

# Animate Tool

## Necromancer 0

Range: 10'  
Duration: 1 turn

### Libram Magica, P. 11

- This spell imbues a single, small tool (such as a quill pen, spoon, sewing needle, or small hammer) to become animated.
- It will perform a single, repetitive task (such as writing dictated words, stirring a pot of soup, sewing the hem of a dress, or nailing boards into a house) for as long as a turn.
- The magic user must be able to perform the repeated action by hand himself.
- Weapons may not be animated by this cantrip, and objects animated may not be used as weapons.

# Embalm

## Necromancer 0

Range: touch  
Duration: permanent

### Libram Magica, P. 27

- Specially prepares one corpse for burial (or further use).
- When cast upon recently dead in preparation for Animate Dead type spells, the newly risen Zombie will have +1 on hit point rolls for each hit die (up to maximum hit points for each hit die).

# Inscribe

## Necromancer 0

Range: touch  
Duration: permanent

### Libram Magica, P. 37

- This cantrip engraves up to a square foot of writing or drawing on almost any nonliving surface. It will not work on constructs, elementals, undead, or other animated materials.

# Bolster

## Necromancer 0

Range: 10'  
Duration: special

### Libram Magica, P. 13

- Undead within 10 feet of caster are harder to turn or command, being one point harder to affect (on Turning Table).
- The effect lasts one hour or until a Turning (or Command) attempt is made. Reversed, the cantrip makes undead one point easier for the same period.

# Flare

## Necromancer 0

Range: 10'  
Duration: instantaneous

### Libram Magica, P. 30

- A flash of light, a very small ball of fire, or a puff of colored smoke can be created by this cantrip. They will not typically last longer than a second.

# Irritate

## Necromancer 0

Range: 10'  
Duration: instantaneous

### Libram Magica, P. 38

- This cantrip forces another person to involuntarily blink, nod, itch, giggle, or some other small body motion in order to create a momentary distraction. It works well to disrupt spell casting or concentration, although the subject gets a save vs. Spells to resist.

# Clean\*

## Necromancer 0

Range: 10'  
Duration: instantaneous

### Libram Magica, P. 16

- Upon casting, this cantrip may clean, shine, dust, or polish a small object or surface of up to 1 square foot.
- Reversed, this becomes Dirty, which can make the same area dirty, tarnished, scuffed, or dusty.

# Flavor\*

## Necromancer 0

Range: 10'  
Duration: special

### Libram Magica, P. 30

- This cantrip may either make one dish taste any way the caster wants it to (which is an illusion), or add salt, spice, sweetener, or another flavoring agent (which is real).
- Reversed, it becomes Ruin, which makes the food or drink either taste horrible by excessive overuse of a flavoring agent (which is real) or taste as if it had been prepared wrongly (which is an illusion).

# Knot\*

## Necromancer 0

Range: 10'  
Duration: instantaneous

### Libram Magica, P. 38

- This minor spell may tightly knot or tangle a rope, string, or similar object in any knot the caster would be able to tie himself.
- Reversed, the Unknot spell may undo any knot the caster could unknot himself.
- The spell cannot be used offensively to bind, trip (shoelace trick), or otherwise directly affect another individual, except in the most indirect ways.

# Mage Hand

## Necromancer 0

*Range: 40' or 10'*  
*Duration: 1 turn*

### Libram Magica, P. 40

- A spectral hand is conjured, which may either move one pound of materials at a speed of 10 feet per round for 10 rounds (at a maximum range of 40 feet), or give an object a powerful push about equal to the caster's strength at a range of ten feet.
- The caster can also manipulate small and light objects (about 1 pound) at up to 10 feet as if he or she was holding the object himself. Weapons cannot be so wielded. Alchemists and wizards often use this for dangerous experiments to keep themselves safe at a small distance.

# Sneeze

## Necromancer 0

*Range: 10'*  
*Duration: instantaneous*

### Libram Magica, P. 57

- This minor magical effect causes a recipient chosen creature within range to sneeze loudly if it fails a save vs. Spells.
- The momentary effect is enough to spoil a spell, penalize initiative (with subject going last in the order that round), alert nearby creatures, or other similar effects, as determined by the Game Master.
- The spell assumes a creature that is subject to sneeze or similar respiratory effect; the spell is lost if cast upon a creature that does not have the capacity for a sneeze.

# Call Poltergeist

## Necromancer 1

*Range: 5'/lvl*  
*Duration: 1 hr/lvl*

### Libram Magica, P. 14

- Bind a minor spirit to the area. The poltergeist is an invisible, shapeless force that performs simple tasks at your command. It can run and fetch, open unstuck doors, hold chairs, clean and mend.
- The poltergeist can perform only one activity at a time, but it repeats the same activity over and over again if told to do so.
- It can open only normal doors, drawers, lids, and the like, having an effective Strength score 3.
- It can trigger traps and such, but it can exert only 20 pounds of force.

# Negate Stench\*

## Necromancer 0

*Range: touch*  
*Duration: 1 rnd/lvl*

### Libram Magica, P. 44

- Removes scent from one creature (or corpse), including ghouls or ghosts (save to resist effect).
- Reversed, the relevant scent is made more potent, increasing save difficulty by 2 points when applicable.

# Summon Vermin\*

## Necromancer 0

*Range: 10'*  
*Duration: permanent*

### Libram Magica, P. 60

- This cantrip summons one small, totally ordinary (and real) insect (such as a beetle, fly, or spider), a small rodent (such as a field mouse or mole), or a cloud of gnats into a certain area.
- Reversed, this cantrip becomes Exterminate, which may kill any one creature of the same type.
- Target saves vs. Spells to resist any disruption of spells or attack routine, but the vermin may otherwise scare or startle a person when noticed like any other such encounter would do so.

# Chill

## Necromancer 1

*Range: 10'*  
*Duration: 2 rounds*

### Libram Magica, P. 16

- This spell does 1d4 points of damage to one creature within range. Furthermore, the creature must save vs paralysis or suffer -1 to melee hit and damage rolls for 1d6 rounds.
- A large heat source nearby gives a +2 to save.
- The caster may use this spell on one target up to 2 rounds after casting.

# Open/Close

## Necromancer 0

*Range: 10'*  
*Duration: instantaneous*

### Libram Magica, P. 44

- A single, normal, unlocked door, window or similar device can be opened or closed by use of this minor spell.
- It cannot be made to close upon another being or otherwise be used offensively except in the most indirect ways (such as closing a portal before a being gets to pass).
- The magic of this minor spell is not strong enough to hold or otherwise keep a being from manipulating the portal or device.

# Transfigure

## Necromancer 0

*Range: touch*  
*Duration: special*

### Libram Magica, P. 61

- This minor spell may change a small object (up to 27 cubic inches) into another shape, size, color, or texture.
- Radical changes (living) are not apt to last more than one turn, but minor changes may stay as long as a month. "Related" changes, such as creating a baby hedgehog from a pincushion may last longer than non-related ones (such as changing a book into a lizard).
- The Game Master should decide any particulars about the suggested transformation and share with the caster, who would know roughly how long a transformation lasts.

# Corpse Servant

## Necromancer 1

*Range: touch*  
*Duration: 1 hr/lvl*

### Libram Magica, P. 19

- Temporarily animate skeletons or zombies.
- HD animated = caster level.
- Does not count towards limits of Animate Dead.
- Max one corpse servant spell at a time
- Skeleton HD = base for race, Zombies one more.
- Requires mostly intact corpses.
- The caster must touch the remains to be animated.

## Dead Link ☞

### Necromancer 1

*Range: 30'/lvl*  
*Duration: 1 turn/lvl*

#### Libram Magica, P. 21

- Make a link to receive information through a corpse/zombie.
- 1st lvl (visual)
- 4th lvl (auditory)
- 7th lvl (touch)
- 10th lvl (smell/taste)
- After the spell is cast, the corpse's organs need not remain attached.
- If the spell is cast upon a zombie caster created they can control the zombie.
- The spell does not otherwise impart any animation upon a corpse nor any special control.

## Disappear ☞

### Necromancer 1

*Range: self*  
*Duration: 2 rounds*

#### Libram Magica, P. 23

- The caster (and only the caster) becomes invisible, vanishing from sight, including Darkvision in much the same way as the improved invisibility spell, but only lasting exactly 2 rounds.
- Caster is vanishes as well but another being cannot disappear, even if carried.
- The invisibility effect is not negated if the caster attacks, casts a spell, or otherwise takes action, allowing the caster a few moments to do other actions without being seen.
- Of course, any being able to see or sense invisible creatures can notice the caster normally.

## Protection from Undead\* ☞

### Necromancer 1

*Range: touch*  
*Duration: 1 turn/lvl*

#### Libram Magica, P. 49

- Caster wards a creature from undead attacks. Barrier is 1' thick and moves with target.
- +2 AC, +2 to saves vs evil.
- Barrier blocks possession attempts/mental control. These attacks may succeed but do not take effect until this spell expires.
- Natural weapon attacks from undead fail because they recoil rather than making contact.
- The spell fails if the warded creature makes an attack against the blocked creature.
- Reversed is **protection from living**, identical except for living creatures affected.

## Decay Flesh ☞

### Necromancer 1

*Range: touch*  
*Duration: 1 rnd/lvl*

#### Libram Magica, P. 22

- This is an arcane version of the cause light wounds spell (the reverse of cure light wounds), dealing 1d6+1 hit points of damage to the creature affected by it.
- The caster must make a successful attack after smashing the material components onto his or her fingers (typically a maggot, flesh eating worm, or similar creature).
- A missed attack roll does not dispel the effect, as it can be active until used or until a number of rounds equal to the caster's level have passed.

## Light\* ☞

### Necromancer 1

*Range: 120'*  
*Duration: 6+1/lvl turns*

#### Libram Magica, P. 39

- Create a light source equal to torchlight with 30' radius and half that to 50'.
- Immobile if cast on area, can be on object that moves.
- Reversed, **darkness** creates an area of darkness as above for Darkvision and mundane light sources.
- Light and **darkness** can counter each other. The later spell must be cast by a higher level caster.
- May blind an opponent if cast on ocular organs. The target can save vs. Death Ray to avoid the effect and if save made the spell fizzles. -4 to attack rolls. If used this way there is no area of effect.

## Read Languages ☞

### Necromancer 1

*Range: self*  
*Duration: special*

#### Libram Magica, P. 51

- Spell grants caster ability to read almost any written language in 3 modes.
- Mode 1: Read any number of written works in a variety of languages – 1 turn/level.
- Mode 2: Allows caster to read any one book/tome for 3 hours/level.
- Mode 3: Can permanently read any one non-magical scroll or short document.
- Spell does not work on magical texts as spell scrolls or spellbooks (**read magic**).
- Just reading the language does not hasten the reading nor grant understanding.
- At least one creature who can read the language must exist on the same plane.

## Detect Magic ☞

### Necromancer 1

*Range: 60'*  
*Duration: 2 turns*

#### Libram Magica, P. 23

- Detect enchanted or enspelled objects or creatures within the given range by sight.
- They appear surrounded by a pale glowing light visible only to the caster.
- Invisible creatures and objects not detected by this spell, but the existence of invisibility magic is seen as an amorphous glowing fog allowing the caster to attack at -2 to hit.

## Locate Corpse ☞

### Necromancer 1

*Range: 360'*  
*Duration: 1 rnd/lvl*

#### Libram Magica, P. 39

- Sense the direction of the closest corpse usable for spells such as animate dead or similar spells.
- Caster concentrates on the general type of corpse and of applicable state. The nearest remains fitting the criteria is located if more than one is within range.
- Upon arrival at nearest corpse, the caster can locate next corpse till timeout.
- Specific remains can be located as long as the caster knew the individual personally during life.
- Blocked by even a thin sheet of lead or gold.
- Creatures (including undead), cannot be found by this spell.

## Remove Fear\* ☞

### Necromancer 1

*Range: touch/120'*  
*Duration: instantaneous*

#### Libram Magica, P. 52

- This spell with calm the creature touched.
- If the target is currently subject to magical fear, it is allowed a new save vs. Spell with +1/caster level.
- Reversed is **cause fear** which causes one target within 120' to become frightened and flee for 2 turns if it fails a save vs. Spells. Creatures with 6HD+ are immune.

## Stench

### Necromancer 1

Range: self

Duration: 1 turn/lvl

#### Libram Magica, P. 59

- Creates a sickly stinking smell of rot and decay that emanates from the caster's body. The stench is like sickening effect of ghastrs (see Monsters).
- Living creatures within 10 feet must succeed on a save vs. Poison or be sickened for 2d6 rounds (-2 to attack rolls).
- For every three levels the caster has, a penalty of -1 on the save is applied to those affected.
- A creature that successfully saves cannot be affected again by this spell or a ghastr's stench for 24 hours.
- A neutralize poison spell removes the effect from a sickened creature.

## Continual Light\*

### Necromancer 2

Range: 360'

Duration: 1 yr/lvl

#### Libram Magica, P. 18

- Create a spherical region of light that illuminates a 30' radius as daylight and lesser to 60'.
- Spell can target a movable object, the air or a creature up to range.
- Spell lasts 1 year/lvl
- As with **light** this can target a creature's visual organs. Save vs. Spell to avoid blinding, save means spell illuminates air behind creature. Blinded creatures have -4 to attack rolls.
- Reverse is **continual darkness** causing complete nulling of all other light sources in area or blinding creature in the same way.

## Decomposition

### Necromancer 2

Range: touch

Duration: instantaneous

#### Libram Magica, P. 22

- Cause one corpse/body to completely decompose into dust, making it useless for subsequent effects that need a body. Only extremely potent magic such as a wish or act of a deity can overcome the decomposition.
- If used against a corporeal undead being it will be instantly slain and turned to dust if it fails a save vs. Death Ray. If successful, the undead still takes 2-5 points of damage per level of caster. This spell has no effect on undead that have no material body or are otherwise separated from their material remains.

## Stoneskin

### Necromancer 1

Range: self

Duration: 1 turn

#### Libram Magica, P. 59

- Protects the caster. The caster's skin becomes hard and stone-like, giving the caster a +2 bonus to AC vs. melee and hand thrown attacks, and a +4 bonus to AC vs. normal sized fired missiles.

## Cripple

### Necromancer 2

Range: 30'+10'/lvl

Duration: 1 rnd/lvl

#### Libram Magica, P. 19

- One target living creature must save vs. Spells or be wracked with pain.
- Does not affect constructs, undead, elemental, creatures without limbs.
- Target suffers -2 to physical action rolls and cannot move if one is taken..
- Target move halved.
- Move penalties countered by haste but not damage penalties.

## Detect Invisible

### Necromancer 2

Range: 60'

Duration: 1 turn/lvl

#### Libram Magica, P. 23

- By means of this spell the caster is able to see invisible characters, creatures or objects within the given range, seeing them as translucent shapes.

## Ventriloquism

### Necromancer 1

Range: 60'

Duration: 1 turn/lvl

#### Libram Magica, P. 63

- This allows the caster to cause his or her voice to sound as if it is coming from somewhere else in range, for example a dark alcove or statue.

## Dark Flame

### Necromancer 2

Range: touch

Duration: 1 hr/lvl

#### Libram Magica, P. 20

- Produce a magical "dark flame" upon an object that does not produce heat or use oxygen.
- Allow all within 30 feet radius and spell range to see via Darkvision.
- The darkvision does not extend beyond the spell radius, and neither does the effect extend to any who might leave the area of effect.
- The spell does not provide any stealth bonus within the effect, as all (including foes) receive the darkvision. However, because there is no light produced it may augment stealthy movement in general against those outside the spell range.

## Ether Bolt

### Necromancer 2

Range: 30'+5'/lvl

Duration: instantaneous

#### Libram Magica, P. 28

- This spell fires off a missile or beam-like effect that only strikes foes that are insubstantial, ethereal, phase-shifted, or otherwise not fully materially present.
- This primarily includes various types of undead, but may include other beings that have similar qualities such as shadows.
- Much like a magic missile, the bolt strikes unerringly if the target is in sight, causing 1d4 points of force-like impact damage per level of the caster, striking as if the target was a completely solid being.

## Fireskull Familiar

### Necromancer 2

Range: touch

Duration: 1 hr/lvl

#### Libram Magica, P. 30

- Animates a single skull, wrapped in cold magical flames and levitation.
- The skull can fetch small items, convey messages, or other similar tasks for the caster. Otherwise Fireskull Familiar hovers near caster providing light as a torch and reduce surprise by 1.
- Only one at a time.
- AC 13, 25% of caster HP, same class and HD. Attack does d2 dmg. Can hold spells deliverable by touch.
- Practitioners of this spell often have favorite skulls that they use regularly, and skulls that they are loathe to animate.

## Knock

### Necromancer 2

Range: 30'

Duration: special

#### Libram Magica, P. 38

- Open stuck, barred, locked, **held**, or **wizard locked** doors. Opens secret doors, locked or trick-opening boxes or chests. Loosens welds, shackles or chains (provided they are in a position to release something when opened).
- For a **wizard locked** object, does not suspend the spell but gives one turn where the object is open.
- In all other cases, opened objects do not relock themselves or become stuck of their own accord.
- Will not raise a portcullis or operate any similar mechanism nor will it affect ropes, vines or the like.

## Minor Warding

### Necromancer 2

Range: touch

Duration: special

#### Libram Magica, P. 42

- This spell cloaks an object of less than 10 cubic feet with an invisible aura of harmful energy.
- Thereafter, the first living creature touching the object sets off the ward, receiving 3d6 points of damage.
- No saving throw is allowed to avoid the damage.
- The object is unaffected by the discharge of the minor ward.
- Nonliving creatures will not set off the ward, nor will the caster.
- Duration of the spell is 1 hour per level of caster.

## Ghoulish Hands

### Necromancer 2

Range: touch/self

Duration: 1 rnd/lvl

#### Libram Magica, P. 33

- Transform hands of one living creature to become like the horrible claws of ghouls.
- Recipient gets 2 attack, 1d4 each or improve claw damage +2
- Successful hits must save vs. paralysis or freeze 2d8 turns.
- Target must be true living creatures.
- 5% chance target infected with Ghoul Fever per ghoul description.

## Locate Object

### Necromancer 2

Range: 360'

Duration: 1 rnd/lvl

#### Libram Magica, P. 39

- Cleric can sense the direction of a well known or clearly visualized object.
- Can also search for general items which will be the nearest if more than one is in range.
- Cannot specify a unique item unless it has been boserved firsthand (not indirectly through divination).
- Spell is blocked even by a thin sheet of lead or gold.
- Cannot find creatures, only objects.

## Shadow Staff

### Necromancer 2

Range: self

Duration: 1 turn/lvl

#### Libram Magica, P. 54

- The caster's staff is transformed into the substance of shadow only they can wield.
- Treat as a magical weapon (initially +1 to hit and damage) and each hit will drain 1 point of strength from the target (save vs. Spells to avoid).
- For each point drained, the staff's magical bonus is increased by one (up to a maximum bonus of +5), lasting until the end of the spell.
- The draining effect does combine with any inherent magical qualities of the caster's staff, if such exist though only the best bonus is used.

## Invisibility

### Necromancer 2

Range: touch

Duration: special

#### Libram Magica, P. 37

- Target is invisible, vanishes from normal sight including Darkvision.
- Carried gear vanishes too.
- Items dropped/set down become visible. Items picked up disappear if tucked into clothing or pouches.
- Light sources do not become invisible though the source of light can become so.
- Items longer than 10' will not completely disappear.
- Other senses may still discern target location.
- Spell ends when target attacks any creature or casts a spell. Indirect damage does not count as an attack.
- Spell lasts at most 24 hours.

## Maggot Spray

### Necromancer 2

Range: 10'

Duration: 1 rnd/lvl

#### Libram Magica, P. 40

- From the casters mouth sprays a stream of filth containing live flesh eating maggots affecting a 10 foot section chosen by the caster.
- Those struck must save or be sickened (-2 to attacks) for 2d6 rounds.
- The maggots eat into flesh causing 1d4 damage immediately and on subsequent rounds equal to the caster's level.
- Individuals may use an entire round to brush off the maggots but normal damage that round.
- Removing the maggots does not remove the sickening effect of those who failed that save.

## Wizard Lock

### Necromancer 2

Range: 240'

Duration: 6 turns

#### Libram Magica, P. 67

- This spell will magically lock a door, chest or portal.
- The caster can freely pass through his or own lock without affecting it as can any Magic User three levels higher than the caster.
- Otherwise the door or object can only be opened by breaking in or with a successful **dispel magic** or **knock**.

## Darkvision

### Necromancer 3

Range: touch

Duration: 1 hr/lvl

#### Libram Magica, P. 20

- Target receives Darkvision with a range of 60' for the duration of the spell.
- See page 37 of the rulebook for more details.

## Ectoplasm

### Necromancer 3

Range: touch

Duration: 1 turn/lvl

#### Libram Magica, P. 26

- On a willing target, bestow the ability to become semi-transparent and immaterial.
- Magical or special weapons needed to hit.
- Stealth checks get +20%, does not impart flying or levitation.
- Move through 1" material/lvl but blocked by lead/gold/special materials.
- Cannot make physical attacks but may cast spells which do not require touch.
- Can choose per turn to be corporeal or incorporeal.

## Speak with Dead

### Necromancer 3

Range: 10'

Duration: 3 rnds/lvl

#### Libram Magica, P. 58

- This spell allows communication with a corpse allowing it to answer questions posed to it.
- One question/2 lvls.
- Unasked questions answered if spell times out.
- Corpse knowledge limits to what it knew in life. Answers are brief/cryptic.
- Spell fails if Speak with Dead already cast in the past week. The body must be mostly intact to respond, but must have at least a mouth to speak at all.
- This is not speaking with the person's soul, merely the shell left behind.
- Does not work on a creature that has been turned undead.

## Dispel Magic

### Necromancer 3

Range: 120'

Duration: instantaneous

#### Libram Magica, P. 24

- This spell ends ongoing spells that have been cast on a creature or object within a 20' cube.
- Caster chooses a target creature, object or area.
- All spell effects (including potion effects) on the target may be canceled.
- Any spell or effect from a source of less than the caster's level end automatically.
- Spells or effects from higher level source have a cumulative 5% chance per level difference of not being canceled.  
[Example: A 10th level dispel magic has a 20% chance of failing to disrupt a 14th level spell]

## Fossilize

### Necromancer 3

Range: touch

Duration: permanent

#### Libram Magica, P. 32

- Permanently hardens the bones of one skeletal undead creature.
- Permanently get +2 on damage, +4 to AC, 1/4 damage from edged weapons and 1/2 damage from any other weapons. Immune to normal arrows, bolts, and bullets. Magical missiles do only their 'plus' in damage.
- Requires 100gp worth of powdered amber used to cast spell. Skeleton cannot be repaired or healed in any way.
- Intelligent skeletal undead would not normally want this spell applied to themselves, but the spell would affect them normally otherwise.

## Spirit Wrack

### Necromancer 3

Range: 90'

Duration: instantaneous

#### Libram Magica, P. 59

- This spell deals 1d8 points of damage per caster level to any one particular incorporeal undead being such as Wraiths, Spectres, Ghosts, or similar entities within range of the caster. The caster must be able to see the intended target.
- Alternatively the caster cause a burst of 1d4 damage per lvl to any such beings within 20' visible or not.
- Any affected being is allowed a save for half damage.
- Some persistent types of undead may reform without certain rituals or other requirements to be permanently destroyed.
- This spell does not affect incorporeal undead.

## Drainblade

### Necromancer 3

Range: touch

Duration: 1 rnd/lvl

#### Libram Magica, P. 26

- Imbue an edged weapon with the ability to drain blood with each successful strike made against a living creature.
- When a living creature is hit by a drainbladed weapon the target suffers an additional point of damage. If the wielder of the weapon is injured, the extra point of damage is transferred to him as healing energy. In no way can this healing energy grant more hit points than the wielder's normal maximum.
- Against nonliving creatures, such as undead, golems, living statues, etc, this spell has no effect.

## Protection from Undead 10' Radius

### Necromancer 3

Range: touch

Duration: 1 turn/lvl

#### Libram Magica, P. 49

- Caster wards a creature from undead attacks. Barrier is 10' thick and moves with target.
- +2 AC, +2 to saves vs evil.
- Barrier blocks possession attempts/mental control. These attacks may succeed but do not take effect until this spell expires.
- Natural weapon attacks from undead fail because they recoil rather than making contact.
- The spell fails if the warded creature makes an attack against the blocked creature.
- Reversed is **protection from living**, identical except for living creatures affected.

## Summon Spirit

### Necromancer 3

Range: 10'/lvl

Duration: 1 turn/lvl

#### Libram Magica, P. 60

- Upon casting this spell, a malevolent spirit in the form of a Wraith is called to serve the caster for 1 turn per level.
- 10th lvl, 1d4 wraiths or a spectre. 15th level, 2d4 wraiths, 1d3 specters or a ghost.
- The summoned spirits will serve according to its ability, usually by combating the caster's foes, generally disappearing at the end of the spell's duration.
- At end of spell there is a 5%/10%/20% chance the spirit remains in area for lvl rounds and try to seek retribution for service.

## Wicked Blade

### Necromancer 3

*Range: touch*

*Duration: 1 turn/lvl*

#### Libram Magica, P. 66

- The caster enchants one bladed or piercing weapon which temporarily acquires barbs, serrated edges, and the like. The weapon also becomes unnaturally sharp.
- The wicked blade acquires a +2 magical enchantment, however if the weapon is already enchanted to +2 or beyond, the value does not increase.
- Any creature struck by the weapon suffers 1 additional point of damage each round for 1d4+2 subsequent rounds from the bleeding wounds produced.
- Each additional strike by the weapon carries the same effect, so multiple bleeding wounds may affect an individual concurrently.

## Dark Lightning

### Necromancer 4

*Range: 50'+10'/lvl*

*Duration: instantaneous*

#### Libram Magica, P. 21

- A 5 foot wide arcing stroke of negative energy (essentially anti-electrical in nature) that deals 1d4 points of electricity (equivalent) damage per caster level to each creature within its area.
- Save vs. Spells for half.
- Caster can limit range but minimum 60'.
- No dmg if immune to electricity.
- 2d4 spell levels of prepared spells erased by hit, lowest level spells first with no save.
- Does not set fire to combustibles or damage objects. May reflect but can only damage creatures once.

## Major Warding

### Necromancer 4

*Range: touch*

*Duration: special*

#### Libram Magica, P. 42

- This spell cloaks an object of less than 10 cubic feet with an invisible aura of harmful energy.
- Thereafter, the first creature touching the object sets off the ward, receiving 6d6 points of damage to living creatures or 3d6 to non-living creatures.
- No saving throw is allowed.
- The object is unaffected by the discharge of the major ward. The caster is free to handle the object at will. The maximum duration of the spell is 1 hour per level of the caster.

## Animate Dead

### Necromancer 4

*Range: touch*

*Duration: special*

#### Libram Magica, P. 11

- Turn bones/bodies of intact dead creatures into skeletons or zombies to command.
- Animated total destroyed.
- Create Total HD = 2\*LVL
- Caster may only control total of 4\*LVL HD of those created.
- Skeleton HD = Monster HD
- Zombie HD = 1 + Monster HD

## Dimension Door

### Necromancer 4

*Range: 10'*

*Duration: instantaneous*

#### Libram Magica, P. 23

- The caster or a single target creature (and all worn items) in range is transported to any spot within 200' plus 20' per caster level without error.
- Targeting can be done by a direction and distance or by visualizing a place visited.
- An unwilling target can save vs. Spells to avoid transportation.
- Carried creatures transport with the target.
- If the target is within a solid object the spell fails automatically.

## Phase Door

### Necromancer 4

*Range: touch*

*Duration: 1 use/2\*lvl*

#### Libram Magica, P. 46

- Create a magical passage through a wall/floor/ceiling/ground. The phase door is invisible and inaccessible to all creatures except the caster and a guest (counts as second use).
- The passage is 10'+5'/3\*lvl deep. Caster "teleports" through.
- The door does not allow light, sound, or spell effects through it, nor it is possible to see through it without using it.
- A higher level caster can dispel magic harmlessly ejecting occupants.
- Other creatures can use door if caster trigger conditions are met.

## Corpse Feast

### Necromancer 4

*Range: 5'/lvl*

*Duration: instantaneous*

#### Libram Magica, P. 18

- Heals the caster and nearby active undead beings by draining final energies from any fresh corpses in spell range.
- The corpse must have been a living sentient being fresher than 1 hour old.
- Any corpse drained using this spell provides vigor to the caster and his active undead allies within range, healing 1d4 hp per corpse, up to their maximum hit points.
- Slain or destroyed undead do not heal or rise anew.
- Any corpses consumed by this spell cannot be raised or resurrected by any means, even a wish.

## Grave Sanctuary

### Necromancer 4

*Range: touch*

*Duration: 1 turn/lvl*

#### Libram Magica, P. 33

- Create invisible entry into a gravesite.
- Entry is visible to undead (and Necromancers), but only caster has access.
- Caster may disappear and enter the space.
- Caster rests 6x faster in grave and if not consecrated, gain 1d4 hp/turn.
- Inside the grave, the caster loses any taste, smell, touch, may not speak or otherwise cast spells.
- If the grave itself is dug up caster takes 2d10 damage and is ejected into adjacent ground.

## Remove Curse\*

### Necromancer 4

*Range: 30'*

*Duration: instantaneous*

#### Libram Magica, P. 52

- Instantly remove all curses on object or creature. Cannot remove curse from items, but can allow creature to get rid of it.
- Some curses are powerful enough to require a certain caster level.
- Reversed is **bestow curse** which allows caster to curse target in range. Save vs. Spells negates the curse. Three variants.
- Curse 1: -4 decrease to an ability score (minimum 1)
- Curse 2: -4 to attacks and saves
- Curse 3: Lose 50% of combat rounds.
- Casters may invent own curses but general power should be similar.

## Rot Flesh ☞

### Necromancer 4

Range: touch

Duration: 1 rnd/lvl

#### Libram Magica, P. 54

- This spell works exactly like decay flesh spell, save that it deals 2d6 points of damage plus 1 point per caster level to the creature affected by it.
- The caster must make a successful attack after smashing the material components (maggot/worm) upon his or her hands, effect active until used or expired.
- Just like the lower level decay flesh spell, this spell may not be reversed to provide healing to living creatures, and similarly, this spell works upon undead creatures in the opposite fashion; they are healed 2d6 + caster level points worth of damage instead of being damaged.

## Cloudkill ☞

### Necromancer 5

Range: 60'+10'/lvl

Duration: 6 rnd/lvl

#### Libram Magica, P. 16

- Create 20'x20'x20' poison gas cloud.
- Caster can move it at 10'/round as while concentration is maintained.
- Gas kills outright any creature of less than 3HD in contact.
- Creatures with more than 3HD can save vs Poison or die.
- Cloud lasts entire spell duration even if concentration was lost.

## Magic Jar ☞

### Necromancer 5

Range: 60'

Duration: special

#### Libram Magica, P. 40

- **Complex Spell. Read Rulebook!**
- Caster places soul in a gem or large crystal in spell range, leaving body lifeless. The caster can then take control of nearby living creature in range, forcing its soul into the jar. The caster may move back into the jar as desired, releasing the trapped soul and possibly can possess another body. When the spell ends the caster returns to own body, leaving receptacle empty.
- Target can Save vs. Spell to resist, causing caster to remain in jar. Spell blocked by **protection from evil**.
- **Much, much, more...**

## Wall of Bones ☞

### Necromancer 4

Range: 10'/lvl

Duration: 1 rnd/lvl

#### Libram Magica, P. 63

- This spell causes an immobile writing interlocking bone structure to come into existence. Cannot thicken.
- Deals 2d4 points of piercing dmg to all within 10'. The wall deals 2d6 + 1pt/caster level to those passing through it (strength check). Wall will not damage undead.
- Does not require concentration but falls to pieces on timeout.
- Can be fashioned into simple structures such as ramps or bridges, but reduce size by half for supports.

## Condemnation ☞

### Necromancer 5

Range: touch

Duration: permanent

#### Libram Magica, P. 17

- Typically applied to those whom have egregiously offended some religious order, Condemnation is a special curse that permanently blocks any application of any sort of healing spell upon the recipient/victim.
- The spell can be avoided with a save vs. Spells, and the effect can be removed by remove curse.
- Normal natural healing through rest will still occur while this curse is active.

## Mummify ☞

### Necromancer 5

Range: touch

Duration: permanent

#### Libram Magica, P. 43

- After careful ceremonial preparations lasting 5 days, and the application of many rare and expensive unguents the caster is able to call back the spirit of the dead to reanimate its corpse as a mummy.
- Mummies do not count against the normal limits of controllable undead and caster can control as many HD as levels.
- Mummies do not travel well, being slow and quickly wear down taking damage on long journeys.
- Preparations for spell cost 100gp per hit die (1000 for large).
- More powerful mummies (spellcasters) use Undeath

## Wizard Eye ☞

### Necromancer 4

Range: 240'

Duration: 6 turns

#### Libram Magica, P. 67

- Caster creates an invisible magic human sized "eye" through which he or she can see.
- The eye has Darkvision.
- It can be created anywhere in range and line of sight.
- It can thereafter move at 40'/round anywhere within range.
- The eye cannot pass through solid objects.
- The eye is lost if the caster stops concentrating.

## Death Pact ☞

### Necromancer 5

Range: touch

Duration: instantaneous

#### Libram Magica, P. 21

- Destroy an undead minion personally animated/summoned by caster to heal caster.
- Upon touching, the undead minion crumbles to dust (utterly destroyed) if it fails a save vs. Spells. The caster is healed for 1 point for each hit point the undead creature had remaining, up to the caster's normal max.
- If the undead creature is successful in its save, it is not destroyed and the bond between it and its creator is broken. The caster loses its control over the undead, and it becomes immediately hostile towards you.

## Passwall ☞

### Necromancer 5

Range: 30'

Duration: 3 turns

#### Libram Magica, P. 44

- Passwall creates a passage through wooden, plaster or stone walls.
- Does not work on metal or hard materials.
- Passage is up to 10' deep plus 10' per 3 caster levels above 9th.
- If the wall's thickness is more than the depth of the passage, only a niche or short tunnel is created.
- Several passwall spells could be stacked to breach thick walls.
- When passwall ends (times out, dispelled) creatures in the passage are ejected out the nearest exit.



## Wall of Stone

### Necromancer 5

*Range: 15'/lvl*  
*Duration: permanent*

#### Libram Magica, P. 65

- The caster creates a normal wall of rock merged to adjoining rock surfaces.
- 10'x10' square, 1' thick per level. The wall can double area by having thickness and be thicker by decreasing.
- Cannot displace living creatures or other objects when cast but can form around and trap unless a save vs. Death Ray is made.
- The caster can create a wall of stone in almost any shape he or she desires. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp.

## Death Spell

### Necromancer 6

*Range: 240'*  
*Duration: instantaneous*

#### Libram Magica, P. 22

- Kill 3d12 HD or levels of creatures in a 30' radius sphere centered somewhere in the range limit.
- Excess levels of effectiveness are lost.
- Each creature targeted may save vs. Death Ray to avoid dying.
- Creatures of more than 8 HD or levels are immune to the spell.
- Undead monsters, golems or other "creatures" who are not truly alive are immune to the spell.

## Shadow Storm

### Necromancer 6

*Range: 100'+10'/lvl*  
*Duration: 1 rnd*

#### Libram Magica, P. 55

- This spell summons a 30 foot radius intense storm of shadow-stuff and negative energy at some point within the range that drains vitality.
- Lose 1 pt strength/constitution for ever 2 levels of caster, save vs. Spel ls for half.
- If strength goes to zero, death results with the creation of a Shadow (see Monsters).
- Strength returns 1 point/turn of rest.
- Constitution returns 1 point/day of rest with a chance of being permanent (see Encounters)

## Withering Pox

### Necromancer 5

*Range: touch*  
*Duration: 1 round/lvl*

#### Libram Magica, P. 67

- Creature touched covered with debilitating boils and sores unless saves vs. Spells.
- Lose 1d3 points of constitution and one point of charisma damage/round. Victim can save to stop spell.
- Ability damage is restores at 1/day of rest. If more than 1 lost, save vs. Death Ray to restore last point; fail and loss permanent.
- Death at 0 ability, 25% return as a ghoul after 24 hrs unless Bless.
- Heal, cure disease, remove curse, or similar halt the onset immediately but will not ability lost before.

## Disintegrate

### Necromancer 6

*Range: 60'*  
*Duration: instantaneous*

#### Libram Magica, P. 24

- A thin green ray springs from the caster's pointing finger to the target.
- Any single creature up to 1000 cubic feet is entirely disintegrated, leaving only a trace of fine dust.
- Items carried by the target are unaffected.
- Target can save vs. Spells to negate.
- The ray can only have one target. Negated disintegrates are wasted.

## Undeath

### Necromancer 6

*Range: touch*  
*Duration: instantaneous*

#### Libram Magica, P. 62

- **Complicated spell. See Rulebook!**
- A vile necromantic alternative to the reincarnation spell, this spell can be used to bring back individuals to the world of the living, albeit in undeath.
- Wicked, cruel, murderous, or so called evil beings will often want to continue their predations in undeath, but for most beings the subject's soul is not willing to return in such a state.
- Save vs. Spell to avoid coming back.
- See rulebook for more.

## Anti-Magic Shell

### Necromancer 6

*Range: 100' radius*  
*Duration: 1 turn/lvl*

#### Libram Magica, P. 11

- 10' radius around caster.
- Magical effects, attacks, items, spells cannot work within the radius for the duration of the spell.
- The caster also cannot perform further magic until the spell lapses.

## Projected Image

### Necromancer 6

*Range: 240'*  
*Duration: 6 turns*

#### Libram Magica, P. 47

- Caster creates a quasi-real illusory version of themselves.
- Looks, sounds, smells like caster.
- Any spells cast seem to come from the illusion.
- A line of sight must be maintained between the caster and the illusion or the spell breaks (including **dimension door, teleport**).
- The illusion breaks if it is struck in combat.
- There is no special sensory feedback to the caster from the illusion.
- Spell ranges are from the caster, not the illusion.

## Wall of Iron

### Necromancer 6

*Range: 90'*  
*Duration: permanent*

#### Libram Magica, P. 65

- The spell causes a flat, vertical ordinary iron wall to spring into being.
- One flat 10'x10' square section, 1" thick per caster level. Can make thicker walls by decreasing area.
- Caster can bond the wall to any surrounding nonliving material but it must remain in contact with the ground.
- Cannot displace living creatures or other objects when cast.
- Can make the wall able to tip or be pushed by 4HD+ or Strength<sub>13</sub> creatures. 50% chance it tips on its own. Save vs Death or take 10d6 from tipping walls if smaller than Ogre sized.

## Word of Recall

### Necromancer 6

*Range: self(special)*  
*Duration: instantaneous*

#### Libram Magica, P. 67

- Word of recall instantly transports the caster back to his or her sanctuary when a single word is uttered.
- The very familiar sanctuary must be designated with a 10'x10' space when the spell is prepared.
- The caster can transport any distance to arrive but not across planes.
- 300 lbs plus 100 lbs/level past 10th can travel. The caster must be in contact with all transported objects and creatures must be connected to caster through other creatures.
- An unwilling creature cannot be teleported by word of recall and can hold onto teleported possessions with a save vs Spell.

## Invisibility Mass

### Necromancer 7

*Range: 240'*  
*Duration: special*

#### Libram Magica, P. 38

- This spell bestows the effect of an invisibility spell on all creatures within a 30x30 foot area. Each subject will remain invisible until he or she attacks or casts a spell. A subject that leaves the original area of effect remains invisible.

## Power Word Stun

### Necromancer 7

*Range: 120'*  
*Duration: variable*

#### Libram Magica, P. 47

- The caster utters a single word of power that instantly causes one creature of his or her choice to become stunned, whether the creature can hear the word or not.
- The duration of the spell depends on the target's current hit point total.
- Any creature that currently has 71 or more hit points is unaffected by power word stun. If the target has between 36 and 70 hit points the duration is 1d6 rounds. If the target has 35 hit points or less the duration is 2d6 turns.

## Call Horseman

### Necromancer 7

*Range: 20'*  
*Duration: special*

#### Libram Magica, P. 14

- Call forth a Headless Horseman to perform task or slay one being.
- Requires skull of a horseman. Level of summoned creatures is minimum between caster and horseman's level at death.
- See Headless Horseman in Monsters.
- Should the horseman get its skull (and it can try) it will become free willed.
- The spell can only be cast during the night (even if summoned underground), and the Horseman (and mount) remains until the task is complete or the sun rises.

## Longevity

### Necromancer 7

*Range: self*  
*Duration: permanent*

#### Libram Magica, P. 39

- This spell will halt the aging process in the caster for 1d4+1 years. During this period, the caster's physical appearance and general health remain as they were at the time of the casting, as if he or she has not aged a day.
- Aging attacks, such as those from a ghost, subtract from the Longevity years first before actually aging the victim.
- Because of the momentous magical strain of this spell on the body and soul, a caster can only benefit from it once every 5 years.
- Casting this spell requires a bloodstone gem of at least 2,000gp in value, which is consumed.

## Wychlamp Aura

### Necromancer 7

*Range: self*  
*Duration: 1 rnd/lvl*

#### Libram Magica, P. 67

- Receive the effect of an Anti-Magic Shell.
- Touch spells are reflected back on attacker.
- Aimed spells use the table below. Reflections are straight back at caster on 1-2 in 6.

d10	Behavior
1-2	2X effect/ 0.5X damage
3-4	target may retarget.
5	Spell nullified
6	Spell unaffected
7-8	Spell target as grenade.
9-10	0.5X area/2X damage