's discretion, this spell will never backfire when employed by a necromancer, who is presumably an expert in these rites. If interrupted during casting, the spell merely fails without any transfer of wounds from the disabled creature. When cast by a necromancer, this spell can also immediately restore an incapacitated and unconscious

creature.

This spell is terribly exhausting for you. After the exchange is complete, you temporarily lose seven points of Constitution; each point may be recovered by two hours of complete rest. If your Constitution drops below 3, unconsciousness results, and the full Constitution is not regained for 24 hours. The material components are the same as for as the *empathic wound transfer* spell, except for a specially fashioned ruby brooch or pendant (worth at least 5,000 gp) which must be worn by you at the time of casting. The ruby, which serves as a temporary receptacle or buffer for the exchanged life force, shatters upon the completion of the spell.

8th-Level Spells

Death Shroud

Necromancy

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

Range: Touch

Effect: Causes death to attackers

Duration: Special; 1 round/level maximum

Saving Throw: Will negates

Spell Resistance: Yes

Death shroud draws upon the Negative Material Plane to surround you in a dark and shadowy aura of life-draining energy. While you suffers no ill-effects from this baneful radiance, it may have dire consequences for anyone who comes into contact with the aura.

The *death shroud* can be used actively in offense and passively in defense. In combat, you may activate the deadly power of the spell by touching a victim (requiring a successful attack roll). Any creature touched must immediately make a Will saving throw. If the roll is successful, the victim is unharmed. If the save is failed, a black haze forms around the victim, draining 20% of their current hit points each round until the unfortunate individual dies at the end of the fifth round. The *death shroud* also serves as a passive ward or protection for you. Anyone who touches you or attempts to strike you with any hand-held object or melee weapon must make a Will saving throw or be stricken by the death shroud in a similar manner.

The following spells remove the *death shroud* from an afflicted individual: *cure critical wounds*,

heal, *limited wish*, *wish*, or a successful *dispel magic*. Lesser curing spells and healing potions delay death only by one round. Multiple applications of these spells or potions may prolong a victim's life until the duration of the spell expires. The spell may also be ended prematurely by killing or successfully employing dispel magic on you (this immediately releases all creatures afflicted by the spell).

The *death shroud* remains in effect until you have successfully attacked or been attacked by a number of creatures equal to your current level (or the spell's maximum duration has elapsed). Undead are not affected by this spell. In fact, if an undead creature is attacked by a *death shroud*, it immediately gains 1 HD, and you must make a Will saving throw or suffer the effects of the *death shroud* herself.

This dreadful spell is known only to a select cadre of necromancers who purportedly learned it from a mysterious, bronze-bound book of extraplanar origin. The warding requires the following material components: crushed black opal and diamond (worth 5,000 gp), dust from a corporeal undead with strong ties to the Negative Material Plane (such as a vampire or wight), and a hunk of smoky quartz. These ingredients are consumed in the casting.

Life Force Transfer (Necromancy) Reversible

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 80 minutes

Range: Touch

Effect: Transfer life force to item

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Upon completion of this long and highly-versatile incantation, you permanently transfer a creature's life force (even your own) into a specially fabricated item, a magical receptacle, or the body of another individual. Once the mental transfer has been completed, the recipient's body falls into a cataleptic state, and remains in a death-like trance or coma for 2–7 days. Unless the subject's life force is magically reunited with the body during that time period, the body dies, and the life force remains permanently trapped within the physical object or new body.

While in the physical receptacle, the recipient

may perform any action permitted by the new form. In an item such as a ring or a sword, the subject may communicate with the user when the receptacle is held or worn properly. The extent of communication depends on the subject's intelligence:

Int	Communication
3–11	None
12–13	Semi-Empathy
14–16	Empathy
17+	Telepathy

Individuals of low or average intelligence cannot communicate, and those of above-average intelligence can communicate using a primitive form of empathy (usually limited to a throb or tingle of varying intensity). At the discretion of the DM, the life force might animate a specially prepared statue or golem, perhaps even enabling the recipient to employ any memorized spells.

Life force transfer is sometimes the final step in the manufacture of a powerful magical item or minor artifact (usually a sword). In this process, a victim's life force is transferred into a magical item (unless they makes a Will saving throw), which is finally sealed with a *permanency*.

In such an enchantment, the recipient's body is frequently destroyed afterward by the caster, forever trapping the victim's life force in the item (unless the *permanency* is first reversed and a new body prepared using a *clone*, *wish*, or similar means). If the item is destroyed while the recipient's life force is in it, the creature may regain its body by making a system shock roll if it lies within 1 mile per level of the original caster; otherwise, the subject's life force dissipates, and the creature dies.

Sometimes, you may employ this spell as a final measure to protect your own life. In this version, the entire incantation and receptacle are prepared and cast beforehand, but only the final syllable of the spell is left unfinished. You may pronounce this short (single segment) syllable at any later time, casting your life force into the receptacle—providing that it lies within range. Obviously, this strategy only works if the receptacle is kept close to you at all times. Furthermore, you usually must leave behind clues or encrypted instructions so that your allies may later reverse the spell and restore you to your normal state, whatever that may be. While the spell is in its unfinished state, you cannot

learn a new 8th-level spell to replace it. Aside from this limitation, however, your remains are unaffected by the pending spell.

Less scrupulous wizards may use this rite to permanently transfer the recipient's life force (often their own) into the body of a younger individual, thereby extending their own existence. The victim is entitled to a Will saving throw to resist the effects. If failed, the subject's life force departs (resulting in the death of the victim), and the recipient's life force takes permanent possession of the victim's body. If the saving throw is successful, the spell fails without any ill effect to either the victim or recipient (though it may be recast at a later date). Thus, an ancient necromancer may transfer your life force into the body of a vigorous, younger person, thereby gaining all of the victim's physical attributes, manual skills, hit points, and extended life span.

The spell requires either an expertly-crafted item or any living human, demihuman, or humanoid (preferably young and healthy) to house the subject's life force. The remaining material components include a scroll inscribed with special rare inks and a massive, blood red garnet (worth 5,000 gp or more). The exact nature of any physical receptacle should be decided by the DM, but it must be of quality suitable for enchantment. The garnet (but not the scroll) is consumed in the casting. This spell cannot be dispelled normally (even in its "pending" state). If the receptacle was not sealed with a *permanency*, then the subject's life force may be driven out with *spirit release* or *dispel evil* (in the event of a permanent magical receptacle, the item's *permanency* must be first overcome with *dispel magic*).

In rare cases, to be adjudicated by the DM, the life force of the victim does not depart from the body, but coexists in your body with that of the recipient or "intruder." Such a life force may be able to take control of the survivor—use the control rules for the *magic jar* spell to determine this. As before, the "intruder" life force can only be ejected by casting *dispel evil* (or a full *wish*). Otherwise, at the discretion of the DM, the life force of the "intruder" merges with that of the victim, diluting the recipient's personality, alignment, and possibly sanity, as well.

The reverse of this spell, *revoke life force transfer*, requires the original scroll (the one used in the *life force transfer* spell to be revoked), the construct, and the body of the recipient. Providing that

the spell is cast before the body physically dies (within 2–7 days of the original separation), the reversal process requires a system shock roll in order to be successful. If failed (or if the body has already perished), the newly released life force dissipates, and the subject dies.

9th-Level Spells

Death Ward

Abjuration, Necromancy

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 10 minutes

Range: Close

Area: 1 portal

Duration: Special (see text)

Saving Throw: Will negates

Spell Resistance: Yes

By covering a doorway with the most forbidden and lethal of necromantic runes, you can protect a small portal so that any creature that tries to pass through the warded area without first speaking a word of command is immediately slain. A *death ward* may also be cast on an item (usually a spell book or phylactery) or on a tunnel or cave entrance no larger than 30' feet in diameter. A single application of this spell can kill up to twice as many hit dice or levels of creatures as you who cast the spell has levels of experience (thus a 20th-level wizard can slay up to 40 levels with a single *death ward*).

Each creature passing through the ward is entitled to a Will saving throw; if successful, the individual survives and the ward loses none of its lethality. However, those who fail their saves are immediately slain and their levels or hit dice are subtracted from the potency of the ward. Those with greater hit dice than the current power of the *death ward* are unaffected by the spell.

For example, an 18th-level lich has cast the *death ward* (which can slay up to 36 levels) on the entrance to her inner sanctum. A party of four characters, each 15th level, enter her lair and foolishly traverse the warding. The first member fails his save and perishes, reducing the ward's effectiveness to 21 levels. The second character makes her save and thus escapes any ill effects (the ward remains unaffected, however). The third character fails the save and dies also, reducing the ward to 6 levels of potency. The fourth 15th-level character has too

many levels of experience to be affected by the weakened ward, which remains in effect until drained by a less powerful being.

Despite its lethality, this is not a subtle warding. The protected area or object is literally covered with intricate, arcane runes and symbols at the time of casting. These glyphs may flash ominously with pale red or blue light when approached within 10 feet. The entire area radiates a magical aura of lethal necromancy. Provided that you are on the same plane of existence, you will be immediately aware if the *death ward* has been triggered. By concentrating, you may determine its current level of lethality, regardless of distance.

This terrible spell is a closely held secret, guarded jealously by the most powerful and black-hearted of necromancers and liches. It was originally designed by liches, as they can easily sustain the rigors of casting such a spell.

Mortal wizards who employ this powerful spell must make a Will saving throw DC 10 or go insane, contract permanent paralysis (via a stroke), or suffer from a terminal illness as adjudicated by the DM. Curiously, the mental stability afforded by lichdom makes these undying wizards completely immune to the dangers of employing this ward. It is similarly rumored that certain ancient, evil dragons have developed an even more potent version of this spell, which they may employ in their lairs with impunity.

The material component is a magical ink fabricated exclusively for this spell. The list of the ink's noxious ingredients is lengthy and complex, but it includes the venom of numerous poisonous animals and the acrid ichor of extraplanar fiends. Not surprisingly, the accumulation of these deadly components and the subsequent fabrication of the baneful ink itself sometimes results in tragedy for a mortal wizard, as mentioned previously.

While the inscription process (the actual casting) of the *death ward* takes only 1 turn, the fabrication process of the ink (once the proper ingredients have been assembled) takes 1–4 days. The ink also requires the dust of powdered perdiots and garnets, worth between 2,000–8,000 gp.

Life Force Exchange (Necromancy) Reversible

Level: Sor/Wiz 9

Components: V, S

Casting Time: 1 action

Range: Medium (within 60 yards of you)

Effect: Switches the life force of 2 creatures

Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

This spell permanently switches the life forces of two creatures (one of which may be you) within 60 yards. Both recipients must be within range at the time the spell is completed, or it fails automatically. When employed correctly, both creatures are surrounded by a radiant green aura and must make a Will saving throw to avoid the effects (obviously, willing recipients may forego the saving throw to consciously accept the effect).

The spell only functions properly if both recipients fail their saving throws. If only one target of the spell fails the save, then the one who made the saving throw is automatically stunned (reeling and unable to take action) for 1 round. Meanwhile the other subject (the one who failed the save) is stunned for 1–4 rounds.

In the event of a successful transfer, both life forces retain all of their original mental abilities and behavioral patterns, although their physical abilities are limited (or possibly enhanced) by their new forms. For instance, a decrepit necromancer uses this spell to exchange life forces with a hale, young warrior in the prime of his health. While the necromancer gain a young and vigorous body (and all of the benefits that go with it), the unfortunate youth finds himself trapped in the withered shell of a dying, old man. Creatures unaccustomed to being shifted in this way are stunned for a minimum of 1 round after the transfer.

The effects of this spell are permanent and can only be reversed by a full *wish* or by the reverse of the spell, *revoke life force exchange*. If one of the bodies is slain before reversal can take place, the life force currently inhabiting that body departs. That spirit and its new body are dead just as if the spirit was in the body that actually belonged to it in the first place. The life force originally belonging to the slain body is now irreversibly trapped in its new form. Short of expending two *wishes* (one to restore the slain body, and the second to transfer the life force), the only way to now restore the victim to your rightful body is by cloning the original body and casting *revoke life force exchange*.