

# Corpse Caster

Necromancer's manipulate, create, or destroy life and life forces. While the main focus of necromancy is the dead, the corpse caster takes it to another level entirely, using the deceased, or portions of such creatures to fuel his spells and personal abilities, eventually learning to cast his magic through specially prepared corpses.

Wizards (necromancers) and necromantic priests (particularly those who worship Orcus) tend to easily and willingly follow the path of the corpse caster. Other classes rarely take up the fight and become corpse casters. Some classes, like paladins, completely disdain corpse casters and the evilness they bring into the world.

Corpse casters tend to be loners, haunting abandoned castles, mausoleums, cemeteries, and other such areas. Regardless of where a corpse caster makes his home, ready access to fresh corpses is a must, so most tend to lair near cemeteries, crematoriums, and burial mounds.

**Hit Die:** d4

## Requirements

To qualify to become a corpse caster, a character must meet the following criteria.

**Alignment:** Any evil.

**Skills:** Knowledge (religion) 3 ranks, Knowledge (arcana) 3 ranks.

**Spellcasting:** Ability to cast 3rd level spells, three of which must be necromancy spells and one of which must be *animate dead*.

## Class Skills

The corpse caster's class skills (and the key ability for each skill) are Concentration (Con), Craft (alchemy) (Int), Knowledge (anatomy) (Int), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), and Spellcraft (Int).

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

All of the following are class features of the corpse caster prestige class.

**Weapon and Armor Proficiency:** A corpse caster gains no additional proficiency with any weapon or armor.

**Bond with Corpse (Su):** At 9th level, the corpse caster can employ a ritual that bonds a portion of his life force to that of a specially prepared corpse. The bonding ritual takes 6 hours to complete and requires 1,000 gp in raw materials (consisting of special perfumes, herbs, and so on). Once the ritual is completed, the caster is bound with that corpse. The corpse caster can only be bonded with a single corpse at any given time.

The next time the corpse caster suffers damage (hit point damage, ability damage or drain, or energy drain), the damage he would take is instead transferred from him to the corpse and he suffers no effects of the attack (i.e., he does not suffer any damage, ability damage or ability drain, or negative levels from an energy drain attack). The corpse has a number of hit points equal to one-half the corpse caster's total hit points. At 0 or less hit points, the corpse is destroyed and disintegrates into a pile of dust. Damage dealt to the bonded corpse cannot be healed or repaired.

Hit point damage transfers on a 1-to-1 basis (i.e., for every point of damage the caster would normally take, an equal amount is transferred to the bonded corpse). Ability damage or drain transfers to the corpse on a 1-to-2 point basis (for every 1 point of ability damage or drain the caster would normally take, the bonded corpse takes 2 points of damage). Energy drain transfers to the corpse on a 1-to-4 point basis (for every negative level dealt to the caster, the corpse takes 4 points of damage).

The corpse caster and his bonded corpse must always be within 100 feet of each other per caster level (total of his corpse caster class levels plus all other spellcasting class levels) or else the bond is broken. Should the bonded corpse be

### The Corpse Caster

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+2	+0	+2	Corpse component	+1 level of existing class
2nd	+1	+3	+0	+3	Corpse casting I, stench	+1 level of existing class
3rd	+1	+3	+1	+3	Spell from the grave	+1 level of existing class
4th	+2	+4	+1	+4	Death knell	+1 level of existing class
5th	+2	+4	+1	+4	Corpse casting II	+1 level of existing class
6th	+3	+5	+2	+5	Corpse walk	+1 level of existing class
7th	+3	+5	+2	+5	Essence of the dead	+1 level of existing class
8th	+4	+6	+2	+6	Corpse casting III	+1 level of existing class
9th	+4	+6	+3	+6	Bond with corpse	+1 level of existing class
10th	+5	+7	+3	+7	Corpse casting IV	+1 level of existing class

attacked directly (with weapons, natural attacks, unarmed, or with spells), it can take 30 points of damage before the bond is broken and the corpse is destroyed. Destroying a corpse in this fashion causes the corpse caster to gain 2d4 negative levels (just as if he'd been struck by an *enervation* spell). The corpse caster does not get a saving throw to avoid the negative levels, but 24 hours later he must make a DC 20 Fortitude save for each negative level to avoid permanent level drain.

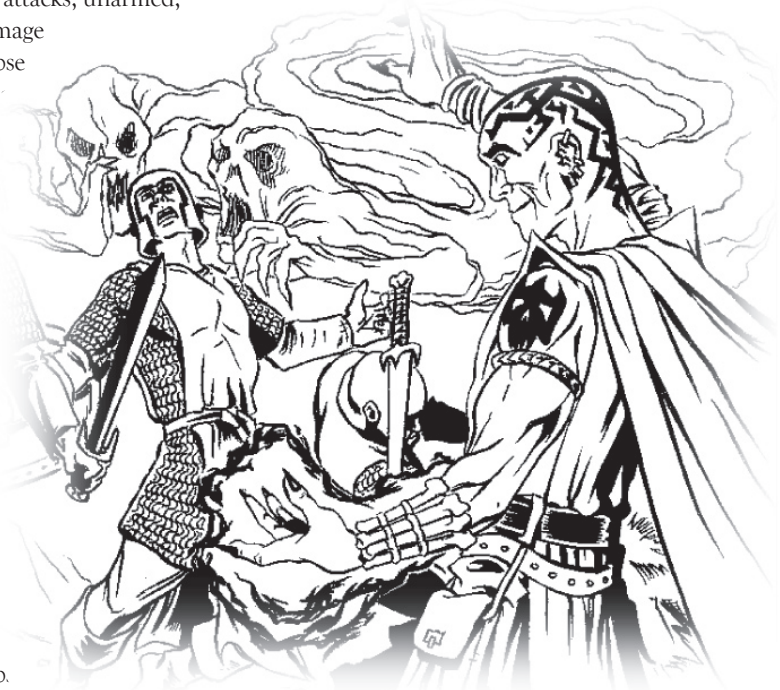
**Corpse Casting (Su):** Once per day, beginning at 2nd level, a corpse caster can cast any 1st-level spell through a single corpse within 100 feet + 10 feet per corpse caster class level. The corpse caster does not have to see the corpse but must know its general location. A spell cast using this ability cannot have a range of Personal or Touch. When the spell is cast, it takes effect just as if the corpse caster had cast it. A spell cast using this ability counts toward the corpse caster's daily allotment of spells.

At 5th level, a corpse caster can cast spells of 2nd level or lower through a corpse. At 8th level, he can cast spells of 3rd level or lower through a corpse, and finally, at 10th level, a corpse caster can cast spells of 4th level or lower through a corpse.

**Corpse Component (Ex):** At 1st level, a corpse caster can substitute a portion of a corpse for the material component(s) needed to fuel his spells. The corpse's HD/level (when it was alive) determines the total value of material components that can be replaced as shown on the table below. Where a portion of the corpse is required, the corpse caster must be touching or holding that portion during the casting of the spell. A portion is defined as any part of a corpse, be it skin, internal organs, and so on. Blood, hair, and fingernails, cannot be used as a portion. Where an entire corpse is required, the corpse caster must remain within 30 feet of the corpse during the casting.

Component Cost (in gp)	Hit Dice of Corpse	Portion Required
0 – 50	1	portion
51 – 300	3	portion
301 – 750	5	portion
751 – 1,000	7	portion
1,001 – 3,000	9	entire corpse
3,001 – 5,000	11	entire corpse
5,001 – 9,000	13	entire corpse
9,001 – 15,000	15	entire corpse
15,001 +	17	entire corpse

**Corpse Walk (Sp):** At 6th level, once per day, a corpse caster gains the ability to move from one corpse to another (similar to the ability to move from tree to tree as by the *tree stride* spell) as a standard action. The caster simply steps into a corpse and vanishes, only to emerge from another corpse somewhere else on



the same plane of existence. Both corpses must be large enough to accommodate the caster or else the corpse walk fails. The corpse caster cannot designate a particular corpse as his exit unless he has a portion of that corpse in his possession. There is no maximum range for this ability, other than both corpses must be on the same plane. If the corpse caster emerges from a corpse into a solid space (such as the ground if he emerges from a buried corpse), the corpse caster is shunted aside to the first open space and takes 2d6 points of damage.

**Death Knell (Sp):** At 4th level, a corpse caster gains the ability to cast *death knell* once per day. His caster level equals his corpse caster class levels plus any other spellcasting class levels he possesses.

**Essence of the Dead (Su):** At 7th level, once per day, a corpse caster can devour a portion of a corpse thereby gaining an enhancement bonus to his Strength, Dexterity, or Constitution. The corpse caster chooses the ability to enhance when he eats from the corpse, and the exact bonus gained is dependent on the level/HD of the corpse. The enhancement bonus lasts for one hour for every three corpse caster class levels.

HD/Level	Enhancement Bonus
1-5	+2
6-10	+4
11+	+6

**Spell from the Grave (Ex):** At 3rd level, a corpse caster gains the ability to store a single spell of 3rd level or lower in a corpse. This ability functions similar to the Brew Potion feat using an alternate medium. All rules, XP costs, material costs, and so on that apply to the Brew Potion feat apply to this ability.

A spell is triggered by the first creature to touch the spell-laden corpse. The spell takes full effect on the creature, just as if the corpse caster had cast it.

**Stench (Ex):** Because of his constant interaction with corpses, at 2nd level, the corpse caster begins to exude a carrion stench from his body. All living creatures in a 10-foot radius spread become sickened for a number of rounds equal to 2 + the corpse

caster's class levels. A successful Fortitude save (DC 10 + the corpse caster's class levels + his Constitution modifier) negates the sickened effect. A creature that makes a successful save is unaffected by the stench of that corpse caster for one day.

## Mirror Mage

Mirror mages are specialized casters (most often arcane casters) that have developed the unique art of seeing a spell or effect in action and then being able to replicate that effect any time within the next 24 hours (this is known as mirroring a spell). Mirror mages are quite rare and most tend to be loners though they do enjoy the company of other spellcasters (whose spells they can eventually learn to mirror).

Mirror mages tend to be either sorcerers or wizards (and characters without any sort of arcane casting ability cannot ever hope to gain levels in this class). Cleric/wizards and cleric/sorcerers sometimes follow the path of the mirror mage. Other classes (though the occasional fighter/sorcerer or fighter/wizard may follow this path) rarely take levels in this class.

Mirror mages tend to operate with other casters, particularly other arcane casters. They often form small bands or even guilds making their home base within the confines of a castle or tower, and most always near populated areas.

**Hit Die:** d4

### Requirements

To qualify to become a mirror mage, a character must meet the following criteria.

**Skills:** Knowledge (arcana) 10 ranks, Spellcraft 10 ranks.

**Feats:** Any two metamagic feats.

**Spellcasting:** Ability to cast arcane spells of 4th level or higher.

### Class Skills

The mirror mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (religion) (Int), Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

### Class Features

All the following are class features of the mirror mage prestige class.

**Weapon and Armor Proficiency:** A mirror mage gains no additional proficiency in any weapons or armor.

**Mirror Magic (Scroll) (Su):** At 1st level, a mirror mage begins the art of mirror-casting (that is, replicating a spell or spell effect he has seen or encountered recently). At 1st level, a mirror mage can, while casting a spell from an arcane scroll, burn the components of the spell into his mind. This is called "mirroring a spell". The spell does not have to be a spell the caster knows; it simply must be an arcane spell.

In order to successfully mirror a spell, the mirror mage must lose a prepared spell (or slot) of the same spell level or higher. Once the spell is mirrored into his mind, the mirror mage can cast the spell at any time (just as if he had prepared it) within the next one day. The spell takes effect with a caster level equal to the mage's total caster level (mirror mage class levels plus all other arcane caster class levels).

A mirror mage cannot mirror divine spells unless he has levels in a divine spellcasting class. A mirror mage with class levels in a divine spellcasting class can mirror a divine spell using the rules above (caster level equals mirror mage class levels plus all other divine caster class levels).

**Mirror Magic (Potion) (Su):** At 2nd level, a mirror mage can mirror any spell from a potion he has consumed within the last one minute. This follows the same rules as above for mirror magic (scroll).

**Mirror Magic (Wand) (Su):** At 3rd level, a mirror mage can mirror any spell from a wand. This follows the same rules as above for mirror magic (scroll).

**Mirror Divine (Su):** At 4th level, a mirror caster can attempt to mirror a divine spell from a scroll, potion, or wand, even if he doesn't have any class levels in a divine spellcasting class. To do so, the mirror mage must succeed on an Intelligence check (DC 12 + divine spell level). If the check succeeds, the mirror mage mirrors the spell and stores it in his mind (as per the rules given under mirror magic above). If the check fails, the mirror mage cannot mirror the spell but still loses the spell he would've sacrificed had his check succeeded. A mirror mage that successfully mirrors a divine spell casts it as an arcane spell with a caster level

The Mirror Mage

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+0	+0	+2	Mirror magic (scroll)	+1 level of existing class
2nd	+1	+0	+0	+3	Mirror magic (potion)	+1 level of existing class
3rd	+1	+1	+1	+3	Mirror magic (wand)	+1 level of existing class
4th	+2	+1	+1	+4	Mirror divine	+1 level of existing class
5th	+2	+1	+1	+4	Mirror caster	+1 level of existing class



equal to his mirror mage class levels plus all other arcane caster class levels. A mirror mage is not required to have a holy/unholy symbol when mirror-casting a divine spell as an arcane spell.

Note, a mirror mage with classes in a divine spellcasting class does not have to make this check.

**Mirror Caster (Su):** At 5th level, the mirror mage's most potent ability allows him to mirror any spell he sees another spellcaster use (whether the caster is divine or arcane). To do so, the mirror mage must have a clear line of sight to the

caster and must spend one round studying the caster as he casts a spell. Afterwards, the mirror mage can mirror the spell he just witnessed using the rules above (given under mirror magic [scroll]). If the spell requires a material component of 500 gp or greater value, the mirror mage must have that component in order to cast the spell. A divine spell mirrored in this manner functions as an arcane if the mirror mage doesn't have any levels in a divine spellcasting class. A mirror mage is not required to have a holy/unholy symbol when mirror-casting a divine spell as an arcane spell.

## Spellfilcher

Spellfilchers are a unique and rare form of thief who have perfected the art of stealing magic; not that contained within museums or treasure chambers, but that contained within the mind of a spellcaster. For this talent, spellfilchers are often sought after and hired by those who can afford them and put their unique talent to (good or bad) use.

Spellfilchers are always some combination of rogue. As a matter of fact, no character without at least three levels of rogue can become a spellfilcher. Fighter/rogues, cleric/rogues, and sorcerer/rogues usually take up the mantle of the spellfilcher. Most other classes do not.

Spellfilchers are found just about anywhere people are. They know that given their unique talent, their services are often in high demand, and most spellfilchers have no qualms about selling their services to the highest bidder.

**Hit Die:** d6

### Requirements

To qualify to become a spellfilcher, a character must meet the following criteria.

**Skills:** Search 8 ranks, Disable Device 8 ranks, Knowledge (arcana) 2 ranks, Spellcraft 2 ranks.

**Abilities:** Trapfinding, trap sense +1.

### Class Skills

The spellfilcher's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Concentration (Con), Decipher Script (Int), Disable Device

(Dex), Disguise (Cha), Forgery (Dex), Gather Information (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spellcraft (Int), Spot (Wis), Use Magic Device (Cha), Use Rope (Dex).

**Skill Points at Each Level:** 6 + Int modifier.

### Class Features

All the following are class features of the spellfilcher prestige class.

**Weapon and Armor Proficiency:** The spellfilcher gains no additional proficiency with any weapon or armor and shield.

**Sense Magic Trap (Ex):** At 1st level, a spellfilcher gains a +2 bonus on Search and Disable Device checks when used to locate or disarm magic or spell-laden traps. This bonus rises to +3 at 3rd level, to +4 at 6th level, and to +5 at 9th level.

**Spell Attunement (Sp):** At 1st level, a spellfilcher can *detect magic* and *read magic* once per day as the spells of the same name with a caster level equal to her spellfilcher class level. As the spellfilcher increases in level, she gains more uses per day of this ability.

**Filch Spell (Su):** At 2nd level, a spellfilcher can spend a full round studying the mind of any spellcaster within 30 feet. By making a successful Search check (DC 12 + one-half the target's caster level), the spellfilcher can identify all 1st-level spells the target caster has prepared. This ability does not work on those that do not prepare spells (such as bards and sorcerers). As the spellfilcher increases in level, she can identify higher level spells.

### The Spellfilcher

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Spell attunement 1/day, sense magic trap +2
2nd	+1	+0	+3	+3	Filch spell (1st level)
3rd	+2	+1	+3	+3	Sense magic trap +3
4th	+3	+1	+4	+4	Spell attunement 2/day
5th	+3	+1	+4	+4	Filch spell (2nd–4th level)
6th	+4	+2	+5	+5	Sense magic trap +4
7th	+5	+2	+5	+5	Spell attunement 3/day
8th	+6	+2	+6	+6	Filch spell (5th–7th level)
9th	+6	+3	+6	+6	Sense magic trap +5
10th	+7	+3	+7	+7	Spell attunement 4/day, filch spell (8th–9th level)

If she moves within 5 feet of the caster, she can, by succeeding at a melee touch attack, touch the caster and in the same round by making a successful Disable Device check (DC 10 + spell level + one-half the target spellcaster's class level), remove (filch) a single 1st-level spell from the caster's mind and store it in a gemstone whose total value is at least 100 gp. If she succeeded at her Search check (above) she can select the filched spell; otherwise the DM determines the exact spell stolen. A stolen spell is wiped from a caster's mind just as if he or she had cast that spell.

The gemstone holds the spell until it is cast, the gem is shattered, or *dispel magic* is cast on it, after which it crumbles to dust. A spellcaster can detect the presence of a spell in the gem by touching the stone and making a successful Spellcraft check (DC 10 + level of the spell contained in the gem).

Only a spellcaster or a spellfilcher can release a stored spell. The spell released takes effect at a caster level equal to that of the original caster (the one the spell was filched from). A spellcaster must be able to cast the type of spell contained in the gem (either divine or arcane) or the spell fails and the gem crumbles. A spellfilcher can release the spell (regardless of the type of magic it is) but must make a successful Intelligence check (DC 10 + level of the spell) or else the spell fails and the gem crumbles to dust. If the spellfilcher has levels in either a divine or arcane class, he follows the rules for spellcasters above.

As the spellfilcher increases in level, he gains the ability to filch higher level spells. The gem to contain a spell must have a value of at least 100 gp per spell level. A gem can only contain a single spell. A spellfilcher can only carry at one time a number of spell-laden gems equal to or less than his Intelligence bonus +3.

# Legal Appendix

This printing of *Eldritch Sorcery* is done under version 1.0a of the Open Game License, below, and version 6.0 of the d20 System Trademark License and version 5.0 of the d20 System Trademark Logo Guide.

**Notice of Open Game Content:** This product contains Open Game Content, as defined in the Open Game License, below. Open Game Content may only be Used under and in terms of the Open Game License.

**Designation of Open Game Content:** All spells, spell descriptions, spell stat blocks, and spell names as well as all feats, feat stat blocks, feat descriptions, and feat names and any other content that comes directly from the d20 System Reference Document within the book—excluding any text on the inside or outside of the front or back cover or on the Credits page—is hereby designated as Open Game Content, subject to the Product Identity designation below. Any questions regarding the Open Game Content within this module should be directed to Clark Peterson at [clark@necromancergames.com](mailto:clark@necromancergames.com).

**Designation of Product Identity:** The following items are hereby designated as Product Identity as provided in section 1(e) of the Open Game License:

Any and all material or content that could be claimed as Product Identity pursuant to section 1(e) below, is hereby claimed as product identity, including but not limited to:

1. The name “Necromancer Games” as well as all logos and identifying marks of Necromancer Games, Inc., including but not limited to the Orcus logo and the phrase “Third Edition Rules, First Edition Feel” as well as the trade dress of Necromancer Games products;
2. The Necromancer Games product name “Eldritch Sorcery,” as well as any and all Necromancer Games product names referenced in the work;
3. All artwork, illustration, graphic design, maps, and cartography, including any text contained within such artwork, illustration, maps, or cartography;
4. The proper names, personality, descriptions, and/or motivations of all artifacts, characters, races, countries, creatures, geographic locations, gods, deities, historic events, magic items, organizations, and/or groups unique to this book, but not their stat blocks or other game mechanic descriptions (if any), and also excluding any such names when they are included in spell or feat names.
5. Any other content previously designated as Product Identity is hereby designated as Product Identity and is used with permission and/or pursuant to license.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

**1. Definitions:** (a)“Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b)“Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)“Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such

content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

**2. The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

**3. Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

**4. Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

**5. Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

**6. Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

**7. Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game

Content shall retain all rights, title and interest in and to that Product Identity.

**8. Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

**9. Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

**10. Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

**11. Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

**12. Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

**13. Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

**14. Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15. COPYRIGHT NOTICE

**Open Game License v 1.0a** Copyright 2000, Wizards of the Coast, Inc.

**System Reference Document** Copyright 2003, Wizards of the Coast, Inc.; Authors Jonathon Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

**Original Spell Name Compendium** Copyright 2002 Clark Peterson; based on NPC-named spells from the *Player's Handbook* that were renamed in the System Reference Document. The *Compendium* can be found on the legal page of [www.necromancergames.com](http://www.necromancergames.com)

**Eldritch Sorcery** Copyright 2005, Necromancer Games, Inc.; Authors Patrick Lawinger, Scott Greene, and David Mannes, with Erica Balsley, Chris Bernhardt, Casey W. Christofferson, Bill Collins, Jim Collura, Chad Coulter, Patrick Goulah, Skeeter Green, Jeff Harkness, Lance Hawvermale, Travis Hawvermale, Richard Hughes, Robert Hunter, AL Krombach, Rob Mason, Matt McGee, Clark Peterson, Michael Proteau, Greg Ragland, Gary Schotter, Joe Walmsley, and Bill Webb.