

Adventures Dark and Deep™

Darker Paths I: *The Necromancer*



By Joseph Bloch

Being an optional character class, the Necromancer, with more than 75 new spells and cantrips for its use. This supplement is suitable for use and fully compatible with other games compatible with the original and advanced editions of the world's most popular fantasy role-playing game.



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Introduction

The introduction of variant character classes has a long and proud tradition within role-playing games, almost as old as the genre itself. Whether the game master chooses to open such new classes as options for his players, or simply uses them as a new and hitherto-unknown foil for them to test their mettle, such classes can add spice and freshness to an otherwise staid campaign.

The new character class presented herein is no different, and indeed versions of it have seen publication in various places and various forms over the years. The present offering is not based on the earlier versions that appeared in the pages of gaming magazines or elsewhere over the last few decades, although it shares with those examples a common heritage of folklore and historical precedent.

Whatever one may think of the powers ascribed to or claimed by such people, necromancers are a part of the cultural heritage of western Europe, whence many if not most role-playing games derive their chief inspiration. They most certainly belong to the body of archetypes that define the character classes used to exemplify those who populate the fantastic worlds of such role-playing games.

The necromancer is a spell-caster quite at home with the dead and undead inhabitants of such fantasy worlds. Such an enemy is a classic foe; the player characters are out to stop him before he summons an unholy army of the undead to sweep away all before him. However, other possibilities exist:

- The PCs are hired by the widow of someone whose shade has been enslaved by the necromancer, in order to free him and give him peace.
- The PCs need to engage the necromancer's services in order to overcome some undead enemy.
- The PCs are hired by a necromancer to secure the long-dead corpse (or some personal item from his crypt) of some famous personage.
- With conventional scrying and auguries unhelpful, the PCs turn to a necromancer in order to discover some long-lost secret known only to the dead.
- A necromancer hires the PCs in order to eliminate a rival for fresh corpses; ghouls, giant rats, demons, etc.

Naturally, the villainous nature of the necromancer makes it almost required that he will be playing a double or even triple game. Nothing will be as it seems; by eliminating the local ghoul infestation, perhaps the PCs inadvertently pave the way for the necromancer to become powerful enough to seize power. The widow's shade could actually be a powerful evil being which goes on a rampage of its own once it is "liberated". Or, of course, the game master can simply toy with the expectations of the players, and have everything be exactly as it appears on its face...

This is not to say that a necromancer character is only good as a set-piece villain. To be sure, the services of a necromancer would find application in most settings as a workman-like spell caster the same as any mage, illusionist, or savant. Just as the others have their own specialties, so too does the necromancer. It should not be any odder to find such a class in a city as an illusionist or a savant, each serving a particular clientele.

Necromancers would fit naturally into any sort of magical guild system that might exist within the campaign setting. It is possible, of course, that a given setting might have some sort of special proscription against the necromantic arts. In such a case, necromancers would either not be found operating openly, or would be concealed as something else. There is enough similarity between them and other spell-casting classes to enable a necromancer to ply his trade subtly and *sub rosa* for quite some time. Of course, such a clandestine existence would leave the necromancer open to blackmail or other nefarious schemes, which in and of itself might lead the player characters to an adventure.

With all of the caveats about allowing evil player characters into a campaign in the first place (more about which below), necromancers would absolutely be a viable choice as a specialist branch of mage. In a campaign that featured dungeons crawling into assorted crypts and tombs, the necromancer would certainly find himself with much to do. In such situations, of course, it is certainly possible that the necromancer would overpower such settings, given their special spells and class abilities. Care must be given to allowing the necromancer an opportunity to shine (for instance, a campaign where a grave is never seen would be an exercise in both futility and frustration for the player of the necromancer character), while at the same time not spotlighting the class to the point that other players feel slighted.

The life of the adventuring necromancer will be slightly different than the life of other spell-casters such as clerics or mages. They have few spells that deliver damage in combat, especially at lower levels. What they are able to do, however, is to either create undead minions to send forth into battle on their behalf, or to take control of undead they encounter while in the midst of an adventure. Depending on the campaign setting, this could in and of itself present a few logistical problems; it's one thing for a cavalier to walk into an inn and arrange for his retinue of squires and horsemen to stay the night. It's quite another thing for a necromancer to walk into the inn and explain that he'll need several stalls in the stable to house his zombie servitors.

In some settings this might actually be seen as a natural part of life; in a world where necromancers walk the streets, seeing skeletons rushing to and fro delivering messages or shopping in the market might be entirely natural. In other settings, necromancers might need to conceal their nature, which adds another set of challenges to playing the class.

It cannot be stressed enough that the necromancer class presented herein, and the spells associated with it, are completely optional. They are not required to play the **ADVENTURES DARK AND DEEP™** game, and their inclusion is entirely--entirely-- at the discretion of the game master. It is very possible that the game master may also exclude the class from his players, but use it as a villainous non-player character. This is fully in keeping with the game's strictures, and doubly in keeping with the maxim that the game master's word is law.

Some might even feel that the necromancer class as a whole is superfluous, and simply import the spells presented herein into the regular **ADVENTURES DARK AND DEEP™** game, adding them to the repertoire of the mage class (and perhaps, with some artful adaptation, to other classes such as the cleric, illusionist, or savant). If the game master finds this product to be put to better use in his own campaign in such a fashion, it is his decision to make. They are not called game *masters* without cause.

On "Evil" Campaigns

Campaigns where evil characters are the norm are one of the hardest things to pull off well. All too often the temptation to descend into the realm of "my atrocity against the innocent villagers is worse than your atrocity" takes over, and the campaign can devolve into a slapstick parody of a regular fantasy role-playing campaign. However, it is possible, with the full engagement and prior buy-in of the players, to conduct such a campaign with seriousness, exploring the motivations of those sorts of individuals who might in other campaigns be used simply as the villainous foils for the paragons of "good".

The fact that the game has specific philosophical definitions for terms such as "good" and "evil" (as well as "lawful", "chaotic", and "neutral") lends itself to a campaign made up of "evil" player characters. Once it is realized that "evil" does not automatically mean a ravaging engine of malice and destruction, but simply a belief that those who are stronger/richer/more accomplished should reap the benefits of their talents, a more nuanced and interesting approach to the typical fantasy role-playing campaign becomes possible.

The Necromancer

The necromancer is a subclass of the mage. Their stock-in-trade are the bodies and spirits of the dead, which they employ as tools for the realization of their own ends. They truck with the undead, sometimes employing them as servants or allies, while their ever-increasing knowledge affords them magical abilities similar to some undead creatures, as well as granting powers over them. There are few pieces of knowledge concerning death that remain hidden from the necromancer.



Necromancers must have an intelligence score of at least 10 and a wisdom score of at least 9. They may be of any evil alignment (lawful evil, neutral evil, or chaotic evil). Only humans or dark elves (drow) can become necromancers.

Necromancers have the following powers and skills:

- Spell casting
- Spell book
- Create magic items
- Affect undead

Necromancers who wear armor of any type are not able to cast spells, although they may use magic items while doing so (except those magic items which are usable only by mages or necromancers). They may only become proficient in dagger, dart, knife, scythe, sickle, or sling, and can use caltrops as weapons.

Necromancers advance in level according to the following table:

TABLE 1: NECROMANCER LEVEL ADVANCEMENT

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d4
2,250	2	2d4
4,500	3	3d4
9,000	4	4d4
18,000	5	5d4
35,000	6	6d4
60,000	7	7d4
95,000	8	8d4
145,000	9	9d4
220,000	10	10d4
440,000	11	10d4+1
660,000	12	10d4+2

After 12th level, the necromancer needs an additional 220,000 experience points per level, and gains an additional hit point for every level gained.

Necromancers begin with 2d4x10 g.p.

Spell Casting

Necromancers are able to cast magic spells as a result of their studies of arcane forces, the phenomenon of mortality and the undead.

TABLE 2: NECROMANCER SPELLS AVAILABLE BY LEVEL

Level	Spell Level						
	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	3	2	1	-	-	-	-
6	3	3	2	-	-	-	-
7	4	3	2	1	-	-	-
8	4	3	3	2	-	-	-
9	4	4	3	2	1	-	-
10	4	4	3	3	2	-	-
11	5	4	4	3	2	1	-
12	5	4	4	3	3	2	-
13	5	5	4	4	3	2	1
14	5	5	4	4	3	3	2
15	5	5	5	4	4	3	2
16	6	5	5	4	4	3	3
17	6	5	5	5	4	4	3
18	6	6	5	5	4	4	3
19	6	6	5	5	5	4	4
20	6	6	6	5	5	4	4
21	6	6	6	5	5	5	4

Higher level spells have a minimum required intelligence score in order to be memorized, as shown on the following table.

TABLE 3: NECROMANCER INTELLIGENCE FOR SPELL USE

Spell Level	Minimum Intelligence
5	11
6	13
7	15

TABLE 4: NECROMANCER SPELLS BY LEVEL

Macabre Cantrips		First Level	Second Level	Third Level
1	Animate vermin	Algor mortis	Animate dead	Bonebullet
2	Chattering skull	Automatic writing	Corpse road	Channel spirit
3	Conceal reek	Autopsy	Detect life	Command dead company
4	Death mask	Charnel guise	Ectoplasmic wall	Defilement
5	Death rattle	Coffin knock	Fast zombie	Detect tomb
6	Detect bones	Comprehend languages	Feign death	Detect undead
7	Embalm	Darkness, 15' radius	Funeral shroud	Empty tomb
8	Pallor mortis	Detect animated dead	Ghastly reek	Essential salts
9		Detect good	Heal zombie	Ghoul's touch
10		Dig grave	Hold undead	Protection from undead II
11		Ectenic blast	Iron skeleton	Safe coffin
12		Eyes of the dead	Livor mortis	Smart zombie
13		Hold portal	Marked for death	Speak with the dead
14		Invisibility to undead	Protection from charnel disease	Summon undead I
15		Protection from undead I	Séance	
16		Protection from rats	Silence 15' radius	
17		Read necromancer magic		
18		Repair skeleton		

	Fourth Level	Fifth Level	Sixth Level	Seventh Level
1	Conqueror worm	Danse macabre	Death fog	Astral spell
2	Friends with the dead	Death spell	Enchant an item	Command dead legion
3	Gaseous form	Command dead host	Geas	Kiss of the vampire
4	Into the grave	Magic sickle	Ghastly fear	Lich's aura
5	Living death	Negative plane shield	Memento mori	Summon undead V
6	Mummy rot	Protection from undead III	Span of the mayfly	Magic scythe
7	Passtomb	Spectral form	Summon undead IV	Master death
8	Protection from Normal Missiles	Summon undead III	Withering touch	
9	Vampiric transformation	Undead guardian		
10	Summon undead II	Veil of normalcy		
11	Wake the dead	Walking dead		
12	Wight's touch	Wall of bones		

Spell book

The necromancer will typically begin his adventuring career with two standard spell books; one will contain the cantrips that he learned and practiced with as an apprentice, and the other will contain the few first-level spells that his master (or magical college, etc.) deemed suitable for his use. These two books do not cost the necromancer anything. Note that the necromancer must either opt to immediately discard his book of cantrips or keep it; he cannot turn around and sell it to gain extra cash at the beginning of his career as an adventurer.

Characters will never begin the game with a travelling spell book; if they wish to get one, they must pay to have it made.

The book of cantrips will contain a number of zero-level spells as follows. It will have as many useful cantrips as the necromancer has points of intelligence, up to a maximum of his intelligence score minus 3; the player may choose which those are. In addition, the beginner necromancer will have 1d4+2 legerdemain cantrips, 1d4+1 person-affecting cantrips, 1d4+4 haunting-sound cantrips, and 1d4+4 macabre cantrips. All of these other sorts of cantrips are determined randomly. Cantrips are selected from the following list:

TABLE 5: NECROMANCER CANTRIPS

	Useful	Legerdemain	Person-Affecting	Haunting-Sound	Macabre
1	Chill	Change	Belch	Creak	Animate vermin
2	Clean	Distract	Blink	Footfall	Chattering skull
3	Color	Hide	Cough	Groan	Conceal reek
4	Dampen	Mute	Giggle	Moan	Death mask
5	Dry	Palm	Nod	Rattle	Death rattle
6	Dust	Present	Scratch	Tap	Detect bones
7	Exterminate		Shave	Thump	Embalm
8	Flavor		Sneeze	Whistle	Pallor mortis
9	Freshen		Twitch		
10	Gather		Wink		
11	Invisible librarian		Yawn		
12	Polish				
13	Salt				
14	Shine				
15	Spice				
16	Sprout				
17	Stitch				
18	Sweeten				
19	Tie				
20	Warm				
21	Wrap				

The initial spell book will contain four spells. All beginning necromancers will have the *read necromancer magic* spell in their book. In addition, he will have one spell from each of the following categories, determined randomly:

TABLE 6: NECROMANCER STARTING SPELLS

Roll (d6)	Offensive	Defensive	Utility
1	Charnel guise	Algor mortis	Automatic writing
2	Coffin knock	Hold portal	Autopsy
3	Darkness, 15' radius	Invisibility to undead	Comprehend languages
4	Ectenic blast	Protection from undead I	Detect animated dead
5	Eyes of the dead	Protection from rats	Detect good
6	Pick offensive spell	Repair skeleton	Dig grave

Once the necromancer begins to run short of pages in his spell book, or when he desires to have a travelling spell book to bring with him while adventuring, he must pay to have such a book constructed.

A standard spell book will cost 1,000 g.p. for the book itself and take 4-7 weeks to put together. Travelling spell books cost 500 g.p. and take 1-4 weeks to construct. The rare inks required to transcribe spells in pages of either sort of book will cost 100 g.p. per spell level, and the physical process of writing them will take half a day per level of the spell being transcribed (with cantrips treated as 1st level spells in this instance).

Note that mages, illusionists, necromancers, and savants cannot memorize spells from one another's' spell books. Even if the spell has the same name and effect, they are different in execution from one class to another.

Create magic items

Necromancers are able to create or recharge magic items much as can mages, as long as they have the appropriate spells in their repertoire. They are able to create items usable by mages as long as they are also able to be used by sub-classes of mage. They are unable to create items which are usable by mages only, such as a *staff of the magi*.

Affect undead

Necromancers are able to "turn" certain types of undead creatures, such as zombies, ghouls, vampires, etc. (Note that, unlike clerics, necromancers cannot turn extra-planar creatures or paladins; thus, type XIII creatures are not included on the table below.) Affecting consists of persuading the undead in question that the necromancer is too powerful to resist. The necromancer then rolls on the following table:

TABLE 7: NECROMANCERS AFFECTING UNDEAD

Creature Type	Necromancer Level									
	1	2	3	4	5	6	7	8	9-	14+
I	10	7	4	0	0	0	0	0*	0*	0*
II	13	10	7	0	0	0	0	0	0*	0*
III	16	13	10	4	0	0	0	0	0	0*
IV	19	16	13	7	4	0	0	0	0	0*
V	20	19	16	10	7	4	0	0	0	0
VI	-	20	19	13	10	7	4	0	0	0
VII	-	-	20	16	13	10	7	4	0	0
VIII	-	-	-	20	16	13	10	7	4	0
IX	-	-	-	-	20	16	13	10	7	0
X	-	-	-	-	-	20	16	13	10	4
XI	-	-	-	-	-	-	20	16	13	7
XII	-	-	-	-	-	-	-	19	16	10

If the roll on a d20 is equal to or greater than the number indicated, the necromancer is able to successfully affect the undead in question. If the first attempt to affect undead fails, the same necromancer cannot make another with the same undead (although if there is more than one necromancer present, another may try without penalty). Undead that are affected will fall under the control of the necromancer (if it has an intelligence of 5 or less) or will become convinced that the necromancer and his associates (if any) are valuable allies and will become of friendly and helpful demeanor (if it has an intelligence of 6 or more). Of course, if they are ill-treated after this, that disposition will certainly change, and no re-affecting effort is allowed.

Where a 0 is indicated on the table, the attempt to affect the undead is automatic.

Usually, 1-12 creatures will be affected by a successful turning attempt. However, an asterisk indicates that 7-12 creatures will be so affected. There is no limit to the number of undead that can be affected by the same necromancer, and no range for the effect to wear off. However, undead can be affected by another necromancer (or turned by a cleric), which undoes the effect of the earlier affecting.

Undead creatures with an intelligence of 6 or more who have been successfully affected are entitled to a saving throw after a given amount of time to see if the effect wears off.

Intelligence	Saving throw every...
6	2 months
7-9	1 month
10-12	3 weeks
13-14	2 weeks
15-16	1 week
17	3 days
18	2 days
19 or greater	1 day

Non-Human Races

Dark Elves (Drow)

Dark elves may become necromancers. All of the standard rules for drow as listed in the **ADVENTURES DARK AND DEEP** Players Manual apply, with the following additions.

Dark elves may choose from the following additional multi-class options:

- cleric/necromancer (females only)
- fighter/necromancer
- fighter/necromancer/thief (inc. acrobat or mountebank)
- necromancer/thief (inc. acrobat or mountebank)

TABLE 8: DARK ELF LEVEL LIMITS (MALE/FEMALE)

Intelligence	Max. Level (Male/Female)
10	10/5
11	11/5
12-17	12/5
18	12/6
19	13/7
20	15/9
21	17/11

Spell Descriptions

Algor Mortis

Level 1 necromancer spell (alteration)
Requires: incantation, gestures, blood from a corpse
Casting time: 6 seconds (1 segment)

This spell allows the caster to cause his body temperature (or that of some other creature he touches) to cool to that of the ambient temperature. The effect lasts for 1 hour plus 1 hour per level of the caster, and has the practical effect of rendering the recipient invisible to infravision, since the body no longer radiates any heat. The full cooling of the body takes 10 minutes to take effect. The blood of a fresh corpse must be sprinkled on the person to be affected.

Animate Dead

Level 2 necromancer spell (necromantic)
Requires: incantation, gestures, blood, flesh, bone
Casting time: 2 minutes

This spell allows the caster to create animated skeletons or zombies from skeletal remains or corpses. These undead creatures will then obey the simple commands of the caster, and will remain animated until they are destroyed by some means. The number of undead created depends on the type:

Undead Type	Number created
Animal skeleton	2 per level of the caster
Skeleton	1 per level of the caster
Zombie	1 per level of the caster
Monster Zombie	1 per 3 levels of the caster
Giant Skeleton	1 per 4 levels of the caster

See the **ADVENTURES DARK AND DEEP™** Bestiary for more details on the specific undead creatures mentioned. The corpses can be up to 10' away from the caster when animated, if needed. If they are still in the grave, it will take 1d6 rounds for them to dig themselves out from the earth, on average (and if possible!).

Animate Vermin

Necromancer cantrip (necromantic)
Requires: incantation, gestures
Casting time: 2 seconds

This cantrip allows the caster to bring to life the skeleton or recently deceased corpse of some single small creature such as a mouse, sparrow, bat, etc. The creature will not be able to attack or otherwise inflict damage, but it will obey the simplest of commands uttered by the caster, and will remain animate for 10 minutes per level of the caster.

Astral Spell

Level 7 necromancer spell (alteration)
Requires: incantation, gestures
Casting time: 15 minutes

This spell allows the caster to separate his spirit/soul, and possibly those of others, into an "astral body" and travel the Astral Plane, which touches on a number of other planes of existence. While the astral body is traveling, the physical body will remain in an unbreakable trance, connected to the astral body by an invisible silver cord which, if broken, means the death of both the astral and physical self. No material possessions, with the exception of certain magical items whose very nature is multi-planar, travel with the astral body.

The astral plane can be used to travel to the outer planes (Heaven, Hell, etc.). Once the astral body has reached one of the other planes of existence, a new body is automatically created, which is still connected to the material body by the silver cord. If the second body is killed, the silver cord snaps back to the material body, bringing it out of its trance with a start.

Up to five other creatures, linked together in a circle with the caster, can also be taken into the astral plane by means of this spell.

Automatic Writing

Level 1 necromancer spell (divination)

Requires: incantation, writing implement, writing surface

Casting time: 6 seconds (1 segment)

This spell allows the caster to open up his consciousness to the spirits of the dead and seek their counsel. He may ask one question; both the limit on the length of the answer and the percentage chance that the answer will be accurate depend on his experience level.

Caster's Level	Max. Answer Length	Duration	Accuracy
1-2	2d6 words	6 seconds	30%
3-6	3d6 words	12 seconds	60%
7-9	4d6 words	18 seconds	90%
10 or greater	5d6 words	24 seconds	90+1d10%

The actual writing takes as many seconds as indicated in the "duration" above (6 seconds = 1 segment). Naturally, the answer will not be straightforward, but couched in poetry and obscure language, and the caster will not know whether the answer given is accurate or simply the musings of a bored and capricious spirit. This spell cannot be cast underwater.



Autopsy

Level 1 necromancer spell (divination)

Requires: incantation, gestures, silver scalpel

Casting time: 1 minute

This spell allows the caster to determine the cause of death of any single corpse, as long as it is within touching distance. The older or less intact the corpse, the less likely the caster is to be able to determine the cause of death via this spell. There is a base 50% chance of success, plus 5% per level of the caster, adjusted as follows.

Condition	Modifier
Corpse is less than 1 year dead	+5%
Corpse is 1-10 years dead	-5%
Corpse is 11-100 years dead	-10%
Corpse is 101+ years dead	-15%
Corpse is intact	+10%
Corpse is missing 1 or more limbs, the head, etc.	-10%
Corpse is a skeleton	-20%
Corpse is a fragment of a skeleton (skull, finger bone, etc.)	-30%

The scalpel is not destroyed in the casting of the spell; it may be reused.

Bonebullet

Level 3 necromancer spell (necromantic)

Requires: incantation, gestures, small bones

Casting time: 18 seconds (3 segments)

This spell enables the caster to animate small bones and turn them into self-propelled missiles. The bones themselves must be relatively small and arrow-like in shape; in humanoids finger or toe bones are ideal for this purpose, and bones 1' in length are the largest that can be used. 1 such bone can be animated per level of the caster; when they are launched, they will speed unerringly towards the target named by the caster, each doing 1d4 h.p. of damage when it hits, but the target is entitled to a saving throw vs. spells (success indicates half damage, rounded up). Multiple bones can be launched at different targets. The bones have a maximum range of 10' plus 10' per level of the caster, and must be launched immediately at the conclusion of the spell's casting. The bones themselves have a 50% chance of shattering when they hit. Only bones may be used in the casting of the spell; bone-shaped wood or stone will not work (exception: fossilized bones can be used in this spell, in which case they will do 1d6 h.p. of damage instead of 1d4 when they hit).

Channel Spirit

Level 3 necromancer spell (necromantic)

Requires: incantation, gestures, incense

Casting time: 3 minutes

This sometimes dangerous spell allows the caster to invite the spirit of a specific dead person into his body, to enable that spirit to communicate with the living. Whereas the spell *Speak with the Dead* requires the remains of the deceased to be present, *Channel Spirit* does not. This benefit comes with a cost, however; for each question that is asked, there is a 1% chance that the spirit will decide to remain in the body (treat as a ghost attempting to possess the body). If this happens, ignore the "maximum duration" given in the table below; the spirit will attempt to control the body for as long as possible.

The higher the level of the caster, the more effective the spell, both in terms of how long ago the subject can have died, as well as the length of the questioning allowed:

Experience Level	How Long Ago Deceased	Max. Duration	Max. Number of Questions
5-6	1 week	1 minute	2
7-8	1 month	3 minutes	3
9-12	1 year	10 minutes	4
13-15	10 years	20 minutes	5
16-20	100 years	30 minutes	6
21+	1,000 years	1 hour	7

Of course, the caster must be able to understand the language of the dead creature, and it will not possess any information in death that it did not possess in life. The caster requires incense; the latter is consumed in the casting of the spell.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell.

Charnel Guise

Level 1 necromancer spell (illusion/phantasm)
Requires: incantation, gestures, salve made from bone powder
Casting time: 1 minute

This spell allows the caster to disguise himself or one other man-sized creature (up to 7' tall) or two small creatures as a skeleton (two small creatures would each appear as a separate skeleton). Both his features and his clothing and other possessions will be thus transformed. While disguised as a skeleton he may either remain still or move around, fight, etc. without disrupting the effect. The illusion will remain in effect for 10 minutes per level of the caster, and requires a paste made from rain water collected in a graveyard at night and powdered human bone. This spell may not be cast underwater.

Chattering Skull

Necromancer cantrip (necromantic)
Requires: incantation, gestures
Casting time: 1 second

This cantrip allows the caster to set the teeth of a mammalian skull chattering for 6 seconds. The cantrip will not work on skulls missing the lower jaw.

Coffin Knock

Level 1 necromancer spell (alteration)
Requires: incantation
Casting time: 6 seconds (1 segment)

This spell allows the caster to open any casket, coffin, sarcophagus, etc. within 60'. Regardless of how it has been fastened shut (nailed, chained, locked, etc.), the lid will spring open. A coffin that has been *wizard locked* will remain open for 10 minutes. Note that the spell only works on containers that hold or are intended to hold the remains of the dead. If the coffin lid is covered with 1' or more of earth (as in, if it is buried), it will not open.

Command Dead Company

Level 3 necromancer spell (necromantic)
Requires: incantation, gestures, blood, bile, embalming fluid
Casting time: 10 minutes

This spell allows the caster to issue telepathic commands to up to 100 skeletons and/or zombies under his command, as long as they are within 10 miles of his own location. The undead must already be under his thrall in order to be so commanded. Commands may be issued for up to 1 hour, after which time the last commands issued will have precedence.

Command Dead Host

Level 5 necromancer spell (necromantic)
Requires: incantation, gestures, blood, bile, embalming fluid
Casting time: 10 minutes

This spell allows the caster to issue telepathic commands to up to 1,000 skeletons and/or zombies under his command, as long as they are within 100 miles of his own location. The undead must already be under his thrall in order to be so commanded. Commands may be issued for up to 1 hour plus 10 minutes per level of the caster, after which time the last commands issued will have precedence.

Command Dead Legion

Level 7 necromancer spell (necromantic)
Requires: incantation, gestures, blood, bile, embalming fluid.
Casting time: 10 minutes

This spell allows the caster to issue telepathic commands to up to 10,000 skeletons and/or zombies under his command, as long as they are within 1,000 miles of his own location. The undead must already be under his thrall in order to be so commanded. Commands may be issued for up to 1 hour per level of the caster, after which time the last commands issued will have precedence.

Comprehend Languages (Confuse Languages)

Level 1 necromancer spell (alteration)
Requires: incantation, gestures, soot, salt
Casting time: 1 minute

This spell allows the caster to understand both spoken and written languages. It does not, however, allow the caster to speak or compose in those languages. It will not work on magical writings, although the caster will recognize their magical nature. The spell requires a pinch of soot and some grains of salt, which are lost when the spell is cast. It lasts for 5 minutes per level of the caster, and can only be cast upon a single creature or object bearing writing, which must be touched. The reverse of the spell, *confuse languages*, prevents any sort of comprehension (the victim seems to be speaking and only hears gibberish, etc), and can be used to counteract a *comprehend languages* spell. If *confuse languages* is cast upon a living creature, it is entitled to a saving throw vs. spells.

Conceal Reek

Necromancer cantrip (enchantment/charm)
Requires: incantation, gestures
Casting time: 2 seconds

This spell allows the caster to conceal the stench of any rotting flesh, particularly that of a corpse, within a 10' square area (the corpse(s) must be within the area; not the reek they produce). It will not have any effect on the smell of a live creature, or the charnel stench of a ghost. For 5 minutes, the stench of the corpse will be replaced with a sweetly pleasant odor.

Conqueror Worm

Level 4 necromancer spell (conjunction/summoning)
Requires: incantation, gestures, rice
Casting time: 24 seconds (4 segments)

This spell allows the caster to conjure up one or more of the dreaded worms that infest the shambling body of a *son of chaos* (see the **ADVENTURES DARK AND**

DEEP™ Bestiary for details). The caster may produce 1 worm for every 3 levels of experience or fraction thereof; thus a 10th level caster will produce three worms. The worms are then hurled at enemies, with a range of 8'. One creature may be targeted each round, until all of the worms are gone, and multiple worms can be thrown at the same target in the same round.

The worm must roll "to hit" (as a 4d8 hit die creature); if successful, it will burrow into the skin of the victim in but a single round. During this time, the worm can be destroyed by cold steel, holy water, or some *blessed* object such as a holy symbol. Otherwise, it will burrow through the body into the brain of the victim, killing the victim within 1d4 rounds. During this time, only the spells *remove curse* or *cure disease* will destroy the worm. *Neutralize poison* or *dispel evil* will halt its progress for 1d6x10 minutes, after which time it will resume its journey. Once it slays its victim, they will rise immediately as a son of chaos as the worm begins to spawn. If it misses its attack, the worm is easily destroyed (this destruction is automatic if the target is anything but unconscious or paralyzed).

This spell cannot be cast underwater.

Corpse Road

Level 2 necromancer spell (necromantic)
Requires: incantation, gestures, bell, soot
Casting time: 12 seconds (2 segments)

This spell allows the caster to temporarily nullify the effects of a *burial ceremony*, *consecrate ground ceremony*, or *rest eternal ceremony* spell. For consecrated ground, the spell will create a path some 10' wide and 10' long per level of the caster, through which undead (or other creatures) will be able to travel without effect for 10 minutes plus 1 minute per level of the caster. If a particular grave site (or multiple sites) are within the path, the effects of the burial ceremony or rest eternal ceremony are nullified during the duration of the spell as well. The soot is hurled on the ground and is lost, but the bell can be reused. The spell cannot be cast underwater.

Danse Macabre

Level 5 necromancer spell (enchantment/charm)
Requires: incantation, gestures, flute or drum
Casting time: varies

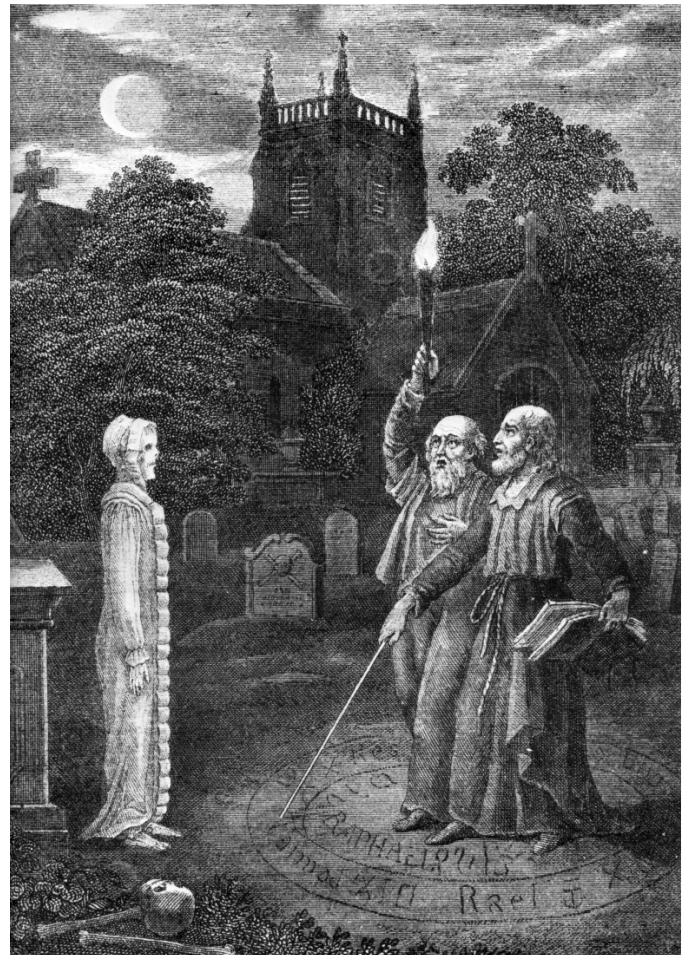
This spell allows the caster to attempt to compel those within range of the spell to literally dance themselves to death. While the caster plays the flute or drum (which must be maintained during the entire casting of the spell), all those within 20' must make a saving throw vs. spells. Failure indicates they are swayed by the effects of the tune and they begin dancing. Those who are dancing can attack, but with a -4 penalty "to hit", and then only against those enemies who are within a 10' radius of their position, as the *danse macabre* does not allow them to move beyond that radius. For each round they dance, those affected will suffer 1d3 h.p. of damage plus 1 cumulative for every round the dance has gone on. **EXAMPLE:** On the first round, a victim will take 1d3 h.p. of damage. On the second, he will take an additional 1d3+1. On the third, he will take 1d3+2. And so forth. Once begun, the *danse macabre* can only be halted by the caster taking damage (which harms his concentration and halts the spell); he can walk normally, but not cast spells or attack while maintaining concentration. It can only be cast underwater within the area of effect of an *airy water* spell.

Those with 8 or more hit dice get a +4 bonus to their saving throw. Those with 12 or more hit dice get a second saving throw on the second round the spell is in effect, again with a +4 bonus.

Darkness, 15' Radius

Level 1 necromancer spell (alteration)
Requires: gestures, bat fur, pitch or coal
Casting time: 12 seconds (2 segments)

This spell creates an area of complete and total darkness in a globe some 15' in radius. The globe can be centered on any point within 10' per experience level of the caster, and will last for 10 minutes plus 1 minute per level. No sort of vision, magical or natural, will function within the globe, but a *light* spell will cancel out a *darkness* spell, and vice versa, so that normal light sources will function. *Continual light* will overwhelm the *darkness* spell, and light the area without the need for conventional light sources. The spell requires a bit of the fur of a bat and a small piece of either pitch or coal.



Death Fog

Level 6 necromancer spell (evocation)
Requires: incantation, gestures, powdered peas, powdered hoof, acid
Casting time: 36 seconds (6 segments)

This spell summons a dense bank of mist that obscures all vision, including infravision, beyond 2'. The fog will occupy one cube 20' on a side per experience level of the caster (thus a 12th level caster would create an area of fog twelve 20' cubes in size), and will remain for 1-4 minutes plus 1 minute per level. The fog can be made to appear up to 30' away from the caster. It can only be blown away by the strongest of winds, and those entering the area will only be able to move at 1/10th of their normal movement rate, and *gust of*

wind will not affect *death fog*. The fog is also highly acidic; the fog will kill grass and flowers in but 2 minutes, bushes in 4 minutes, saplings in 8 minutes, and large trees in 16 minutes. Animals and other creatures will take increasing amounts of damage each minute they are exposed to its mists: 1 h.p. in the first minute, 2 h.p. in the second, 4 h.p. in the 3rd, and 8 h.p. per minute for every minute thereafter. This spell requires a pinch of powdered peas, powdered animal hoof, and a drop of strong acid.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell.

Death Mask

Necromancer cantrip (alteration)
Requires: incantation, gestures, wax mask
Casting time: 6 seconds (1 segment)

This cantrip allows the caster to transform a blank waxen mask into a near-perfect replica of the face of a corpse that is at hand. The corpse must be able to be touched, as the wax must be pressed against the flesh of the corpse's face. Once pressed, the wax mask's visage is permanent, unless destroyed by some outside force, excessive heat, etc.

Death Rattle

Necromancer cantrip (necromantic)
Requires: incantation, gesture
Casting time: 2 seconds

This cantrip allows the caster to force a corpse (and it must be a corpse with a relatively intact torso and head; a skeleton will not do) to utter a low haunting moan similar to that caused by the expelling of natural gasses within a corpse. This rattle will have the effect of startling anyone within 10' who was not expecting it, giving them a +1 penalty to initiative, if applicable.

Death Spell

Level 5 necromancer spell (necromantic)
Requires: incantation, gestures, crushed black pearl
Casting time: 36 seconds (6 segments)

This spell will kill a number of creatures in the area of effect, which is 25 square feet per level of the caster, centered on a point 10' away from the caster per level. The number of creatures that can be slain depends on their hit dice. The game master should roll 4d20. That indicates the number of hit dice worth of creatures that are slain; creatures with fewer hit dice are killed first, and remainders that are not large enough to cover all of the hit dice of a creature are ignored. EXAMPLE: A necromancer casts the death spell on a group of 41 orcs led by a 7th-level fighter. He rolls a 46 to determine how many hit dice the spell affects. All 41 orcs are killed, leaving 5 hit dice remaining. However, since the fighter has 7 hit dice, he is not affected by the spell, as it does not have sufficient killing power left to do him in.

Creatures with more than 8 hit dice are not affected, but creatures with 8 hit dice or less do not get a saving throw against the spell. It will not affect the undead, lycanthropes, or creatures from other planes of existence. The spell requires a crushed black pearl of not less than 1,000 g.p. value.

Defilement

Level 3 necromancer spell (abjuration)
Requires: incantation, gestures, feces or blood
Casting time: 3 minutes

This spell allows the caster to permanently undo the effects of a *consecrate ground ceremony* spell. An area up to 100 square yards for every 3 levels of the caster may be so defiled. Any burial ceremony or rest eternal ceremonies that had been carried out within the area of effect will likewise be nullified. The spell requires that a quantity of blood or feces be sprinkled on the area to be defiled.

Detect Animated Dead

Level 1 necromancer spell (divination)
Requires: incantation, gestures, bone dust
Casting time: 6 seconds (1 segment)

This spell allows the caster to discern the presence of animated skeletons and zombies within a beam some 10' wide and 10' long per level of the caster. No other undead will be detected by the spell, and the caster must maintain concentration. Concentration may be maintained for a maximum of 30 seconds per experience level of the caster. It requires concentration such that the caster can only cover a 60° arc in one minute (i.e., it would take a full 6 minutes for the caster to turn around completely while actively detecting animated dead). The caster will be able to discern whether it is a skeleton or zombie that is detected 40% of the time. If he fails the roll, the answer will simply be cloudy; a false result will not be returned. The bone dust is tossed into the air as the spell is cast, and is thus not re-usable. This spell may not be cast underwater.

Detect Bones

Necromancer cantrip (divination)
Requires: incantation, gestures
Casting time: 3 seconds

This cantrip allows the caster to detect the presence of the bones of some dead person within a beam some 10' wide and 10' long. It will work through soil, stone, etc. It will not work on the bones of living individuals, and will only work for 1 minute. It is useful in detecting unmarked grave sites. It will work on bones still covered in flesh, as long as the flesh is dead.

Detect Good

Level 1 necromancer spell (divination)
Requires: incantation, gestures
Casting time: 30 seconds (5 segments)

This spell allows the caster to detect strong sources of good, whether from individuals, enchanted objects, etc. The caster creates a "beam" of detection 10' wide and 90' long, which functions in whatever direction he is facing. The spell lasts for ten minutes plus five minutes per level of the caster, and requires concentration such that the caster can only cover a 60° arc in one minute (i.e., it would take a full 6 minutes for the caster to turn around completely while actively detecting good). Neutral items such as traps or animals cannot be detected, unless they have some actively good magical component (such as a trap which releases a deva; the spell would enable detection of the deva, but not the trap itself). The degree of the good at hand can, generally, be determined via this spell; slight, average, great, enormous. If the latter category (only), there is a 10% chance per level of the caster that the type of good (lawful, neutral, or chaotic) will also be detectable.

Detect Life

Level 2 necromancer spell (divination)

Requires: incantation, gestures

Casting time: 1 minute

This spell will detect even the faintest signs of life in any creature, both of animal and vegetative nature. Only a single "corpse" can be targeted by the spell, and it must be within 10' per level of the caster, with an inch of wood or stone, or 2' of earth, each counting as 10' of open space for range determination. This spell will reveal life in those affected by spells such as *feign death*, as well as more ordinary coma, paralysis, suspended animation, those who are travelling on the astral or ethereal planes, etc. The spell will last for 5 minutes.

Detect Tomb

Level 3 necromancer spell (divination)

Requires: incantation, gestures

Casting time: 1 minute

This spell allows the caster to determine whether or not the burial place, or the intended burial place, of someone is within the area of effect. The caster creates a "beam" of detection 10' wide and 90' long, which functions in whatever direction he is facing. The spell lasts for one minute per level of the caster, and requires concentration such that the caster can only cover a 60° arc in one minute (i.e., it would take a full 6 minutes for the caster to turn around completely while actively searching for tombs). The beam will detect any intentional burial place, regardless of structure or type. It need not be an elaborate crypt to be detected; an ordinary dug grave will also be detected by means of this spell, as long as it is within the area of effect. It will under no circumstances give any indication as to the nature of the tomb, its contents or inhabitants, or even the means by which it may be entered.

Detect Undead

Level 3 necromancer spell (divination)

Requires: incantation, gestures, wormwood, grave dirt

Casting time: 1 minute

This spell allows the caster to detect the presence of any undead creature, from skeletons to ghosts to vampires, within the area of effect. The caster creates a "beam" of detection 10' wide and 90' long, which functions in whatever direction he is facing. The spell lasts for one minute per level of the caster, and requires concentration such that the caster can only cover a 60° arc in one minute (i.e., it would take a full 6 minutes for the caster to turn around completely while actively detecting undead). The caster also has a 5% chance per level of determining the type of undead that is detected. The spell requires a pinch of wormwood and a pinch of grave dirt, both of which are lost as the spell is cast.

Dig Grave

Level 1 necromancer spell (alteration)

Requires: incantation, gestures, model shovel

Casting time: 2 minutes

This spell allows the caster to create a rectangular hole some 7' long, 3' wide, and 7' deep. The grave can only be dug in loose soil, sand, gravel, etc.; it cannot be used to create a hole in stone, marble, wood, cement, etc. The earth removed from the hole will be piled adjacent to the hole; it does not simply disappear. The shovel can be re-used.

Ectenic Blast

Level 1 necromancer spell (evocation)

Requires: incantation, gestures

Casting time: 6 seconds (1 segment)

This spell allows the caster to issue forth a bolt of pure ectenic force. This force will strike one single target within 30' of the caster plus 5' per experience level. Those struck by the ectenic blast will take 1d4 h.p. of damage plus 1 h.p. per level of the caster, as well as being knocked back 2' per level of the caster. EXAMPLE: A 5th level necromancer would cause 1d4+5 h.p. of damage and knock a victim back 10'. If there is no room to be knocked back, the target will take an additional 1 h.p. per foot that it could not be knocked back. EXAMPLE: If the same necromancer attacked a target standing 4 feet from a wall, that person would take an additional 6 h.p. of damage, since he should have been knocked back 10', but could only go back 4'.

Ectoplasmic Wall

Level 2 necromancer spell (necromantic)

Requires: gestures, gauze

Casting time: 12 seconds (2 segments)

This spell allows the caster to create a barrier of pure ectoplasm, which is the basic substance of incorporeal undead. Ectoplasm is a gauzy, semi-translucent material with a jelly-like consistency. The barrier can be up to 20 square feet per level of the caster (and is approximately an inch in thickness), and can appear 10' distant for each level of the caster. EXAMPLE: A 7th level caster could create a wall some 10' high and 14' wide. It will last up to 5 minutes plus 1 minute per level of the caster. The ectoplasmic wall will slow down regular living creatures, causing them to spend 12 seconds (2 segments) in crossing the barrier (treat this as a +2 penalty to initiative if in a melee situation and one or more combatants must cross the barrier). Missiles fired through the wall will have a -2 penalty "to hit". Corporeal undead such as vampires and skeletons will be delayed for twice as long as mortal creatures. Non-corporeal undead such as specters will be slowed down three times as long as mortal creatures. The spell requires the caster place a small square of gauze in his mouth, whence the (non-)substance of the ectoplasmic wall then emerges.

Embalm

Necromancer cantrip (necromantic)

Requires: incantation, gestures

Casting time: 3 seconds

This cantrip allows the caster to protect a dead body from putrefaction and decay for up to 1 day. As the blood in the body is transformed into a yellowish fluid, it also renders the body inedible to creatures such as ghouls, rats, and vampires for that time. It has no effect on living creatures.

Empty Tomb

Level 3 necromancer spell (illusion/phantasm)

Requires: incantation, gestures, smoked glass

Casting time: 3 minutes

This spell will create the illusion (including visual, auditory, touch, and where applicable olfactory components) that a given tomb, crypt, grave, etc. has been looted and is otherwise unoccupied. The area affected can be up to 100 square feet per level of the caster, and will last for 10 minutes per level of the caster. Within the area, any chests will appear open and empty, sarcophagi or coffins empty, and all items of value will be missing. Any undead in the area will not be seen by those under the influence of the illusion. If they should attack,

however, the illusion will be dispelled. The spell requires a lens-shaped piece of glass some 3" in diameter, which is destroyed by the casting of the spell.

Enchant an Item

Level 6 necromancer spell (alteration)

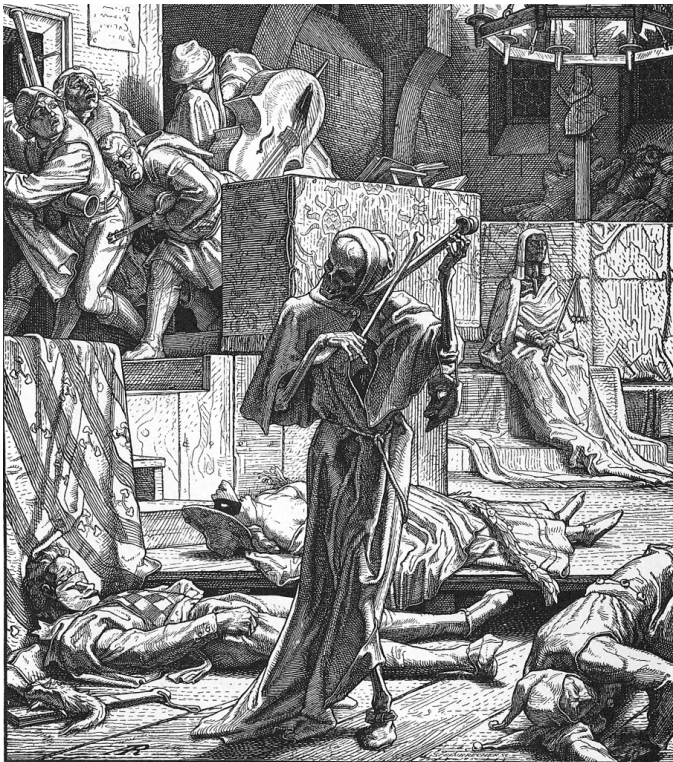
Requires: incantation, gestures, other (see spell description)

Casting time: special (see spell description)

This spell is vital in the construction of magic items. The exact material components required depends on the nature of the magic item being constructed; a *cloak of displacement*, for instance, would require the pelt of a displacer beast. More information on the process can be found in the Creating Magical Items section in the **ADVENTURES DARK AND DEEP™** Players Manual.

This spell requires that the caster be sequestered with the item to be enchanted for a period of $8d8+16$ hours, but with the proviso that he can never work more than 8 hours per day (thus, the actual time required for this spell to be completed is 3-10 days). During this entire period, the item being enchanted can never be more than 1' away from the caster, the magical work cannot be in any way interrupted, and the caster cannot cast any other spells. At the end of the proscribed period, the caster must make a saving throw vs. spells (with a maximum bonus of +3 due to magical items or other factors that provide such bonuses and a roll of 1 on the die indicating an automatic failure). Success means that the item is ready to receive whatever other enchantments the caster intends to imbue it with.

Certain magical items also use this spell as part of the recharging process. If that is the case, it will be noted in the item's description in the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit.



Essential Salts

Level 3 necromancer spell (necromantic)

Requires: incantation, gestures, balm (see below)

Casting time: 10 minutes

This spell allows the caster to reduce any single corpse of man-size or smaller to its component "essential salts", which can then be transported easily and used in lieu of an actual corpse in any sort of spell that would otherwise require such, such as *animate dead* or *speak with the dead*. Even spells such as *raise dead* can use the essential salts of the individual rather than the actual corpse; the living body will be reconstituted from the salts themselves, with the missing flesh miraculously reforming in but a trice. If the salts themselves or a significant portion (10% or more) are lost, then the magic is lost and the salts cannot be used for their intended purpose. To reduce a body to its essential salts requires it be slathered in a special balm made of animal fat, alum, brine, volcanic ash, and salt. A typical man-sized creature will be reduced to 4 lbs. or so of salts. If the spell is cast underwater, the corpse immediately dissolves into the water around it, destroying it utterly. It cannot be cast upon any animate creature, whether it be living or undead.

Eyes of the Dead

Level 1 necromancer spell (necromantic)

Requires: incantation, gestures, lizard or frog eye

Casting time: 6 seconds (1 segment)

This spell allows the caster to create a special link between himself and a single undead creature. The creature in question must be touched by the caster (although no adverse effects of such contact will take place; no level drains, etc.). Once touched, the caster will be able to see everything that is within the visual range of the undead creature, for a duration of 1 hour per level of the caster. If the creature is slain, the connection will be lost. The spell requires that the caster swallow the eye of a lizard or frog.

Fast Zombie

Level 2 necromancer spell (necromantic)

Requires: incantation, gestures, quicksilver

Casting time: 12 seconds (2 segments)

This spell allows the caster to improve the speed of zombies and monster zombies. Speed is increased to 120'/min., and the creatures roll initiative normally (they no longer automatically strike last in the round). The spell requires that a dab of quicksilver be applied to the forehead of each zombie to be affected. The effect lasts for 1 hour plus 10 minutes per level of the caster, and can be applied to 1 zombie per level of the caster.

Feign Death

Level 2 necromancer spell (necromantic)

Requires: incantation, gestures

Casting time: 12 seconds (2 segments)

This spell allows the caster to create a state of catatonia that is indistinguishable from death. The person so affected is fully conscious of his surroundings, but the senses of sight and touch are dead (hearing and smell are unaffected). Any damage suffered to the "body" for the duration of the spell is reduced by half, and paralysis and level draining attacks, etc. will have no effect. If the "body" is poisoned while the spell is in effect, the venom will have no effect, but will take effect once the duration of the spell is over. The caster of the spell can end its effects at will, but it will take a full minute for the target to regain the use of his body. This spell lasts for twelve minutes plus one minute per level of the caster.

Friends with the Dead

Level 4 necromancer spell (enchantment/charm)
Requires: incantation, gestures, grave dirt
Casting time: 24 seconds (4 segments)

This spell allows the caster to envelop himself in an aura that makes undead creatures more amenable to him and less inclined to see him as a victim (or food) than they otherwise might. 2 hit dice worth of undead per level of the caster may be so affected, as long as they are all within an area 10' in radius, which can be centered on a point up to 10' per level of the caster distant. Mindless undead such as skeletons and zombies will be unaffected, but most other undead will need to make a saving throw vs. magic. Failure indicates that they will accord the caster respect, not attack him, and otherwise be more inclined to treat him favorably than they otherwise might. If they are successful in their saving throw, they will not be more resentful or hostile than they otherwise might have been. The spell requires that the caster mark his forehead with dirt taken from a grave.

Funeral Shroud

Level 2 necromancer spell (evocation)
Requires: incantation, gestures, muslin
Casting time: 12 seconds (2 segments)

This spell allows the caster to envelop an enemy in a funeral shroud, which will wrap around him and eventually suffocate him. The victim must be within 10' of the caster, who must successfully hurl a square of muslin cloth on him ("to hit" AC 9, regardless of the armor worn by the target, but adjustments for dexterity, quickness, etc. apply). If successful, the victim is entitled to a saving throw vs. magic. Failure indicates that the victim is wrapped in a gauzy shroud, which both pins his arms and legs and covers his head and mouth, preventing breathing. Unless aided, such victims will die within 1d4+3 rounds from suffocation. Cutting an opening for air requires but a single segment. Removing the shroud entirely takes a complete round.

Gaseous Form

Level 4 necromancer spell (alteration)
Requires: incantation, gestures
Casting time: 24 seconds (4 segments)

This spell will cause the caster to become as mist or smoke, allowing him to travel up to 30' per minute, and able to enter any space that is not air tight. The spell *gust of wind*, and strong winds and breezes, will blow a person in gaseous form around, of course. Anyone in gaseous form is immune to all normal and most magical attacks; only magical fire or lightning will affect such a person. The effect will last for 10+1d10 minutes, maximum.

Geas

Level 6 necromancer spell (enchantment/charm)
Requires: incantation
Casting time: 24 seconds (4 segments)

This spell (pronounced "gesh") enables the caster to impose upon some creature (by touch) a powerful compulsion to undertake, or refrain from, some action. The target of the *geas* must be conscious and intelligent, and is not entitled to a saving throw. The exact nature of the *geas* is left to the caster, but great care must be taken in its composition; if it is vague or otherwise improperly formed, it will have no effect. A *geas* cannot be cast that compels the victim to suicide or certain death, but nothing says that the object of the *geas* cannot be dangerous (even very much so). For each week that the target of the *geas* attempts to ignore or circumvent the compulsion or twist the meaning of its words, it will lose 2 points of strength and must roll 1d4. On a roll of 1, the target will die.

(Once the victim is back to fulfilling the *geas*, his strength will return at a rate of 2 points per week.) The *geas* can only be eliminated by fulfilling its conditions, or the casting of a *wish* spell.

Ghastly Reek

Level 2 necromancer spell (alteration)
Requires: incantation, gestures, rotting flesh
Casting time: 12 seconds (2 segments)

This spell surrounds the caster with a cloud of stench that recalls moldering corpses; anyone within a 10' radius must make a saving throw vs. poison or have a -2 penalty "to hit" until they leave the area. The effect lasts for 4 minutes plus 1 minute per level of the caster. The spell requires that a bit of rotting flesh be hurled into the air.

Ghastly Fear

Level 6 necromancer spell (necromantic)
Requires: incantation, gestures
Casting time: 36 seconds (6 segments)

This spell creates an aura of fear similar to that caused by a ghost. Anyone within 30' of the caster must make a saving throw vs. magic. Failure indicates the creature will age 10 years and flee in terror for 2d6 rounds. Clerics of 7th level or higher are immune and all creatures of 9th level (or with 9 hit dice) and above get a bonus of +2 to their saving throw.

Ghoul's Touch

Level 3 necromancer spell (necromantic)
Requires: incantation, gesture, ghoulish flesh
Casting time: 18 seconds (3 segments)

This spell enables the caster to paralyze one human or demi-human (except elves) by touch who fails their saving throw vs. paralyzation. This effect will last for 1d6 rounds. A bit of ghoulish flesh is needed, which is destroyed as the spell is cast. Naturally, a successful "to hit" roll is required.

Heal Zombie

Level 2 necromancer spell (necromantic)
Requires: incantation, gestures
Casting time: 12 seconds (2 segments)

This spell allows the caster to heal damage on a single zombie. 1d12 h.p. of damage is restored upon the caster's touch. The zombie can never be brought to more than its original hit point total.

Hold Portal

Level 1 necromancer spell (alteration)
Requires: incantation
Casting time: 6 seconds (1 segment)

This spell will cause any doors, gates, shutters, etc. within the area of effect to hold fast as if they were locked and barred. The spell affects all portals within an area 80 square feet per level of the caster, as long as they are within 20' per level of the caster. The effect lasts for 1 minute per level of the caster. Such held portals can still be destroyed through normal means, of course, and the magic will be ineffectual against extra-planar creatures (angels, devils, etc.), other casters four or more experience levels higher than the caster (who can open the portal without resort to any sort of spell on their part), or a *knock* or *dispel magic* spell.

Hold Undead

Level 2 necromancer spell (necromantic)

Requires: incantation, gestures

Casting time: 30 seconds (5 segments)

The *hold undead* spell enables the caster to magically hold in place, completely frozen and unable to move, up to two hit dice “worth” of corporeal undead per level, for four minutes plus one minute per level of the caster. The targets must be within 60’ of the caster, and each gets a saving throw vs. spells. A successful saving throw means the spell is ineffectual for the individual concerned. If the spell is somehow only partially effective (as with a *ring of spell turning*), it will function as a *slow* spell.

Into the Grave

Level 4 necromancer spell (alteration)

Requires: incantation, gestures

Casting time: 6 seconds (1 segment)

This spell allows the caster to physically sink into the ground and enter a sort of protective stasis, as long as he does so in a spot which serves as a grave, crypt, etc. The grave in question can be up to 20’ deep in soil or sand or 10’ in stone or brick. The caster may then remain there, safe in the borrowed grave, for up to 1 hour per experience level. He must specify the time interval prior to casting the spell. While thus protected in his grave, the caster is aware but unable to move or cast spells; only such purely mental exercises such as *telepathy* will be of any use. If the grave is disturbed or opened while he is there, his body will be discovered atop that of the actual inhabitant of the grave, and he will need 1d3 rounds to recover, if his pre-set restoration time has not yet arrived. When the time does arrive, the caster’s body will be magically transported back through the earth to its previous location on top of the grave. If it is occupied, he can appear up to 10’ distant per level (determine direction randomly). If no free space exists at the time he has set to return, he will simply awaken within the grave, fully conscious and unable to free himself unless he has some sort of magical means of egress.

Invisibility to Undead

Level 1 necromancer spell (illusion/phantasm)

Requires: incantation, gestures

Casting time: 24 seconds (4 segments)

This spell allows the caster to touch one creature, who will then be immune from attack by any type of undead creature that fails to make a saving throw vs. spells (if the beneficiary of the spell is of lawful neutral, neutral, or chaotic neutral alignment, the saving throw is made with a -2 penalty). Each type of undead rolls a separate saving throw (vampires, skeletons, ghouls, etc.), rather than each individual creature. Failure indicates that all undead of that type will simply overlook and ignore the beneficiary of the *invisibility to undead* spell. Attacks that affect an area (such as a *fireball* spell) will still have full effect, however. The creature or person who is benefitting from the spell can take no offensive action (including using weapons, casting offensive spells, etc.). Neutral or beneficial spells (such as *feign death* or *cure light wounds*) can be cast without voiding the spell. The spell lasts for 6 minutes.

Iron Skeleton

Level 2 necromancer spell (alteration)

Requires: incantation, gestures, iron filings, bone dust

Casting time: 12 seconds (2 segments)

This spell allows the caster to make the bones of skeletons (whether animated or not) hard as iron (the bones do not actually become iron, however, so weight is

unaffected, they are not suddenly affected by magnetism, etc.). In the case of an animated skeleton, this has the effect of changing the creature’s armor class from 7 to 2. Up to 1 skeleton for every 2 levels of the caster can be affected, as long as all are within a 60’x60’ area centered on a point no further than 120’ from the caster. If there are more skeletons within the area than can be affected by the spell, the caster may decide which are to be affected. The effect will last for 10 minutes plus 1 minute per level of the caster. It has absolutely no effect on skeletons of living creatures, and if cast on an undead creature other than an animated skeleton, it will have no effect. The iron filings and bone dust are hurled into the air and are lost as the spell is cast. The spell cannot be cast under water except within the confines of an *airy water* spell.

Kiss of the Vampire

Level 7 necromancer spell (necromantic)

Requires: incantation, gestures, dirt from a vampire’s grave

Casting time: 42 seconds (7 segments)

This spell allows the caster to touch one individual with his mouth (kiss, bite, etc.) and thereby drain 2 energy levels (or hit dice, as applicable) from that person. If the victim is unwilling, a regular “to hit” roll is required. If the hit misses, the spell is spoiled. The spell must be used in the same round as the casting began. Anyone who is completely drained of life energy by this spell will become a vampire one day after being buried. The caster does not gain any benefit from the draining of the levels.

Lich’s Aura

Level 7 necromancer spell (enchantment/charm)

Requires: incantation, gestures, piece of a lich’s clothing

Casting time: 42 seconds (7 segments)

This spell allows the caster to take on the fear-inducing aura of a lich. Any creature under 5 hit dice that catches sight of the caster will flee in terror for 2d6 rounds, unless a saving throw vs. spells is made. In addition, the touch of the caster will paralyze the victim with fear for 2d12 rounds unless a saving throw is made. The effect of the spell will last for 9 minutes plus 1 minute per level of the caster. The small piece of clothing from a lich is destroyed in the casting.

Living Death

Level 4 necromancer spell (necromantic)

Requires: gesture

Casting time: 24 seconds (4 segments)

This spell will cause any one target creature to fall down “dead”. No amount of physical or magical investigation, with the exception of the spell *word of knowledge*, will reveal the fact that the victim is, in fact, still alive (*detect life* will not work unless the caster is of a higher level than the caster who cast *living death*). Magical attempts to bring the victim “back to life” (resurrection, raise dead, etc.) will all seem to fail. The victim will remain thus for 12 hours plus 6 hours per level of the caster. It is thus quite possible for the victim to be buried alive, awakening inside his own coffin under six feet of hard earth, only to “die” a second death. The spell requires that the caster touch the victim; a successful “to hit” roll will thus usually be required.

Livor Mortis

Level 2 necromancer spell (necromantic)

Requires: incantation, gestures, embalming fluid

Casting time: 12 seconds (2 segments)

This spell allows the caster to simulate the effects of livor mortis; all of their blood will seemingly stop circulating in the body and will sink to the lower

extremities, causing them to turn purplish-blue (if visible). It can either be cast upon the caster or upon someone the caster touches, and will last for 5 minutes plus 1 minute per level of the caster. The most practical impact of this spell is that slashing or piercing weapons such as swords, arrows, spears, etc. will only do ½ damage to the recipient of the spell, and attacks or magic that would normally cause bleeding (such as a *weapon of wounding* or the tail of a barbed devil) will not do so. Even attacks aimed at the lower extremities will not bleed, due to the nature of the enchantment. If the recipient of the spell is brought to fewer than 0 hit points, they will not bleed and lose additional hit points as long as the spell remains in effect. The spell requires a dab of embalming fluid be placed on the chest near the heart.



Magic Scythe

Level 7 necromancer spell (evocation)
Requires: incantation, gestures, miniature scythe
Casting time: 42 seconds (7 segments)

This spell brings into being an enchanted scythe made of energy from the negative plane. This scythe will attack as a fighter of a level half that of the caster (rounded down), and can operate up to 30' away. The caster must maintain concentration while the scythe is fighting; if concentration is broken the scythe will simply remain motionless until the caster regains concentration or the spell expires. The spell remains in effect for 1 round per level of the caster. Any creature hit by the scythe will take 3d6 h.p. of damage (S/M) or 3d6+3 (L), and must make a saving throw vs. death. Failure indicates the scythe will drain an additional 1d6 h.p. from the target, permanently (i.e., those additional hit points can never be recovered by magic item, rest, or any spell other than *restoration* or *wish*). The magic scythe can hit creatures normally hit only by +3 weapons, as well as those who are ethereal or astral. The spell requires that the

caster wield a miniature scythe of silver, worth at least 250 g.p., which is destroyed as the spell itself expires.

Magic Sickle

Level 5 necromancer spell (evocation)
Requires: incantation, gestures, miniature sickle
Casting time: 30 seconds (5 segments)

This spell allows the caster to call into being a sickle-shaped weapon of negative energy. The sickle will attack as a fighter of a level half that of the level of the caster (rounded down), and can operate up to 30' away. The caster must maintain concentration while the sickle is fighting; if concentration is broken the sickle will simply remain motionless until the caster regains concentration or the spell expires. The spell remains in effect for 1 round per level of the caster. Any creature hit by the sickle will take 1d10 h.p. of damage (S/M) or 1d8 h.p. of damage (L), and must make a saving throw vs. death. Failure indicates the sickle will permanently drain an additional hit point from the target, permanently (i.e., those additional hit points can never be recovered by magic item or rest, or any spell save *restoration* or *wish*). The magic sickle can hit creatures normally hit only by +1 weapon, as well as those who are ethereal or astral. The spell requires that the caster wield a miniature scythe of silver, worth at least 50 g.p., which is destroyed as the spell itself expires.

Marked for Death

Level 2 necromancer spell (necromantic)
Requires: incantation
Casting time: 12 seconds (2 segments)

This spell allows the caster to mark one person, who must be within 30' of the caster, as being especially of interest to Death. That person will suffer a -2 penalty on all saving throws that are life-or-death in nature. Other saving throws, failing which would not result in the death of the character, will not be affected by the spell. In addition, where applicable, there is a +2 (or +10%, as applicable) chance for deadly random events to beset the victim of this spell; ornamental weapons "happen" to fall from their spot threatening to impale him, a gate just "happens" to open and lose a stampede of bulls down a street the victim is walking down, etc. In a situation where the victim is in a group, from which a target is randomly selected for some gruesome fate, the victim would have a 5% greater likelihood of being targeted. The game master should use his discretion in such cases, but being the recipient of this spell should make life much more "interesting". It can be removed by a "remove curse" spell (or the equivalent), but is otherwise permanent, at least until the victim expires.

Master Death

Level 7 necromancer spell (necromantic)
Requires: incantation, gestures, black opal
Casting time: 7 minutes

This spell allows the caster to cheat death for a time. For the duration of this spell the caster, or someone touched by him, will simply be unable to die. This does not mean he is immune to pain or suffering, nor does it mean he is invulnerable to injury or the effects of disease, but nothing will actually kill him. In situations where the body would be instantly destroyed (lava, acid, etc.) will simply be burned to a charred skeleton, which slowly regenerates its flesh. Those brought to a hit point total less than 0 will simply hover at -9 h.p. until the spell wears off. The spell will last 30 minutes per level of the caster, and will age the caster by 2 years. It requires a black opal 1,000 g.p. in value or greater, which is destroyed as the spell is cast.

Memento Mori

Level 6 necromancer spell (necromantic)
Requires: incantation, spell, mirror
Casting time: 36 seconds (6 segments)

This spell compels the target to contemplate his own mortality, thereby affecting him in some way. The spell requires that the victim have an intelligence of at least 6, and be able to see the caster, who must be within 20' and displays the visage of the target in a mirror (the mirror can be re-used). The target is entitled to a saving throw vs. paralyzation, just as if he was avoiding a gaze attack. If the target sees his image, the reaction will depend on his intelligence.

Intelligence	Effect
0-5	None
6-7	Frozen in shock for 1d3 rounds
8-10	Run in fear for 1d3 rounds
11-12	Weeps for 1d6 rounds (no combat or spells)
13-14	Save vs. death (+4 bonus), or frightened to death
15-16	Save vs. death or frightened to death
17-18	Save vs. death (-4 penalty), or frightened to death
19-20	Weeps for 1d3 rounds (no combat or spells)
21+	Insanely angry for 1d3 rounds (attack the nearest creature)

Necromancers are themselves immune to this spell, as are deities and outer planes creatures of greater sort (generally, if they do not have a "turn as type" rating, they are unaffected by the spell).

Mummy Rot

Level 4 necromancer spell (necromantic)
Requires: incantation, spells, bandages from a mummy or mummy dust
Casting time: 24 seconds (4 segments)

This spell allows the caster to infect any person he touches with the dreaded mummy rot disease. This wasting affliction will be fatal in 1d6 months. During that time however, it also has the following effects:

- Victim loses 2 points of charisma per month, permanently
- Cure spells and healing potions will not work on the victim
- Victim heals wounds at only 1/10th of the normal rate

The disease can be cured only by a *cure disease* spell, but charisma losses will not be restored. Those whom the disease kills can only be raised from the dead if both a *cure disease* and a *raise dead* spell are cast within 1 hour of death.

Only one person can be so touched per use of the spell. A successful "to hit" roll is required; if the roll fails, the spell is ruined.

Negative Plane Shield

Level 5 necromancer spell (evocation)
Requires: incantation, gestures
Casting time: 30 seconds (5 segments)

This spell calls forth a barrier of energy from the negative plane to shield the caster. The shield appears as a large, dark translucent disc which seems to whirl around of its own accord to intercept blows with incredible speed. The barrier will give a bonus of 4 to the caster's armor class, but that is not the spell's primary function, for the force with which it is created will drain the physical and magical properties of any weapon that comes into contact with it.

Any successful hit against the caster, or an attack that misses but rolls within 4 of the required number "to hit", will in fact hit the shield. **EXAMPLE:** A fighter needs a 13 to hit a necromancer protected by a Negative plane shield spell.

Any attack that hits, or that misses but scores 9-12 will hit the shield and invoke its effect upon the weapon. Note that a missed attack will still miss, even if it is affected by the shield.

Any non-magical weapon which successfully strikes the caster must make an immediate save vs. crushing blow with a -4 penalty. Failure indicates not only that the weapon did not, in fact, hit, but that it shattered and is utterly useless as a result of the blow.

Any magical weapon striking the shield must also make a saving throw against crushing blow with a -4 penalty (although weapons get a +1 bonus for every "plus" of their enchantment). If the item fails its saving throw, not only is the caster unaffected by the blow, but the item in question will be permanently drained of one "plus" of its enchantment. Thus, if a dagger +3 strikes the shield instead of the intended target, and fails its saving throw (with a total -1 penalty: -4 plus 3 for the dagger's enchantment), it will then become a dagger +2. Nothing short of a *wish* spell will restore such an effect. Magical weapons without "plusses" must save vs. crushing blow with no penalty or bonus. If they fail, their enchantment is permanently lost.

Anyone attempting to strike someone protected by this spell in hand-to-hand combat who strikes the shield or the caster must also make a saving throw against spells. If they fail the saving throw, not only is the caster unaffected by the strike, but the attacker will lose 1 hit point permanently, which cannot be restored by magical healing, rest or any other means short of a *wish* or *restoration* spell.

Pallor Mortis

Necromancer cantrip (alteration)
Requires: incantation, gestures
Casting time: 2 seconds

This spell allows the caster to cause any person within 10' to take on a deathly pallor, with their skin becoming pale and waxy. This will lower their effective charisma score by 1. The cantrip will wear off in 30 minutes, minus 1 minute per level of the person affected.

Passtomb

Level 4 necromancer spell (alteration)
Requires: incantation, gestures, powdered ghoulish nail
Casting time: 24 seconds (4 segments)

This spell will cause a hole to appear in a nearby wall, some 5' wide, 8' high, and 20' deep. The target wall can be of stone, brick, wood, and/or plaster, but must be within 30' of the caster and must be part of a tomb, crypt, or other burial structure. Metal walls (and gates, portcullises, etc.) are not affected. Multiple spells can be cast to create deep passages through thick walls. The passage will remain for 1 hour plus 10 minutes per level of the caster. The spell requires a pinch of powdered ghoulish nail, which is destroyed as the spell is cast.

Protection from Chamel Disease

Level 2 necromancer spell (abjuration)
Requires: incantation, gestures, cloves, citrus fruit
Casting time: 12 seconds (2 segments)

This spell is proof against all grave or undead related diseases including, but not limited to, mummy rot, diseases borne by the bite of giant rats, blood infections caused by huecuvas, etc.). 1 person (either the caster or a person touched by the caster) will be thus protected for 6 hours per level of the caster. It will have no effect on already-extant diseases.

Protection from Normal Missiles

Level 4 necromancer spell (abjuration)

Requires: incantation, gestures, piece of tortoise/turtle shell
Casting time: 18 seconds (3 segments)

This spell provides complete invulnerability to non-enchanted missile weapons such as arrows, sling bullets, crossbow bolts, spears, etc. With regard to larger, siege-type weapons such as catapult stones and ballista bolts, it reduces the damage done by 1 hit point per die of damage. The same goes for enchanted missiles such as magical arrows, a *+2 spear*, etc. It provides no defense against purely magical assaults such as the *magic missile*, *fireball*, or *lightning bolt* spells.

Protection from Rats

Level 1 necromancer spell (abjuration)

Requires: incantation, gestures, cat fur
Casting time: 6 seconds (1 segment)

This spell creates a barrier 15' in radius around the caster, through which no rat, giant rat, mouse, or any other rat-like creature can pass. Wererats must make a successful saving throw vs. spells to be able to pass through the barrier. It lasts for 3 rounds plus one round per level of the caster, and moves with him as he moves about. It does not require concentration. The spell requires a bit of cat fur which is lost as the spell is cast.

Protection from Undead I

Level 1 necromancer spell (abjuration)

Requires: incantation, gestures, powdered bone
Casting time: 12 seconds (2 segments)

This spell creates a magical shell of force around the recipient that extends 1' from his body (however, it will not move with the caster). This shell protects from physical contact by non-intelligent undead constructs such as animated skeletons, zombies, etc. and lasts for 3 minutes per level of the caster. In addition to being proof against physical attack, the spell also affords the person bearing its protection a +2 on any saving throws caused by attacks by such creatures, and any attacks that do not involve direct physical contact (such as missiles, etc.) incur a -2 on their rolls "to hit." The spell requires that the caster create a 3' diameter circle of powdered bone from an animated skeleton. The components are destroyed in the casting.

Protection from Undead II

Level 3 necromancer spell (abjuration)

Requires: incantation, gestures, mummy bandages/vampire dust/etc.
Casting time: 36 seconds (6 segments)

This spell has two effects. First, this spell creates a magical shell of force around the recipient that extends 10' from his body (however, it will not move with the caster). This shell protects from physical contact by non-intelligent undead constructs such as animated skeletons, zombies, etc. and lasts for 5 minutes per level of the caster. In addition to being proof against physical attack, the spell also affords the person bearing its protection a +2 on any saving throws caused by attacks by such creatures, and any attacks that do not involve direct physical contact (such as missiles, etc.) incur a -2 on their rolls "to hit."

Second, it will create a similar magical shell of force around the recipient that extends 1' from his body. This shell protects from physical contact by any corporeal undead such as wights, vampires, etc. and lasts for 3 minutes per level of the caster. It is otherwise similar to the effect against skeletons and zombies.

This spell requires that a circle of the powdered essence of some corporeal undead such as a ghoul, vampire, etc. be sprinkled on the ground in a circle. It is naturally lost as the spell is cast.

Protection from Undead III

Level 5 necromancer spell (abjuration)

Requires: incantation, gestures, powdered iron and silver
Casting time: 1 minute

This spell has two effects. First, this spell creates a magical shell of force around the recipient that extends 10' from his body (however, it will not move with the caster). This shell protects from physical contact by corporeal undead such as ghouls, liches, etc. and lasts for 5 minutes per level of the caster. In addition to being proof against physical attack, the spell also affords the person bearing its protection a +2 on any saving throws caused by attacks by such creatures, and any attacks that do not involve direct physical contact (such as missiles, etc.) incur a -2 on their rolls "to hit."

Second, it will create a similar magical shell of force around the recipient that extends 1' from his body. This shell protects from physical contact by any non-corporeal undead such as wraiths, ghosts, etc. and lasts for 3 minutes per level of the caster. It is otherwise similar to the effect against corporeal undead.

This spell requires that a circle of a combination of powdered iron and silver be sprinkled on the ground in a circle. It is naturally lost as the spell is cast.

Read Necromancer Magic (Unreadable Necromancer Magic)

Level 1 necromancer spell (divination)

Requires: incantation, gestures, crystal prism, (pinch of dirt, drop of water)
Casting time: 1 minute

This spell allows the caster to understand magical writings, scrolls, and inscriptions that are written in magical scripts used by necromancers. The spell lasts for 2 minutes per level of the caster, and requires the use of a crystal prism (which is not destroyed by the casting). When used on scrolls, spell books, etc. the spell enables the caster to determine what is contained within (although doing so usually triggers *curse*d scrolls and the like). A necromancer will never need this spell to read his own spell book, of course, and once the spell is used on a given piece of magical writing, it need not be used again (so, a necromancer could use it to determine the contents of a magic scroll as long as the scroll contained a necromancer spell, and then later, when he wishes to actually use the scroll, would not need to cast *read necromancer magic* again). The spell is never needed to read a spell that the necromancer himself has inscribed.

The reverse of the spell, *unreadable necromancer magic*, will enable the caster to render magical writings indecipherable, even by means of a *read necromancer magic* spell, until it wears off or is *dispelled*.

Repair Skeleton

Level 1 necromancer spell (necromantic)

Requires: incantation, gestures, bone powder paste
Casting time: 6 seconds (1 segment)

This spell allows the caster to repair damage done to an animated skeleton or other skeletal undead such as an animal skeleton or skeleton lord. The caster must have sufficient access to the beneficiary of the spell to be able to apply a paste made of bone powder and water to the breaks and chips on the skeletal form (it cannot be cast on a skeleton while in melee). Once this is done, the skeleton (or skeletal undead) will recover 1d8 hit points of damage. Under no circumstances will this spell raise the total number of hit points past its original total.

Safe Coffin

Level 3 necromancer spell (abjuration)

Requires: incantation, gestures

Casting time: 1 minute

This spell allows the caster to disarm any and all mechanical traps on a single coffin, sarcophagus, etc. As the spell is cast, they will simply pop open and misfire, sometimes with an audible "sprong!" sound accompanying. The coffin must be no larger than 200 cubic feet in size. Magical traps will not be tripped, but will give off a tell-tale glow indicating their presence. Note that the spell will not work on ordinary boxes, chests, etc.

Séance

Level 2 necromancer spell (necromantic)

Requires: incantation, gestures

Casting time: 5 minutes

This spell allows the caster to summon the soul or spirit of a relative of someone participating in the séance. Up to 12 people, plus the caster, can participate; they all join hands while the caster summons up the desired spirit. The more people participating, the longer dead the summoned spirit can be, and the more distant a relative.

Participants	Spirit Can be Dead	Relation
0-2	1 month	Parent, child, sibling, spouse
3-6	1 year	Grandparent, grandchild, uncle/aunt
7-11	10 years	Cousin, great-grandparents or -children
12	100 years	2nd cousin, great-grandparents or -children up to 3 generations removed

Once summoned, the spirit can be asked 1 yes or no question per level of the caster, or a single more open-ended question whose answer will be no longer than one word per level of the caster.

Silence 15' Radius

Level 2 necromancer spell (alteration)

Requires: incantation, gestures

Casting time: 30 seconds (5 segments)

This spell allows the caster to create a zone of complete and utter silence in a sphere with a radius of 15', on a point up to 120' away from the caster. The spell can be cast upon a creature or person; if so, he is entitled to a saving throw vs. spells; failure indicates the spell is targeted on a point in space 1' behind the intended target. Success indicates the effect of the spell moves with the target. The spell lasts for 2 minutes per level of the caster. Such silence will not only interrupt normal speech, but prevent the casting of spells with spoken components, the operation of magical devices that require command words, etc.

Smart Zombie

Level 3 necromancer spell (necromantic)

Requires: incantation, gestures, brains

Casting time: 18 seconds (3 segments)

This spell allows the caster to increase the intelligence of his zombie servitors. Zombies affected by this spell are able to demonstrate a dark parody of true intelligence, capable of understanding very complex commands and even taking initiative if the situation calls for it. The intelligence of the zombies is effectively increased to 9. Up to 2 zombies can be affected per level of the caster. The spell requires human brains, which the zombies consume as part of

the spell; one brain can serve for up to 6 zombies. The effects last for 24 hours plus one hour per level of the caster. Often, a spell-caster will send his zombie servants out in search of the brains needed, to be brought back to him to serve in the cannibalistic feast, in which case they are known to moan "brainnnns" as they move about.



Span of the Mayfly

Level 6 necromancer spell (necromantic)

Requires: incantation, gestures, hourglass

Casting time: 42 seconds (7 segments)

This spell allows the caster to inflict upon one creature a terrible fate. Whatever its natural life-span would normally be, the creature will live it out over the course of the next 24 hours. The victim will begin to age years in mere hours, eventually entering senility, physical senescence, and finally death. The spell requires that the caster touch the victim, smashing an hourglass as he does so (thus a roll "to hit" may be required; if the hit misses, the spell will be spoiled). Nothing short of a *limited wish* or similar magic will halt the progress of the spell, and nothing short of a full *wish* will reverse its effects. *Potions of longevity* will work temporarily, but only for a few minutes, as their effects are rapidly overcome by the progress of the spell.

Speak with the Dead

Level 3 necromancer spell (necromantic)

Requires: incantation, gestures, holy symbol, incense

Casting time: 10 minutes

This spell allows the caster to converse with some being who has passed beyond the mortal plane, as long as some portion of their remains are at hand to act as a focal point. The higher the level of the caster, the more effective the spell, both in terms of how long ago the subject can have died, as well as the length of the questioning allowed:

Experience Level	How Long Ago Deceased	Duration	Max. Number of Questions
5-6	1 week	1 minute	2
7-8	1 month	3 minutes	3
9-12	1 year	10 minutes	4
13-15	10 years	20 minutes	5
16-20	100 years	30 minutes	6
21+	1,000 years	1 hour	7

Of course, the caster must be able to understand the language of the dead creature, and it will not possess any information in death that it did not possess in life. The caster requires incense, which is consumed in the casting of the spell.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell.



Spectral Form

Level 5 necromancer spell (alteration)
 Requires: incantation, gestures, incense
 Casting time: 30 seconds (5 segments)

This spell allows the caster to assume a translucent, ghost-like form. In the spectral form, the caster can perform any action he could otherwise do in life, but in addition has the benefit of being immune to poison and paralyzation, as well as being able to pass through walls and other solid objects. However, he will not be able to engage in combat, except for spells that are actuated by touch, and if in direct sunlight the effects of the spell are instantly ended (if the caster or a portion of him are within a solid object when this occurs, he must make a saving throw vs. death or be slain instantly by the shock, otherwise taking between 1d6 and 10d6 h.p. of damage as he is expelled from the object, depending on how much of his physical form “re-forms” within some other object).

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell.

Summon Undead I

Level 3 necromancer spell (conjunction/summoning)
 Requires: incantation, gestures, bag, candle made of corpse-tallow
 Casting time: 18 seconds (3 segments)

This spell allows the caster to cause 2d4 undead creatures to appear, as if out of thin air, and attack his enemies (no explanation will be necessary in that case). If they are required to do some other, more complex task, the caster must explain this to them. They will remain until slain, the combat is ended, or after 2 minutes plus 1 minute per level of the caster (whichever comes first). The exact type of undead summoned is determined randomly.

Die roll (d %)	Undead Type
01-30	Animal Skeleton
31-60	Animated Skeleton
61-85	Poltergeist
86-00	Zombie

The spell requires a small bag and a candle made from the fat of a corpse, which need not be lit, both of which are destroyed in the casting of the spell.

Summon Undead II

Level 4 necromancer spell (conjunction/summoning)
 Requires: incantation, gestures, bag, candle made of corpse-tallow
 Casting time: 24 seconds (4 segments)

This spell allows the caster to cause 1d6 undead creatures to appear, as if out of thin air, and attack his enemies (no explanation will be necessary in that case). There is a 1d4 minute delay between the time the spell is completed and the creatures appear. If they are required to do some other, more complex task, the caster must explain this to them. They will remain until slain, the combat is ended, or after 2 minutes plus 1 minute per level of the caster (whichever comes first). The exact type of undead summoned is determined randomly.

Die roll (d %)	Undead Type
01-40	Ghoul
41-60	Huecuva
61-85	Shadow
86-00	Wight

The spell requires a small bag and a candle made from the fat of a corpse, which need not be lit, both of which are destroyed in the casting of the spell.

Summon Undead III

Level 5 necromancer spell (conjunction/summoning)
 Requires: incantation, gestures, bag, candle made of corpse-tallow
 Casting time: 30 seconds (5 segments)

This spell allows the caster to cause 1d4 undead creatures to appear, as if out of thin air, and attack his enemies (no explanation will be necessary in that case). There is a 1d4 minute delay between the time the spell is completed and the creatures appear. If they are required to do some other, more complex task, the caster must explain this to them. They will remain until slain, the combat is ended, or after 2 minutes plus 1 minute per level of the caster (whichever comes first). The exact type of undead summoned is determined randomly.

Die roll (d %)	Undead Type
01-35	Coffer Corpse
36-45	Ghast
46-65	Giant Skeleton
66-85	Monster Zombie
86-00	Wraith

The spell requires a small bag and a candle made from the fat of a corpse, which need not be lit, both of which are destroyed in the casting of the spell.

Summon Undead IV

Level 6 necromancer spell (conjunction/summoning)
 Requires: incantation, gestures, bag, candle made of corpse-tallow
 Casting time: 36 seconds (6 segments)

This spell allows the caster to cause 1d3 undead creatures to appear, as if out of thin air, and attack his enemies (no explanation will be necessary in that case). There is a 1d3 minute delay between the time the spell is completed and

the creatures appear. If they are required to do some other, more complex task, the caster must explain this to them. They will remain until slain, the combat is ended, or after 2 minutes plus 1 minute per level of the caster (whichever comes first). The exact type of undead summoned is determined randomly.

Die roll (d %)	Undead Type
01-10	Apparition
11-35	Banshee
36-60	Son of Chaos
61-00	Specter

The spell requires a small bag and a candle made from the fat of a corpse, which need not be lit, both of which are destroyed in the casting of the spell.

Summon Undead V

Level 7 necromancer spell (conjunction/summoning)
Requires: incantation, gestures, bag, candle made of corpse-tallow
Casting time: 42 seconds (7 segments)

This spell allows the caster to cause 1d2 undead creatures to appear, as if out of thin air, and attack his enemies (no explanation will be necessary in that case). There is a 1d3 minute delay between the time the spell is completed and the creatures appear. If they are required to do some other, more complex task, the caster must explain this to them. They will remain until slain, the combat is ended, or after 2 minutes plus 1 minute per level of the caster (whichever comes first). The exact type of undead summoned is determined randomly.

Die roll (d %)	Undead Type
01-25	Ghost
26-50	Lich
51-75	Skeleton Warrior
76-00	Vampire

The spell requires a small bag and a candle made from the fat of a corpse, which need not be lit, both of which are destroyed in the casting of the spell.

Undead Guardian

Level 5 necromancer spell (necromantic)
Requires: incantation, gestures, silver chain
Casting time: 30 seconds (5 segments)

This spell allows the caster to attempt to compel an undead creature to serve as guardian for some item or locale. The subject must be within 60' plus 10' per level of the caster. The type of creature that can be so compelled, and the duration of their service depends on the level of the caster.

Caster's Level	Maximum "turn as type"	Maximum Duration
9	VI	90 years
10	VII	110 years
11	VIII	130 years
12	IX	150 years
13	X	170 years
14	XI	190 years
15+	XII	210 years

One creature can be affected by this spell at a time, and it is entitled to a saving throw vs. spells. Success indicates that the subject has resisted the effects of the spell completely. Undead under the influence of this spell will defend their given object or locale to the point of self-immolation, but are allowed some discretion in terms of tactics. If the object is taken without the undead in question being destroyed, it will be able to sense the direction of the object and will seek it out unceasingly. If the creature is set to guard a locale, it will not pursue those who leave the locale (even if it is, for example, a doorway, and the undead was

intended to prevent people from passing through it). The spell requires a small length of pure silver chain (50 g.p. value) which is destroyed as the spell is cast.

Vampiric Transformation

Level 4 necromancer spell (alteration)
Requires: incantation, gestures, vampire dust
Casting time: 24 seconds (4 segments)

This spell has two possible effects. The first is that it allows the caster to assume the outward physical form of either a large bat or a wolf. While in bat form, he can fly as does a large bat. The second is to assume gaseous form; he becomes as mist or smoke, allowing him to travel up to 30' per minute, and able to enter any space that is not air tight. The spell *gust of wind*, and strong winds and breezes, will blow a person in gaseous form around, of course. Anyone in gaseous form is immune to all normal and most magical attacks; only magical fire or lightning will affect such a person.

The spell lasts for 20 minutes per experience level of the caster, and during that time a variety of different forms can be assumed (the transformation takes 30 seconds (5 segments) per change). No system shock survival roll is required. If the caster takes damage while in altered form, up to 1d12 hit points of such damage will be healed when the caster returns to his normal form. The spell cannot be used in daylight or its equivalent; the caster will immediately revert back to his normal form if exposed to daylight.

Veil of Normalcy

Level 5 necromancer spell (illusion/phantasm)
Requires: incantation gestures
Casting time: 36 seconds (6 segments)

This spell will create the illusion (including visual, auditory, touch, and where applicable olfactory components) that a given tomb, crypt, grave, etc. is completely untouched and in pristine condition, despite any sort of depredation, looting, etc. short of complete destruction. The area affected can be up to 100 square feet per level of the caster, and will last for 10 minutes per level of the caster. Within the area, any opened chests will appear intact, sarcophagi or coffins will have their lids tightly secured, and all items of value will be present. The spell requires a lens-shaped piece of glass some 3" in diameter, which is destroyed by the casting of the spell.

Wake the Dead

Level 4 necromancer spell (necromantic)
Requires: incantation, gestures, blood, flesh, bone
Casting time: 2 minutes

This spell allows the caster to create animated skeletons or zombies from skeletal remains or corpses. These undead creatures will then obey the simple commands of the caster, and will remain animated until they are destroyed by some means. The number of undead created depends on the type:

Undead Type	Number created
Animal skeleton	10 per level of the caster
Skeleton	8 per level of the caster
Zombie	5 per level of the caster
Monster Zombie	2 per level of the caster
Giant Skeleton	1 level of the caster

See the **ADVENTURES DARK AND DEEP™** Bestiary for more details on the specific undead creatures mentioned. The corpses can be up to 1,000' away from the caster when animated, if needed. Naturally, the corpses must be present before the spell is cast; the spell will not create skeletons or zombies where no source

material already exists. If they are still in the grave, it will take 1d6 rounds for them to dig themselves out from the earth, on average (and if possible!).

Walking Dead

Level 5 necromancer spell (necromantic)
 Requires: incantation, gestures, rotting meat
 Casting time: 30 seconds (5 segments)

This spell causes any one person within 60' plus 10' of the caster to take on the outward signs of death. The target is entitled to a saving throw vs. spells. Failure means the full impact of the spell falls upon him. It should be noted that the victim is not actually dead until the final stage of the process; before then spells that would otherwise affect the undead do not affect him.

Time	Stage	Effects
1d3+3 hours	Fresh	Stiff limbs give -4 "to hit" penalty, algor mortis (as per the spell), vultures can be seen (if present in that locale), could attract ghouls, ghosts, and giant rats
1d12+3 hours	Bloat	Painful gasses build up within the body, swarms of flies lay eggs, -1 CON and DEX per hour (3 minimum)
1d10+10 hours	Active Decay	Skin ruptures, leaking fluids, maggots can be seen on the body, strong odor, -1 CHA per hour (0 minimum).
1d6+2 hours	Advanced Decay	The victim's flesh is mostly gone, movement itself becomes a painful experience, the maggots are gone but skin hangs in scraps on the skeleton and the victim begs for his loved ones not to shun him. -1 STR per hour (3 minimum).
After the "advanced decay" stage ends	Death	The subject is finally dead, after an agonizing, lingering span of pain and misery, unable to see, speak, or feel anything but agony.

In the "fresh" stage, a *remove curse* spell will remove the effect. During the second stage, an application of 1 dose of *healing ointment* per 2 hours since the "bloat" stage has begun will reverse the effect (*remove curse* will no longer work if the spell has progressed to this degree). After that, nothing short of a *heal* spell will work to undo the spell's effect. A *detect curse* spell will detect this spell in operation.

Wall of Bones

Level 5 necromancer spell (evocation)
 Requires: incantation, gestures, human or demi-human bone
 Casting time: 30 seconds (5 segments)

This spell creates a latticework of human, demi-human, and animal bones, interlaced to create a solid and impenetrable whole. The wall will be one slab up to 20 square feet in size and roughly 4" thick, per level of the caster. It can appear up to 10' distant per level of the caster. It will be anchored in the ground and will thus not topple over; it can be set in just about any type of surface from stone to earth to sand to ice. Each slab has 25 h.p., but only attacks which do at least 10 h.p. of damage will have any effect (much like attacking a stone wall or ship). The wall will endure for 1 hour plus 10 minutes per level of the caster; after that time it will begin to crumble from the top down and will collapse into dust within 1 minute. The spell requires a human or demi-human (or humanoid) bone, which is hurled to the spot where the wall is to be erected. It is lost in the casting.

Wight's Touch

Level 4 necromancer spell (necromantic)
 Requires: incantation, gestures
 Casting time: 24 seconds (4 segments)

This spell allows the caster to drain one experience levels (or hit die, as appropriate) from any single creature he touches. Naturally, a successful "to hit" roll is required, and if it misses the spell is lost. The levels cannot be regained by any means short of a *restoration* spell or a *wish*. The caster does not gain any benefit from this spell, other than the harming of his enemy. This spell cannot be cast while in sunlight. Anyone slain by this spell will rise up as a wight within 24 hours.

Withering Touch

Level 6 necromancer spell (necromantic)
 Requires: incantation, gestures, parsley
 Casting time: 36 seconds (6 segments)

This spell will cause one of the target's limbs to wither and age almost instantaneously. A "to hit" roll is required; missing means that the spell itself is lost. Creatures that are unaffected by age (undead, daemons, devas, etc.) are not affected by the spell. Such a limb is rendered useless, with the following effects (note that if used against non-humanoid creatures, the game master should improvise a similar table; creatures without limbs, such as slimes, puddings, etc. simply take 6d6 h.p. of damage). The effects below are cumulative.

Die roll (d4)	Limb	Effect
1	Right arm	Cannot attack or hold a two-handed weapon
2	Left arm	Cannot use shield or hold a two-handed weapon
3	Right leg	50% movement, -2 "to hit" penalty
4	Left leg	50% movement, -2 "to hit" penalty

The spell requires a sprig of parsley, which is destroyed as the spell is cast.



Adventures Dark and Deep™

“What if?”

Some of the most intriguing works of fiction have stemmed from those two simple words. What if Hitler had won World War 2? What if the Roman Empire had never fallen? What if John F. Kennedy had never been assassinated?

ADVENTURES DARK AND DEEP™ represents just such a “what if” scenario, if perhaps one with less weighty historical consequences. What if Gary Gygax had not left TSR in 1985, and had been allowed to continue developing the world’s most famous fantasy role-playing game?

We will, unfortunately, never know the answer to that question, because he did leave TSR in that year, and others took over the job of designing the second (and subsequent) versions of the game. After that unfortunate episode, he was understandably reluctant to give any advice on how he would have carried the game forward.

However, he did leave behind hints as to the direction he would have taken the game. New character classes. Streamlined combat. New spells and magic items. Consolidated and re-worked monsters. We have some specifics and a fair number of “big picture” ideas. All of these have been taken as inspiration for **ADVENTURES DARK AND DEEP™**.

Bear in mind that the author has no special insight into Gygax’s mind on this subject other than what he himself wrote publicly, and certainly the game should not be taken as having any sort of official stamp, either from his estate or the corporations that have taken the game in new directions. All that has been done is to collect the hints he did leave, use them as inspiration, and take off in a wholly different direction than that which happened “officially.”

ADVENTURES DARK AND DEEP™ is not a “retro-clone.” Rather, it is a “reconstruction” of a set of rules that never were, but could have been.

Current Catalog (October, 2011)

Adventures Dark and Deep Players Manual	Currently in open playtest
Adventures Dark and Deep Game Masters Toolkit	Currently in open playtest
Adventures Dark and Deep Bestiary	Currently in open playtest
Darker Paths 1: The Necromancer	Now Available
Darker Paths 2: The Witch	Now Available

As of this writing (October, 2011), the core rulebooks of the game are still in open playtest, and can be downloaded for free in pdf format at the game’s website:

<http://www.adventuresdarkanddeep.com>

Slowly the skeletal hands of his servitors removed the golden lid from the sarcophagus of the ancient first priest-king of the Red Isles. Within lay the prize he had sought lo these many weeks. Success was almost at hand.

A raspy voice, choked with the dust of millennia, greeted him. "Who is it dares disturb my rest? What fool braves death to steal from me my treasures and my secrets? Speak now, ere corruption takes you, bubbling and rotting from within as you draw your last breath." The ancient mummy, its wrapped shroud hanging from the desiccated flesh in tatters, sat upright in its glittering coffin.

Summoning his power, the necromancer spoke, infusing his words with all the will and energy at his command, turning the very utterance into a magical Working. "I am no mere robber of tombs, but a master of the arts of death. By my arts I command the dead to walk and emulate the powers of the greatest of the undead. Join me, oh mummy, and you shall know power once again. Become my ally, and let the world know that the priest-king of the Red Isles puts forth his hand to guide the destiny of the world once more!"

For a silent eternity, the mummy regarded him with its lifeless eyes. Then, slowly, it nodded in assent.

The prize was won.