

Necromancer Spell Descriptions

0-LEVEL NECROMANCER SPELLS

Bleed

Dark/Cantrip

Level: Black Mage/Necromancer 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

Dark Orb

Dark/Cantrip

Level: Black Mage/Necromancer 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One missile of shadow

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You fire a small orb of shadow energy at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of shadow damage.

Detect Magic

Cantrip/Enhancing

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Illusionist/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft). Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Spell or Object	Aura Power			
	Faint	Moderate	Strong	Overwhelming
Functioning spell (spell level)	3rd or lower	4th-6th	7th-9th	10th+ (deity-level)
Magic item (caster level)	5th or lower	6th-11th	12th-20th	21st+ (artifact)

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Disrupt Undead

Necromancy/Cantrip

Level: Necromancer 0

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

Message

Enhancing/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature/level
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Penumbra

Dark/Cantrip
Level: Black Mage/Necromancer 0
Casting Time: 1 standard action
Range: Touch
Target: Creature or object touched
Duration: 10 minutes/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

This spell keeps the creature or object touched slightly in shadow. The target of this spell does not suffer any penalties or blindness caused by bright light, such as those from light sensitivity or light blindness.

You can have only one penumbra spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

Putrefy Food and Drink

Dark/Cantrip
Level: Necromancer 0
Casting Time: 1 standard action
Range: 10 ft.
Target: 1 cu. ft./level of contaminated food and water or one potion; see text
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

This spell causes otherwise edible food to rot and spoil instantly, and water and other liquids to become brackish and undrinkable. Holy water and similar food and drink of significance are spoiled by *putrefy food and drink*, but the spell has no effect on creatures of any type, nor upon unholy water. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Although potions and elixirs are unaffected by the normal use of the spell, you can instead choose to target a single such object with this spell, destroying it if it fails a Saving Throw.

Read Magic

Enhancing/Cantrip

Level: Astrologian/Black Mage/Blue Mage/Geomancer/Illusionist/Necromancer/Red Mage/Summoner/Time Mage/White Mage 0

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute.

Touch of Fatigue

Dark/Cantrip

Level: Black Mage/Necromancer 0

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You channel dark energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration. This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Touch of Lethargy

Dark/Cantrip

Level: Necromancer 0

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes the target creature touched to gain the staggered condition.

Touch of Torment

Dark/Cantrip

Level: Necromancer 0

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 minute

Saving Throw: Fortitude negates

Spell Resistance: Yes

With a touch, you cause the subject to suffer sharp pains that impose a –1 circumstance penalty on attack rolls, skill checks, and ability checks.

1ST-LEVEL NECROMANCER SPELLS

Backbiter

Necromancy

Level: Necromancer 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One weapon

Duration: 1 round/level or until discharged

Saving Throw: Will negates; see text

Spell Resistance: Yes (object)

The weapon you indicate during the spell's casting briefly shimmers with a black aura that disappears in an eyeblink. You cast this spell on any melee weapon. The next time that weapon is used to make a melee attack, its shaft twists around so that the weapon strikes the wielder instead. The weapon hits automatically, and no attack roll is made. The wielder gets no warning or knowledge of the spell's effect on his weapon, and although he makes the attack, the self-dealt damage can't be consciously reduced (though damage reduction applies) or changed to nonlethal damage. Once the weapon attacks its wielder (whether successfully or not), the spell is discharged. Magic weapons targeted by this spell receive a Will save. An item in a creature's possession uses its own Will save bonus or its wielder's bonus, whichever is higher.

Bone Armor

Enhancing/Dark

Level: Necromancer 1

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

A tangle of bones surrounds the caster of this spell, providing a +4 armor bonus to AC. Unlike mundane armor, bone armor entails no armor check penalty, spell failure chance, or speed reduction.

Dark

Dark

Level: Black Mage/Necromancer/Dark Knight 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous; 1d4 rounds

Saving Throw: Fortitude partial (object); see below

Spell Resistance: Yes (object)

You direct a blast of shadow energy at your opponent. Requires a ranged touch attack roll to hit that deals 1d6 points of shadow damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level

(maximum +5) and inflicts the Dimmed status effect for 1d4 rounds. A successful Fortitude save prevents the status effect from taking effect.

Detect Undead

Enhancing

Level: Necromancer 1

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the table below.

Lingering Aura: An undead aura lingers after its original source is destroyed. If *detect undead* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power, as given on the table below.

HD	Original Strength	Duration of Lingering Aura
1 or lower	Faint	1d6 rounds
2-4	Moderate	1d6 minutes
5-10	Strong	1d6x10 minutes
11 or higher	Overwhelming	1d6 days

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

Dread

Enfeebling/Dark

Level: Dark Knight/Necromancer 1

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.

Enfeeblement

Enfeebling

Level: Black Mage/Necromancer/Dark Knight 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A coruscating blast springs from your hand. The subject takes a penalty to Strength equal to 1d6 + 1 per two caster levels (maximum 1d6+5). The subject's Strength score cannot drop below 1. This penalty does not stack with itself. Apply the highest penalty instead.

Fear

Enfeebling/Dark

Level: Dark Knight/Necromancer 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1d4 rounds or 1 round; see text

Saving Throw: Will partial

Spell Resistance: Yes

The affected creature becomes frightened. A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. If the subject succeeds on a Will save, it is shaken for 1 round.

Obscure

Dark

Level: Black Mage/Necromancer/Dark Knight 1

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature afflicted with Dimmed status effect

Duration: 1 round/level (D)

Saving Throw: Will negate

Spell Resistance: Yes

The target for this spell requires the Dimmed status effect to be in effect. Once you cast this spell, the Dimmed status effect is removed and causes the target to radiate darkness out to a 10-ft.-radius. This spell causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (10% miss chance)

in dim light. All creatures gain total concealment (25% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of *obscure*. Magical light sources only increase the light level in an area if they are of a higher spell level than *obscure*. This spell does not stack with itself. *Obscure* can be used to dispel any light spell of equal or lower spell level.

Ray of Sickening

Enfeebling/Dark

Level: Necromancer 1

This spell functions as *ray of exhaustion*, except the target is sickened if it fails its save and unaffected if it makes its save.

Spirit Worm

Necromancy

Level: Necromancer 1

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 round/level, up to 5 rounds; see text

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

You create a lingering decay in the spirit and body of the target. If the target fails its saving throw, it takes 1 point of Constitution damage each round while the spell lasts (maximum 5 points). The victim can attempt a Fortitude saving throw each round, and success negates the Constitution damage for that round and ends the spell.

Summon Undead I

Dark/Summoning

Level: Necromancer 1

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned undead creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell summons a single creature of the undead type to do your bidding. The summoned creature can be of any undead subtype that you choose each time you cast the spell with a CR rating of 1/3 or lower. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. You choose which kind of creature to summon, and you can change that choice each time you cast the spell.

A summoned undead creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Undead creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as *raise*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Undead Touch

Enfeebling/Dark

Level: Necromancer 1

Casting Time: 1 standard action

Range: Touch

Target: Creature or creatures touched (up to one/level)

Duration: Instantaneous

Saving Throw: Fortitude partial or Will negates; see text

Spell Resistance: Yes

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels dark energy that deals 1d6 points of shadow damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level.

An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds + 1 round per caster level.

Virulence

Enfeebling/Dark

Level: Necromancer 1

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 minute

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell weakens the innate resistance of its target, making him more susceptible to the effects of poison and disease. A victim who fails to save suffers a –2 circumstance penalty to all saving throws versus poison and disease spells and effects for the next minute. While suffering the effects of the spell, the victim is noticeably pallid, shivers as though stricken by cold chills, sweats as though feverish and suffers from minor stomach irritation, as though he were suffering from an extreme form of flu.

2ND-LEVEL NECROMANCER SPELLS

Animate Dead, Lesser

Necromancy

Level: Necromancer 2

Target: One corpse

Duration: Instantaneous

This spell functions as *animate dead*, except you can only create a single Small or Medium skeleton or zombie. You cannot create variant skeletons or zombies with this spell.

Bone Shield

Enhancing/Dark

Level: Necromancer 2
Casting Time: 1 standard action
Range: Personal
Targets: You
Duration: 1 hour/level or until discharged
Saving Throw: None
Spell Resistance: No

You animate a bone with dark energy, giving it the power to float near your body and interpose itself against physical attacks. This gives you damage reduction 5/-. Once the bone has prevented a total of 5 points of damage per caster level (maximum 50 points), it is destroyed and the spell is discharged.

Dark II

Dark
Level: Black Mage/Necromancer/Dark Knight 2

This spell functions like *Dark*, except it deals 3d6 points of shadow damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +10) and inflicts the Dimmed status effect for 1d6 rounds. A successful Fortitude save prevents the status effect from taking effect.

Darkness

Enfeebling/Dark
Level: Black Mage/Necromancer 2
Casting Time: 1 standard action
Range: Touch
Area: Object touched
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

This spell causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area to drop one step, from bright light to normal light, from normal light to dim light, or from dim light to darkness. This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than darkness. If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed. This spell does not stack with itself. Darkness can be used to counter or dispel any light spell of equal or lower spell level.

Darkvision

Enhancing/Dark
Level: Black Mage/Necromancer 2
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight.

Death Armor

Necromancy

Level: Necromancer 2

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You smear yourself with white paste, drawing a skull on your bare flesh. Immediately, a wreath of black flames crackles to life around you. The black flames created by this spell injure creatures that contact them. Any creature striking you with its body or handheld weapons takes 1d4 points of shadow damage +1 point per two caster levels (maximum +10). If the creature has spell resistance, it applies to the damage. Weapons with reach, such as long spears, do not endanger their users in this way.

Death Knell

Dark

Level: Dark Knight/Necromancer 2

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/10 minutes per HD of subject; see text

Saving Throw: Will negates

Spell Resistance: Yes

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has -1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 enhancement bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. This increase in effective caster level does not grant you access to more spells. These effects last for 10 minutes per HD of the subject creature.

Desecrate

Necromancy/Enhancing

Level: Dark Knight/Necromancer 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: Yes

This spell imbues an area with negative energy. The DC to resist negative channeled energy within this area gains a +3 profane bonus. Every undead creature entering a desecrated area gains a +1 profane bonus on all attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HD. If the desecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled (+6 profane bonus to negative channeled energy DCs, +2 profane bonus and +2 hit points per HD for undead created in the area). Furthermore, anyone who casts animate dead within this area may create as many as double the normal amount of undead

(that is, 4 HD per caster level rather than 2 HD per caster level). If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the desecrate spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above. Desecrate counters and dispels consecrate.

False Life

Enhancing/Dark

Level: Necromancer 2

Casting Time: 1 standard action

Range: Personal

Targets: You

Duration: 1 hour/level or until discharged; see text

Saving Throw: None

Spell Resistance: No

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 + 1 per caster level (maximum +10).

Gentle Repose

Chronomancy/Necromancy

Level: Necromancer/Time Mage 2

Casting Time: 1 standard action

Range: Touch

Target: Corpse touched

Duration: 1 day/level

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes (object)

You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead (see *raise*). Days spent under the influence of this spell don't count against the time limit. Additionally, this spell makes transporting a slain (and thus decaying) comrade less unpleasant. The spell also works on severed body parts and the like.

Ghoul Touch

Enfeebling/Dark

Level: Necromancer 2

Casting Time: 1 standard action

Range: Touch

Target: Living humanoid touched

Duration: 1d6+2 rounds

Saving Throw: Fortitude negates

Spell Resistance: Yes

Imbuing you with dark energy, this spell allows you to paralyze a single living humanoid for the duration of the spell with a successful melee touch attack. A paralyzed subject exudes a carrion stench that causes all living creatures (except you) in a 10-foot-radius spread to become sickened (Fortitude negates). A *poisona* spell removes the effect from a sickened creature, and creatures immune to poison are unaffected by the stench.

Obscure II

Dark

Level: Black Mage/Necromancer/Dark Knight 2

This spell functions like *obscure*, but the area of effect increases to 20-ft.-radius. Concealment increases miss chance to 20% in dim light and 50% miss chance in darkness.

Poison

Enfeebling

Level: Black Mage/Necromancer 2

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target of this spell receives the Poison status effect. The target takes 1d6 points of non-elemental damage + your casting modifier (Intelligence or Charisma) per round.

Spectral Hand

Enhancing/Dark

Level: Necromancer 2

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One spectral hand

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

A ghostly hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the spectral hand. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if it goes beyond the spell range or goes out of your sight, the hand returns to you and hovers.

The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and an AC of 22 (+8 size, +4 natural armor). Your Charisma modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it.

Summon Undead II

Level: Necromancer 2

This spell functions like *Summon Undead I*, except that you can summon a creature of the undead type with a CR rating of 1 or lower or 1d3 1st-level creatures of the same kind.

Wound

Enfeebling/Non-Elemental

Level: Necromancer 2

Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous/1d6 rounds
Saving Throw: Fortitude partial
Spell Resistance: Yes

A deep gash spontaneously bursts from your opponent's flesh, dealing 2d6 points of non-elemental damage. Creatures who fail the saving throw take 1d4 bleed damage per round for the duration of the spell or until they receive magical healing. Success negates the bleed damage.

3RD-LEVEL NECROMANCER SPELLS

Abhorrent Blight

Necromancy
Level: Necromancer 3
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Saving Throw: Will partial
Spell Resistance: Yes

With necromantic energies, you attack the bond between a living soul and its body which also damages its driving force of will. The target creature suffers 1d6 points of shadow damage/level (maximum 10d6) and 1 point/2 levels of Charisma damage (maximum 5). Upon a successful save the target suffers only half the hit point damage and negates the Charisma damage.

Animate Dead

Necromancy
Level: Necromancer 3
Casting Time: 1 standard action
Range: Touch
Targets: One or more corpses touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell turns corpses into undead skeletons or zombies that obey your spoken commands. The undead can be made to follow you, or they can be made to remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. A destroyed skeleton or zombie can't be animated again.

Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of animate dead. The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. You choose which creatures are released.

- **Skeletons:** A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones. Note: The bloody skeleton and burning skeleton variants are created by use of the animate dead spell but count as double their normal HD when doing so.
- **Zombies:** A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a physical anatomy. Note: The rule regarding costing double HD for creating variant bloody skeleton and burning skeleton variants was not included in the fast zombie and plague zombie variant zombie template details. It is left to the GMs discretion if that rule would apply to creating variant zombies.

Bio

Enfeebling

Level: Black Mage/Necromancer 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target of this spell receives the Sap status effect. The victim will take 2d4 + casting modifier (Intelligence or Charisma) points of non-elemental damage per round.

Blacklight

Dark

Level: Black Mage/Necromancer 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 1 round/level (D)

Saving Throw: Will negates or none (object)

Spell Resistance: Yes or no (object)

You create an area of total darkness. The darkness is impenetrable even to darkvision, but you can see normally within it. Creatures outside the spell's area, even you, cannot see through it.

You can cast the spell on a point in space, but the effect is stationary unless cast on a mobile object. You can cast the spell on a creature, and the effect then radiates from the creature and moves as it moves. Unattended objects and points in space do not get saving throws or benefit from spell resistance.

Blacklight counters or dispels any light spell of equal or lower level. Daylight counters or dispels blacklight.

Dark III

Dark

Level: Black Mage/Necromancer/Dark Knight 3

This spell functions like *Dark*, except it deals 5d6 points of shadow damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +15) and inflicts the Dimmed status effect for 1d8 rounds. A successful Fortitude save prevents the status effect from taking effect.

Darkra

Dark

Level: Black Mage/Necromancer 3

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

A *darkra* spell is the area of effect version of the *dark* spell. A blast of dark energy explodes dealing 1d6 points of shadow damage per caster level (maximum 10d6) to every creature within the area.

Darkvision, Communal

Enhancing/Dark

Level: Black Mage/Necromancer 3

Targets: Creatures touched

This spell functions like *darkvision*, except you may divide the duration in 1-hour intervals among the creatures touched.

Deeper Darkness

Dark/Enfeebling

Level: Black Mage/Necromancer 3

Duration: 10 min./level (D)

This spell functions as *darkness*, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps. Bright light becomes dim light and normal light becomes darkness. Areas of dim light and darkness become supernaturally dark. This functions like darkness, but even creatures with darkvision cannot see within the spell's confines. This spell does not stack with itself. Deeper darkness can be used to counter or dispel any light spell of equal or lower spell level.

Dispel

Enfeebling

Level: Astrologian/Black Mage/Illusionist/Necromancer/White Mage/Red Mage/Time Mage/Dark Knight/Holy Knight 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Area: One spellcaster, creature, or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You can use *dispel* to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by *dispel*. *Dispel* can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel* can take effect.

You choose to use *dispel* in one of two ways: a *targeted dispel* or a *counterspell*.

Targeted Dispel: One object, creature, or spell is the target of the *dispel* spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

For example, a 7th-level caster casts *dispel*, targeting a creature affected by *stoneskin* (caster level 12th) and *fly* (caster level 6th). The caster level check results in a 19. This check is not high enough to end the *stoneskin* (which would have required a 23 or higher), but it is high enough to end the *fly* (which only required a 17). Had the dispel check resulted in a 23 or higher, the *stoneskin* would have been dispelled, leaving the *fly* intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a *wall of fire*). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When *dispel* is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, *dispel* may not work; you must make a dispel check to counter the other spellcaster's spell.

Enfeeblement, Mass

Enfeebling

Level: Black Mage/Necromancer 3

Targets: One or more humanoid creatures, no two of which can be more than 30 ft. apart

This spell functions like *enfeeblement*, except as noted above.

Fangs of the Vampire King

Necromancy/Enhancing

Level: Dark Knight/Necromancer 3

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

You grow vampirelike fangs that allow you to make bite attacks as natural attacks. Your bite attack deals 1d6 points of damage + your strength modifier, and 1 point of Constitution damage. If you make a full attack with other weapons, you can make a bite attack as a natural secondary attack (-5 penalty on the attack roll).

Halt Undead

Enfeebling/Dark

Level: Necromancer 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: Up to three undead creatures, within 30 ft. of each other

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

This spell renders as many as three undead creatures immobile. A non-intelligent undead creature gets no saving throw; an intelligent undead creature does. If the spell is successful, it renders the undead creature immobile for the duration of the spell (similar to the effect of immobilize on a living creature). The effect is broken if the halted creatures are attacked or take damage.

Healing Thief

Enfeebling/Healing

Level: Necromancer 3

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: Yes

With this spell you can steal the healing of the target creature. You must succeed at a melee touch attack to strike the target. If you do, until the effect ends, whenever your target is subject to a healing spell or a supernatural effect that heals hit points, the target only receives half the healing (rounded down) and you receive the other half (also rounded down). You must remain within 25 feet (plus 5 feet per two caster levels) of the target to gain this benefit. If you move outside that range, the spell is discharged. Once you steal 5 hit points per your caster level (maximum 50 hit points) of healing from this spell's effect, the spell is discharged.

Infect

Enfeebling

Level: Black Mage/Necromancer 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target of this spell receives the Disease status effect. The victim is unable to be healed for the duration of the spell or until cured.

Mastery of Flesh

Necromancy

Level: Necromancer 3

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

You know how to deal with both mortal and immortal flesh. When used against an enemy, this spell deals $4d8 + \text{caster level}$ damage to living targets and $2d8 + \text{caster level}$ to undead targets. When used on an ally, it instead heals undead targets for $4d8 + \text{caster level}$ and living targets for $2d8 + \text{caster level}$.

Obscure III

Dark

Level: Black Mage/Necromancer/Dark Knight 3

This spell functions like *obscure*, but the area of effect increases to 30-ft.-radius. Concealment increases miss chance to 30% in dim light and 75% miss chance in darkness.

Pain

Enfeebling

Level: Necromancer 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The target of this spell receives the Blind, Poison and Silence status effects. The target takes 1d6 points of non-elemental damage + your Charisma modifier per round.

Power from Death

Necromancy

Level: Necromancer 3

Casting Time: 1 standard action

Range: 30 feet

Area: All creatures within a 30-ft.-burst, centered on caster.

Duration: 1 round/level

You know how to gain strength from fallen allies and enemies alike. You gain +1 to attack rolls, saving throws and damage rolls for every dead creature in 30 feet radius up to maximum of $3 + 1$ per five caster levels. If the bonus is +3 or higher you additionally gain effects of the haste spell.

Ray of Exhaustion

Enfeebling/Dark

Level: Necromancer 3

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 minute/level

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target. The subject is immediately exhausted for the spell's duration. A successful Fortitude save means the creature is only fatigued. A character that is already fatigued instead becomes exhausted. This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

Summon Undead III

Level: Necromancer 3

This spell functions like *Summon Undead I*, except that you can summon a creature of the undead type with a CR rating of 2 or lower, 1d3 2nd-level creatures of the same kind, or 1d4+1 1st-level creatures of the same kind.

Vampiric Touch

Enfeebling/Dark

Level: Dark Knight/Necromancer 3

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous/1 hour; see text

Saving Throw: None

Spell Resistance: Yes

You must succeed on a melee touch attack. Your touch deals 1d6 points of shadow damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later.

Void Aura

Enfeebling/Dark

Level: Black Mage/Necromancer 3

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: Reflex half; see text

Spell Resistance: Yes

This spell surrounds you with an aura of nothingness that channels dark energy. Creatures adjacent to you when this spell is cast and at the start of your turn take 2d6 points of shadow damage. In addition, creatures affected by your aura are fatigued, and cannot speak or cast spells or perform songs. Creatures adjacent to you are allowed a Reflex save to halve the damage and negate the fatigue effect, but cannot speak regardless of whether their save is successful as long as they are adjacent to you.

4TH-LEVEL NECROMANCER SPELLS

Bestow Curse

Enfeebling/Necromancy

Level: Necromancer 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

You place a curse on the subject. Choose one of the following.

- -6 decrease to an ability score (minimum 1).
- -4 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a Esunaga, Greater Esuna, or Basuna spell.

Boneshatter

Enfeebling/Dark

Level: Dark Knight/Necromancer 4

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One corporeal creature or object

Duration: Instantaneous and 1 minute/level; see text

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

The target's bones or exoskeleton shiver and splinter, dealing 1d6 points of shadow damage per caster level (maximum 10d6) to the target, who is also exhausted for 1 minute per caster level from the pain and exertion of the transformation.

If the target makes its save, it takes half damage and is fatigued rather than exhausted. Objects made of bone, chitin, or similar material take half again as much (+50%) damage from this spell. This spell has no effect on creatures that lack either skeletons or hard carapaces.

Burning Blood

Necromancy/Elemental (Fire)

Level: Necromancer 4

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature; see text

Duration: 1 round/level (D)

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

The taste of copper fills your mouth and bloody spatters punctuate the last few words that unlock the spell. You gag slightly as the blood in your mouth congeals, but disappears even as you release the spell. You taint a living creature's blood with a hot, corrosive infusion, dealing 1d8 points of earth damage and 1d8 points of fire damage per round. The subject can attempt a Fortitude save each round to negate the damage, but a successful save does not prevent damage in future rounds. Searing pain limits the subject to a single move action in any round when it fails its Fortitude save. Burning blood does not affect creatures of the construct, elemental, ooze, plant, or undead types.

Consume Undead

Necromancy

Level: Necromancer 4

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature within medium range.

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

You siphon the power of unlife from the target undead creature. If it's an enemy, it is dealt 1d8 damage per caster level, and you are healed for the same amount. If it's an ally, the damage is maximized to 8 damage per caster level.

Contagion

Necromancy

Level Necromancer 4

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. For more information see Diseases.

Dark IV

Dark

Level: Black Mage/Necromancer 4

This spell functions like *Dark*, except it deals 7d6 points of shadow damage + your casting modifier (Intelligence or Charisma) + 1 point per caster level (maximum +20) and inflicts the Dimmed status effect for 1d10 rounds. A successful Fortitude save prevents the status effect from taking effect.

Dark Blight

Enfeebling/Dark

Level: Black Mage/Necromancer/Dark Knight 4

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous (1 round); see text

Saving Throw: Will partial; see text

Spell Resistance: Yes

You call up dark power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness. Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of shadow damage per two caster levels (maximum 5d8) to a good creature (or 1d6 per caster level, maximum 10d6, to a good outsider) and causes it to be sickened for 1d4 rounds. A successful Will save reduces damage to half and negates the sickened effect. The effects cannot be negated by remove disease or heal, but remove curse is effective.

The spell deals only half damage to creatures that are neither evil nor good, and they are not sickened. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

Darkvision, Greater

Enhancing/Dark

Level: Black Mage/Necromancer 4

This spell functions as *darkvision*, except the target's darkvision has a range of 120 feet.

Death Ward

Enhancing/Necromancy

Level: Necromancer/White Mage 4

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject gains a +4 morale bonus on saves against all death spells and magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. The subject is immune to energy drain and any negative energy effects, including channeled negative energy.

This spell does not remove negative levels that the subject has already gained, but it does remove the penalties from negative levels for the duration of its effect.

Death ward does not protect against other sorts of attacks, even if those attacks might be lethal.

Dread Spikes

Enhancing/Dark

Level: Dark Knight 2/Necromancer 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A dark, eerie aura covers the subject touched by this spell. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subject of this spell take 1d4 points of shadow damage and the subject is healed by that much.

Enervation

Enfeebling/Dark

Level: Necromancer 4

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You point your finger and fire a black ray of dark energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject gains 1d4 temporary negative levels (see Special Abilities). Negative levels stack. Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of becoming permanent, but the negative levels from enervation don't last long enough to do so. An undead creature struck by the ray gains 1d4 x 5 temporary hit points for 1 hour.

Eyes of the Bodak

Enfeebling/Necromancy

Level: Necromancer 4

Casting Time: 1 standard action

Range: Personal

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your eyes become filled with unthinkable horrors. For 1 round per caster level, you gain a gaze attack, giving your enemies in 30 feet a negative level each round.

False Life, Greater

Enhancing/Dark

Level: Necromancer 4

This spell functions as *false life*, except you gain temporary hit points equal to 2d10 + 2 points per caster level (maximum +20). The effects of this spell do not stack with those of *false life*.

Fear, Greater

Enfeebling/Dark

Level: Dark Knight/Necromancer 4

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 round/level or 1 round; see text

Saving Throw: Will partial

Spell Resistance: Yes

An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round.

Poisoned Touch

Enfeebling/Necromancy

Level: Dark Knight/Necromancer 4

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched
Duration: Instantaneous; see text
Saving Throw: Fortitude negates; see text
Spell Resistance: Yes

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction.

Poisonga

Enfeebling
Level: Black Mage/Necromancer 4
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/two levels (maximum of 5)
Duration: 1 round/level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell functions like *Poison*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Raise

Healing
Level: Astrologian/White Mage/Necromancer/Red Mage 4
Casting Time: 1 full-round action
Range: Touch
Target: Dead creature touched
Duration: Instantaneous
Saving Throw: None; see text
Spell Resistance: Yes (harmless)

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than 1 round per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Coming back from the dead is an ordeal. The subject of the spell gains two permanent negative levels when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be raised). A spellcasting creature that has a MP pool loses 50% of its magic points upon being raised.

A raised creature has a number of hit points equal to its current HD. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

Shadow Projection

Necromancy

Level: Necromancer 4

Casting Time: 1 minute

Range: Personal

Target: You

Duration: 1 hour/level (D)

With this spell, you infuse your life force and psyche into your shadow, giving it independent life and movement as if it were an undead shadow. Your physical body lies comatose while you are projecting your shadow, and your body has no shadow or reflection while the spell is in effect.

While projecting your shadow, you gain a shadow's darkvision, defensive abilities, fly speed, racial stealth modifier, and strength damage attack. You do not gain the creature's create spawn ability, nor its skill ranks or Hit Dice.

Your shadow has Hit Dice and hit points equal to your own.

Your *shadow projection* has the undead type and may be turned or affected as undead.

If your *shadow projection* is slain, you return to your physical body and are immediately reduced to -1 hit points. Your condition becomes dying, and you must begin making Constitution checks to stabilize.

Shadow Step

Dark

Level: Black Mage/Necromancer/Dark Knight 4

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: You

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

To use this spell, you must be in an area of dim light or darkness. You enter a shadow or area of darkness, which transports you along a coiling path of shadowstuff to another dim or dark location within range.

Slay Living

Necromancy

Level: Dark Knight/Necromancer 4

Casting Time: 1 standard action

Range: Touch

Targets: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You can attempt to slay any one living creature. When you cast this spell, your hand seethes with eerie dark fire. You must succeed on a melee touch attack to touch the target. The target takes 12d6 points of shadow damage + 1 point per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of shadow damage + 1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

Summon Undead IV

Level: Necromancer 4

This spell functions like *Summon Undead I*, except that you can summon a creature of the undead type with a CR rating of 4 or lower, 1d3 3rd-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Umbral Spikes

Enhancing/Dark

Level: Dark Knight 2/Black Mage/Necromancer 4

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A shadowy aura covers the subject touched by this spell. Anytime creatures attacking with natural weapons, unarmed strikes, or handheld weapons successfully strike the subject of this spell take 1d6 points of shadow damage.

Undead Torch

Necromancy

Level: Necromancer 4

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One corporeal undead/level, no two of which are more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You make a dark incantation. The undead bursts into blue flames that do not burn. The subject creature deals an extra 2d6 points of damage on melee attacks against living creatures. If an attacked creature has spell resistance, the resistance is checked the first time the undead subject attacks it. If your caster level check fails, the creature is unaffected by that casting of the undead torch. If the undead creature is destroyed, the undead torch continues to burn at the location of its destruction until the duration ends, and living creatures that pass through that area take 2d6 points of damage. If the undead creature assumes a nonphysical state (such as a vampire assuming gaseous form), the spell disperses harmlessly.

Vampiric Blade

Enhancing/Necromancy

Level: Necromancer 4

Casting Time: 1 standard action

Range: Personal

Target: One wielded weapon

Duration: 1 minute/level (D)

Your weapon becomes bloodthirsty. It deals 1d6 + caster level additional damage, healing the wielder for the same amount.

Woundra

Enfeebling/Non-Elemental

Level: Necromancer 4

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft.-radius burst

Duration: Instantaneous/2d6 rounds

Saving Throw: Fortitude partial

Spell Resistance: Yes

Your opponents' skin and muscle split all over, as though being cut into by a storm of invisible knives, dealing 5d6 points of non-elemental damage. Creatures who fail the saving throw take 2d4 bleed damage per round for the duration of the spell or until they receive magical healing. Success negates the bleed damage.

5TH-LEVEL NECROMANCER SPELLS

Biora

Enfeebling

Level: Black Mage/Necromancer 5

Target: One creature/two levels (maximum of 5)

This spell functions like *bio*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Black Spot

Necromancy

Level: Necromancer 5

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

The *black spot* is a specific and feared pirate curse. An intangible, illusory black spot manifests above the target's head and remains until the target dies or the curse is lifted. The *black spot* cannot be covered or hidden by any means, including other illusions. The *black spot* radiates a cursed aura in a 10-foot radius around its target. Anyone within the aura gains a +2 bonus on weapon attack and damage rolls against the target. In addition, the target has a -4 penalty on saving throws against death effects.

Every day in which a creature bears a *black spot*, it must make a Fortitude save. On a failed save, the creature takes 1 point of Constitution damage. The damage cannot be healed until the *black spot* is removed. If the creature's Constitution reaches 0, it dies. Pirates killed by this spell often return as ghosts, but that is not a direct effect of this spell.

Blight

Necromancy

Level: Necromancer 5

Casting Time: 1 standard action

Range: Target plant touched

Duration: Instantaneous

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

This spell withers a single plant of any size. An affected plant creature takes 1d6 points of damage per level (maximum 15d6) and may attempt a Fortitude saving throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies. This spell has no effect on the soil or surrounding plant life.

Blood Boil

Necromancy

Level: Necromancer 5

Casting Time: 1 standard action

Range: Touch

Target: One living creature

Duration: 3 rounds

Saving Throw: Fort negates (see text)

Spell Resistance: Yes

The temperature of the target creature's blood (or other similar body fluid) begins to rise over the next 3 rounds during the caster's turn. Each round starting with the first, the target creature attempts a new saving throw at the start of the caster's turn to resist that round's effect. A successful save does not end the spell effect, but does prevent that round's effect. On the round that this spell is cast, the target becomes fatigued. On the next round, as the blood temperature begins to rise, the target's capillaries burst, dealing 1d6 points of Constitution damage to the target. On the third and final round, the target's blood begins to boil; the spell deals 1d6 points of damage per caster level (to a maximum of 15d6), and—if the target is still alive—the target becomes exhausted rather than fatigued.

Bone Explosion

Necromancy

Level: Necromancer 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: All creatures within a 20-ft.-burst, centered on target creature.

Duration: Instantaneous

Saving Throw: Fortitude partial/Reflex half (see text)

Spell Resistance: Yes

Target's bones explode in the body. If the target fails a Fortitude saving throw, it receives 6 damage per caster level, and all creatures in a 20 feet radius receive 1d6 damage per caster level (Reflex save halves). If the Fortitude saving throw is successful, the target receives 1d6 damage per caster level, and all creatures in a 20 feet radius receive 1 damage per caster level instead (Reflex save halves).

Breath of Life

Healing

Level: White Mage/Necromancer 5

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates or Will half; see text

Spell Resistance: Yes (harmless) or yes, see text

This spell cures 5d8 points of damage + 1 point per caster level (maximum +25). Unlike other spells that heal damage, breath of life can bring recently slain creatures back to life. If cast upon a creature that has died within 1 round, apply the healing from this spell to the creature. If the healed creature's hit point total is at a negative amount less than its Constitution score, it comes back to life and stabilizes at its new hit point total. If the creature's hit point total is at a negative amount equal to or greater than its Constitution score, the creature remains dead. Creatures brought back to life through breath of life gain a temporary negative level that lasts for 1 day. Creatures slain by death effects cannot be saved by breath of life.

Darkga

Dark

Level: Black Mage/Necromancer 5

This spell functions like *darkra*, except it deals 1d8 points of shadow damage per caster level (maximum 15d8) and the area of effect increases to a 30-ft-radius spread.

Deny Death

Enhancing/Necromancy

Level: Necromancer 5

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You place a ward, guarding the target from death. For the next 10 minutes per level if the target dies, it is instead saved, but paralyzed until the end of battle.

Drain

Enfeebling/Dark

Level: Black Mage/Necromancer 5

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

With but a touch, you siphon life from your victim and increase your own. The target must make a Fortitude save or take 1d6 points of shadow damage per two caster levels (maximum of 5d6). If the save fails, the caster gains that many in hit points.

Exsanguinate

Enfeebling/Necromancy

Level: Necromancer 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You force the target's blood to overflow in its body. The target receives 1d6 damage per caster level, and makes a Fortitude saving throw. If it fails, the target receives 1d6 Strength damage and 2d6 bleed damage.

Gloom

Enfeebling/Dark

Level: Black Mage/Necromancer 5

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous; 1 round/level (D)

Saving Throw: Fortitude half; see text

Spell Resistance: Yes

The target of this spell is enveloped in darkness, burning for 1d6 points of shadow damage per caster level (maximum 10d6) and inflicts the Dimmed status effect. A successful Fortitude save reduces the damage by half and negates the status effect. If the target fails the initial saving throw, it gets another chance to save every round until the duration is ended.

Gravity

Enfeebling/Dark

Level: Astrologian/Black Mage/Necromancer/Time Mage 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You weaken your foe with crushing gravity. The target must make a Fortitude save or lose half of his current hit point total.

Infectga

Enfeebling

Level: Black Mage/Necromancer 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature/2 levels (maximum of 5)

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell functions like *infect*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Magic Jar

Necromancy

Level: Necromancer 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 hour/level or until you return to your body

Saving Throw: Will negates; see text

Spell Resistance: Yes

By casting *magic jar*, you place your soul in a gem or large crystal (known as the *magic jar*), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the *magic jar*. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty. To cast the spell, the *magic jar* must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the *magic jar*, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more HD between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body is a full-round action. It is blocked by *protection from evil* or a similar ward. You possess the body and force the creature's soul into the *magic jar* unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the *magic jar*, and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the magic jar. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the *magic jar* if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the *magic jar*, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the *magic jar*, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the *magic jar* returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the magic jar or the host's location.

Painga

Enfeebling

Level: Necromancer 5

Target: One creature/2 levels (maximum of 5)

This spell functions like *Pain*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Plague Carrier

Necromancy

Level: Necromancer 5

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes

The target's natural attacks carry filth fever (DC 10 + 1/2 of the creature's Hit Dice + creature's Con modifier).

Poisonja

Enfeebling

Level: Black Mage/Necromancer 5

Target: One creature/2 levels (maximum of 10)

This spell functions like *Poisonga*, except it affects one creature per two levels (maximum of 10) within 50 feet of each other and the targets take 2d6 points of non-elemental damage + your caster modifier (Intelligence or Charisma) per round.

Repurpose

Enfeebling/Necromancy

Level: Necromancer 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/2 levels

Saving Throw: Will negates

Spell Resistance: Yes

You mark a target with a curse of servitude. For 1 round per two caster levels, the target is dealt 1d6 damage per round. If the target dies during the effect, it is revived after death as an undead zombie creature under your command.

Suffocation

Enfeebling/Dark/Elemental (Wind)

Level: Necromancer 5

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 3 rounds

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell extracts the air from the target's lungs, causing swift suffocation. The target can attempt to resist this spell's effects with a Fortitude save, if he succeeds, he is merely staggered for 1 round as he gasps for breath. If the target fails, he immediately begins to suffocate. On the target's next turn, he falls unconscious and is reduced to 0 hit points. One round later, the target drops to -1 hit points and is dying. One round after that, the target dies. Each round, the target can delay that round's effects from occurring by making a successful Fortitude save, but the spell continues for 3 rounds, and each time a target fails his Fortitude save, he moves one step further

along the track to suffocation. This spell only affects living creatures that must breathe. It is impossible to defeat the effects of this spell by simply holding one's breath-if the victim fails the initial Saving Throw, the air in his lungs is extracted.

Summon Undead V

Level: Necromancer 5

This spell functions like *Summon Undead I*, except that you can summon a creature of the undead type with a CR rating of 6 or lower, 1d3 4th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Waves of Fatigue

Enfeebling/Dark

Level: Necromancer 5

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Waves of dark energy render all living creatures in the spell's area fatigued. This spell has no effect on a creature that is already fatigued.

Zombify

Dark/Enfeebling

Level: Necromancer 5

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell inflicts the Zombie status effect on a living creature. This status effect causes the target to have their type changed to [Undead], but without any of the benefits of that type. Those inflicted are now damaged by healing spells and effects, but immune to death spells and effects.

6TH-LEVEL NECROMANCER SPELLS

Abyss

Dark/Enfeebling

Level: Black Mage/Necromancer 6

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: One creature

Duration: Instantaneous/1d6 rounds

Saving Throw: Reflex half; see text

Spell Resistance: Yes

A whirl of shadowy plague surrounds the targeted creature, creeping away at their life force dealing 1d6 points of shadow damage per caster level (maximum 15d6) and inflicting the Dimmed status effect for 1d6 rounds. A successful Reflex save reduces the damage by half and negates the status effect.

Anti-Life Shell

Dark

Level: Necromancer 6

Casting Time: 1 standard action

Range: 10 ft.

Area: 10-ft.-radius emanation, centered on you

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of living creatures. The effect hedges out animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin, but not constructs, elementals, outsiders, or undead. This spell may be used only defensively, not aggressively. Forcing the barrier against creatures that the spell keeps at bay collapses the barrier.

Arise

Healing

Level: Astrologian/White Mage/Necromancer 6

Casting Time: 1 round

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

This spell functions like *Raise*, except that you are able to restore life and complete strength to any deceased creature that has been dead for no longer than 1 minute per caster level.

The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be raised, but the portion receiving the spell must have been part of the creature's body at the time of death.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of MP. The subject of the spell gains one permanent negative level when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be raised).

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot raise someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can't be raised.

Aura of Terror

Necromancy

Level: Necromancer 6

Casting Time: 1 standard action

Range: 30-ft.-radius emanation centered on you

Duration: 1 minute/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

You speak a few curt words and your face is briefly overlaid with the image of a violet-shaded skull. The skull fades, but the nimbus of violet light remains around you. You become surrounded by an aura of fear, granting you a frightful presence not unlike that of a dragon. Whenever you charge or attack, you inspire fear in all creatures within 30 feet that have fewer Hit Dice than your caster level. Each potentially affected opponent must succeed on a Will save or become shaken—a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to your frightful presence for 24 hours. If you cast this spell when you already have the frightful presence ability or a fear aura, the existing ability becomes more effective in the following ways:

- The radius of the area affected by the ability increases by 10 feet.
- The DC of your frightful presence ability increases by 2.
- Creatures that would normally be shaken by your fear aura are frightened instead, and creatures that would normally be frightened are panicked.

Bone Shield, Greater

Enhancing

Level: Necromancer 6

Casting Time: 1 standard action

Range: Personal

Duration: 1 minute/level (D)

You gain +6 shield bonus to AC, 10/- damage reduction and immunity to critical hits. This spell ends after it absorbs 10 points of damage per caster level.

Circle of Death

Dark

Level: Necromancer 6

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Several living creatures within a 40-ft.-radius burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell snuffs out the life force of living creatures, killing them instantly. The spell slays 1d4 HD worth of living creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature of 9 or more HD can be affected, and HD that is not sufficient to affect a creature is wasted.

Contagion, Greater

Necromancy

Level: Necromancer 6

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell functions as *contagion*, except the victim cannot overcome the disease without magic—making the required number of saves does not cure it. The DC to remove the disease with *esuna* is equal to the save DC + 5.

Dispel, Greater

Enfeebling

Level: Astrologian/Black Mage/Illusionist/Necromancer/Red Mage/Time Mage/White Mage 6

Target or Area: One spellcaster, creature, or object; or a 20-ft.-radius burst

This spell functions like *dispel*, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use *greater dispel* in one of three ways: a *targeted dispel*, *area dispel*, or a *counterspell*:

Targeted Dispel: This functions as a targeted *dispel*, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Area Dispel: When *greater dispel* is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by *dispel*. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *greater dispel* spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the *greater dispel* spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: This functions as *dispel*, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

Dread Spikes II

Enhancing/Dark

Level: Dark Knight 4/Necromancer 6

This spell functions like *dread spikes*, except it deals 3d4 points of shadow damage and the subject is healed by that much instead.

Eyebite

Necromancy

Level: Necromancer 6

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Each round, you can target a single living creature, striking it with waves of power. Depending on the target's HD, this attack has as many as three effects. You must spend a swift action each round after the first to target a foe.

<u>HD</u>	<u>Effect</u>
10 or more -	Sickened
5-9 -	Panicked, sickened
4 or less -	Comatose, panicked, sickened

The effects are cumulative and concurrent.

- *Sickened*: Sudden pain and fever sweeps over the subject's body. A creature affected by this spell remains sickened for 10 minutes per caster level. The effects cannot be negated by a remove disease or heal spell, but a remove curse is effective.
- *Panicked*: The subject becomes panicked for 1d4 rounds. Even after the panic ends, the creature remains shaken for 10 minutes per caster level, and it automatically becomes panicked again if it comes within sight of you during that time. This is a fear effect.
- *Comatose*: The subject falls into a catatonic coma for 10 minutes per caster level. During this time, it cannot be awakened by any means short of dispelling the effect. This is not a sleep effect, and thus elves are not immune to it.

False Grace

Enhancing/Necromancy

Level: Necromancer 6

Casting Time: 1 standard action

Range: 30 feet

Area: All allies within a 30-ft.-burst, centered on caster

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell acts like False Life, but affects all allies in 30 feet radius and grants 3d10 + caster level temporary hit points.

Feeblemind

Enfeebling

Level: Black Mage/Necromancer 6

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates; see text

Spell Resistance: Yes

Target creature's Intelligence, Wisdom and Charisma scores each drop to 1. The affected creature is unable to use Intelligence-, Wisdom-, or Charisma-based skills, cast spells, perform songs, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until an *esuna* spell is used to cancel the effect of the *feeblemind*. A creature that can cast spells, such as a black mage or a white mage, takes a -4 penalty on its saving throw.

Fleshshiver

Necromancy

Level: Necromancer 6

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

Breaking a bone in the grip of your fist, you hear the sickening but satisfying crunch of your foe's bones breaking beneath his squeezing flesh. A creature with Hit Dice less than or equal to your caster level is automatically stunned for 1 round (no saving throw). A creature with Hit Dice greater than your caster level is allowed a saving throw to negate the stunning effect. In the following round, the target must make a Fortitude save or take 1d6 points of damage per caster level (maximum 15d6) and be nauseated by the pain for 1d4+2 rounds.

Rasp

Enfeebling/Dark

Level: Black Mage/Necromancer 6

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You draw MP from your victim and release it outward. The target must make a Fortitude save or lose 1d6 points of MP per two caster levels (maximum of 8d6).

Ray of Entropy

Necromancy

Level: Necromancer 6

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

You release a crackling black ray. The smell of decay fills the air. When you cast this spell, you unleash a ray of negative energy that consumes the life energy of the subject. You must succeed on a ranged touch attack with the ray to strike a target. If your attack is successful against a living creature, the ray makes the subject weaker, slower, and less healthy. The subject takes a –4 penalty to Strength, Constitution, and Dexterity for the duration of the spell.

Revive Undead

Necromancy

Level: Necromancer 6

Casting Time: 1 minute

Range: Touch

Target: Destroyed undead creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Touching the corpse of the creature, you whisper to its departed spirit, calling it back—but not to life. You restore animation to an undead creature destroyed by hit point loss (even a zombie or skeleton, which can't normally be reanimated once destroyed). You can revive a destroyed undead creature that has been inactive for up to one day per caster level. In addition, the subject's animating spirit must be free and willing to return. If the subject's animating spirit is not willing to return, the spell does not work; therefore, subjects that want to revive receive no saving throw. Revive undead restores hit points to the subject up to a total of 1 hit point per Hit Die. The body of the undead to be revived must be whole. Otherwise, missing parts are still missing when the creature is reanimated. None of the dead creature's equipment or possessions are affected in any way by this spell. The subject of the spell loses one level or Hit Die (if it doesn't have a character class level, it loses a HD) when it is revived. This level loss cannot be repaired by any spell. If the subject is 1st level, it loses 2 points of Charisma instead. A spellcasting undead that was destroyed has a 50% chance of losing all MP upon being revived, in addition to losing MP for losing a level.

Shadowfire Ray

Dark/Elemental (Fire)

Level: Black Mage/Necromancer 6

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A blast of shadowy flames blazes from your hands. You can fire one ray, plus one additional ray for every 4 caster levels beyond 11th (to a maximum of three rays at 19th level). Each ray requires a ranged touch attack to hit and deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, and the other half is shadow damage. The rays can be fired at the same target or at different targets, but all rays must be fired simultaneously and aimed at targets within 30 feet of each other.

Siphon Life

Necromancy

Level: Necromancer 6

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous/1 hour (see text)

Saving Throw: None

Spell Resistance: Yes

This spell works as vampiric touch, except it's a ranged touch attack in medium range and the amount of damage is 1d6 per caster level.

Spectral Touch

Necromancy

Level: Necromancer 6

Casting Time: 1 standard action
Range: Touch
Targets: One creature/level
Duration: 1 round/level (D); see text
Saving Throw: Fortitude negates
Spell Resistance: Yes

A touch from your hand, which crackles with black energy, weakens the life force of living creatures. Each melee touch attack you successfully make during the spell's duration channels negative energy that bestows one negative level on the target and grants you 5 temporary hit points. This spell cannot give you more temporary hit points than your normal starting hit points (your hit point total cannot exceed two times your normal starting hit points). Both the negative level and the temporary hit points last for up to 1 hour. You can use this attack once per round for a number of rounds equal to your caster level. Any charges of the spell not used by the time the duration expires are lost. An undead creature you touch instead gains 5 temporary hit points and you lose a like amount (no save). Temporary hit points gained in this way last for up to 1 hour.

Summon Undead VI

Level: Necromancer 6

This spell functions like *Summon Undead I*, except that you can summon a creature of the undead type with a CR rating of 8 or lower, 1d3 5th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Syphon

Enfeebling/Dark
Level: Black Mage/Necromancer 6
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

With but a touch, you syphon MP from your victim and increase your own. The target must make a Fortitude save or lose 1d6 points of MP per two caster levels (maximum of 5d6). If the save fails, the caster gains that many in MP. This spell is less effective on summoned creatures, only draining half on a failed save.

Umbral Spikes II

Enhancing/Dark
Level: Dark Knight 4/Black Mage/Necromancer 6

This spell functions like *Umbral Spikes*, except it deals 3d6 points of shadow damage instead.

Unwilling Shield

Necromancy
Level: Necromancer 6
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature
Duration: 1 round/level (D)
Saving Throw: Will negates

Spell Resistance: Yes

Like *shield other*, unwilling shield creates a mystic connection between you and the target, but unlike *shield other*, the target shares the wounds that you receive. In addition, the link draws upon the target's life force to supplement your own defenses. You gain a +1 luck bonus to AC and on saving throws. You take only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by you is taken by the target. Forms of harm that do not involve hit points, such as charm effects, ability damage, level draining, and death effects are not affected. If you take a reduction in hit points from a lowered Constitution score, the reduction is not split with the target because it is not hit point damage.

When the spell ends, subsequent damage is no longer divided between you and the subject, but damage already split is not assigned to you.

If you and the target of the spell move out of range of each other, the spell remains active, but damage is no longer shared until you are once again within range of each other.

Woundga

Enfeebling/Non-Elemental

Level: Necromancer 6

Range: Medium (100 ft. + 10 ft./level)

Area: 20 ft. radius

Duration: Instantaneous/3d6 rounds

Saving Throw: Fortitude partial

Spell Resistance: Yes

Your enemies' flesh violently ruptures and begins spurting blood, dealing 8d6 points of non-elemental damage. Creatures who fail the saving throw take 3d4 bleed damage per round for the duration of the spell or until they receive magical healing. Success negates the bleed damage.

7TH-LEVEL NECROMANCER SPELLS**Auto-Raise**

Healing

Level: White Mage/Necromancer 7

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The creature touched with this spell is imbued with the Reraise status. When the creature with Reraise status dies, a *Raise* spell goes off immediately. It only lasts for one use.

Avasculate

Necromancy

Level: Necromancer 7

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You shoot a black ray of necromantic energy from your outstretched hand, causing your foe to violently purge blood or other vital fluids through his skin. You must succeed on a ranged touch attack with the ray to strike a target. If the attack succeeds, the subject is reduced to half of its current hit points (rounded down) and stunned for 1 round. On a successful Fortitude saving throw, the subject is not stunned.

Bioga

Enfeebling

Level: Black Mage/Necromancer 7

Target: One creature/two levels (maximum of 8)

This spell functions like *Bio*, except it deals 3d4 + casting modifier (Intelligence or Charisma) points of non-elemental damage per round and it affects one creature per two levels (maximum of 8) within 40 feet of each other.

Blessing of Undead

Enhancing/Necromancy

Level: Necromancer 7

Casting Time: 1 standard action

Range: Personal

Duration: 1 minute/level (D)

You gain undead immunities, shadow energy affinity and DR 5/bludgeoning, but none of the negatives of being undead.

Control Undead

Necromancy

Level: Necromancer 7

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Up to 2 HD/level of undead creatures, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

This spell enables you to control undead creatures for a short period of time. You command them by voice and they understand you, no matter what language you speak. Even if vocal communication is impossible, the controlled undead do not attack you. At the end of the spell, the subjects revert to their normal behavior. Intelligent undead creatures remember that you controlled them, and they may seek revenge after the spell's effects end.

Countdown

Enfeebling/Dark

Level: Black Mage/Necromancer 7

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 2d4 rounds

Saving Throw: None
Spell Resistance: Yes

Similar to the *condemn* spell, the target can be of any alignment. The victim of this spell has 2d4 rounds to be cured before he falls to 0 hit points. The subject falls unconscious once the spell has ended, and may be revived when healed.

Drainra

Enfeebling/Dark
Level: Black Mage/Necromancer 7
Casting Time: 1 standard action
Range: 15 ft.
Area: Creatures within a 15-ft.-radius spread centered on you
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

You siphon life from all nearby creatures within 15-ft.-radius spread. All creatures must make a Fortitude save or take 1d6 points of shadow damage per two caster levels (maximum of 9d6). If the save fails, the caster also gains health equal to half the damage dealt.

Epidemic

Necromancy
Level: Necromancer 7
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Living creature
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

The target contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom, as the spell *contagion*. However, the disease is highly contagious, and any creature that touches the infected target, is touched by the target, or spends more than an hour in a confined space with the target must make a save against the disease's normal DC (not the spell DC) or contract the disease. If the initial target overcomes the disease by making the required number of saving throws, it remains a carrier of the disease for a length of time equal to the disease's frequency, and can continue to infect others during this time.

Feast of Blood

Enfeebling/Enhancing/Necromancy
Level: Necromancer 7
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: All enemies within a 20-ft.-burst, centered on target creature
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

This spell acts as *Exsanguinate*, except it affects all enemies in 20 feet radius and grants the caster temporary hit points equal to the maximum damage dealt.

Gloom II

Enfeebling/Dark

Level: Black Mage/Necromancer 7

This spell functions like *gloom*, except it deals 1d8 points of shadow damage per caster level (maximum of 15d8) and inflicts the Dimmed status effect.

Graviga

Enfeebling/Dark

Level: Astrologian/Black Mage/Necromancer/Time Mage 7

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature/2 levels (maximum of 5)

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell functions like *gravity*, except it affects one creature per two levels (maximum of 5) within 30 feet of each other.

Infectja

Enfeebling

Level: Black Mage/Necromancer 7

Target: One creature/two levels (maximum of 10)

This spell functions like *Infectga*, except it affects one creature per two levels (maximum of 10) within 50 feet of each other.

Plague Storm

Necromancy

Level: Necromancer 7

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Cloud spreads in 20-ft. radius, 20 ft. high

Duration: 1 minute/level and instantaneous (see text)

Saving Throw: Fortitude negates

Spell Resistance: No

You create a hideous gray cloud, similar to *fog cloud*, which occasionally crackles with foul-smelling bolts of sickly green lightning. Creatures in the area must save or contract one of the following diseases: blinding sickness, bubonic plague, cackle fever, demon fever, devil chills, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom (the disease is chosen by you when you cast the spell and applies to all creatures that fail the save). The disease is contracted immediately (the onset period does not apply) and is an instantaneous effect. Use the disease's listed frequency to determine further effects, but the disease's save DC increases by +2.

Unlike a *fog cloud*, the *plague storm* moves away from you at 10 feet per round, rolling along the surface of the ground.

Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell. Because the vapors are heavier than air, they sink to the lowest

level of the terrain, even pouring down den or sinkhole openings. The cloud cannot penetrate liquids, nor can it be cast underwater.

Restore Undead

Healing/Necromancy

Level: Necromancer 7

Casting Time: 1 standard action

Range: 100 feet

Target: One undead ally

Duration: Instantaneous

Saving Throw: Will negate (harmless)

Spell Resistance: Yes (harmless)

This spell fully heals one allied undead creature.

Reverse

Enfeebling/Dark

Level: Black Mage/Necromancer/Time Mage 7

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You twist your enemy's ability to be healed with your shadow elemental powers. For the duration of the spell, if the target is healed by any healing spell or effect, it is reversed (takes damage from healing spells and effects) until cured.

Shadow Blast

Dark

Level: Black Mage/Necromancer 7

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell instantly delivers 10 points of shadow damage per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of shadow damage + 1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

Summon Undead VII

Level: Necromancer 7

This spell functions like *Summon Undead I*, except that you can summon a creature of the undead type with a CR rating of 10 or lower, 1d3 6th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Temporary Resurrection

Necromancy

Level: Necromancer 7

Casting Time: 10 minutes

Range: Touch

Target: Dead creature touched

Duration: 24 hours

You restore temporary life to a body that has been dead for less than 48 hours. The spell lasts for 24 hours, after which the target dies again. The target gains 1 permanent negative level while under the effect of this spell; this negative level goes away when the target dies or is permanently raised from the dead (such as with *raise*). The target still counts as a dead corpse (but not undead) for the purpose of spells that revive dead creatures, so a white mage can cast *raise* or a similar spell on the target even while this spell is active. Once a creature has been revived with *temporary resurrection*, this spell cannot be used on it again until it is permanently raised from the dead.

Waves of Exhaustion

Enfeebling/Dark

Level: Necromancer 7

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Waves of dark energy render all living creatures in the spell's area exhausted. This spell has no effect on a creature that is already exhausted.

Zombify, Mass

Dark/Enfeebling

Level: Necromancer 7

Area: 20-ft.-radius spread

This spell functions like *Zombify*, but affects all living creatures within the area of effect.

8TH-LEVEL NECROMANCER SPELLS

Abyss II

Dark/Enfeebling

Level: Black Mage/Necromancer 8

This spell functions like *Abyss*, except it deals 1d8 points of shadow damage per caster level (maximum 20d8) and inflicts the Dimmed status effect for 1d8 rounds.

Arisega

Healing

Level: Astrologian/White Mage/Necromancer 8

Casting Time: 2 rounds

Range: 30 ft.

Area: All allies within a 30-ft. burst centered on you

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

This spell functions like *Arise*, except it raises all dead allies within a 30-ft. radius.

Avasculate Mass

Necromancy

Level: Necromancer 8

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: See text

Saving Throw: Fortitude partial and Reflex negates; see text

Spell Resistance: Yes

You shoot a black ray of necromantic energy from your outstretched hand, causing your foe to violently purge blood vessels through its skin. The purged blood vessels spread outward, creating a many-layered mass of bloody, adhesive tissue that traps nearby creatures in a gory horror. You must succeed on a ranged touch attack with the ray to strike a target. If the attack is successful, the subject loses half its hit points (rounded down) and is stunned for 1 round. On a successful Fortitude saving throw, the subject is not stunned. Oozes and plants are not affected by this spell. The *avascular mass* instantaneously erupts from the subject and must be anchored to at least two opposed points—such as floor and ceiling or opposite walls—or else the mass collapses and has no effect. Creatures caught within a 20-foot-radius *avascular mass* become entangled. The original target of the spell is automatically entangled. Because the *avascular mass* is magically animate and gradually tightens on those it holds, an entangled character who attempts to cast a spell must make a DC 25 Concentration check or lose the spell. Anyone within 20 feet of the primary target when the spell is cast must make a Reflex save. If this save succeeds, the creature is not stuck in the *avascular mass* and is free to act, though moving might be a problem (see below). If the save fails, the creature is stuck. A stuck creature can break loose by spending 1 round and succeeding on a DC 20 Strength check or a DC 25 Escape Artist check. Once loose (either from making the initial Reflex save or a later Strength check or Escape Artist check), a creature can progress through the writhing blood vessels very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10. If you have at least 5 feet of *avascular mass* between you and an opponent, it provides cover. If you have at least 20 feet of *avascular mass* between you, it provides total cover. The *avascular mass* of entangling tissue persists for 1 round per caster level. When the duration elapses, the blood vessel mass becomes so much limp, decaying tissue.

Bestow Curse, Greater

Necromancy

Level: Necromancer 8

As *bestow curse* except with the following changes:

Choose one of the following.

- –12 penalty to an ability score, or –6 penalty to two ability scores (to a minimum ability score of 1).
- –8 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 25% chance to act normally; otherwise, it takes no actions.

The DC to remove the curse with *dispel* increases by 5.

Bite of the King

Necromancy

Level: Necromancer 8

Casting Time: 1 standard action

Range: Touch

Target: One living creature of a size that does not exceed caster's

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your mouth opens impossibly wide and engulfs your foe. You swallow loudly and your mouth returns to normal size, leaving no trace of your foe behind. When you cast this spell, you can send a creature to a pocket "stomach" dimension with a successful melee touch attack. The target you touch must make a successful Fortitude save. If it fails its saving throw, the creature is sent to the stomach dimension. The victim takes 2d8+12 points of bludgeoning damage and 12 points of earth damage per round while in the stomach dimension. The victim can cut its way out by using a light slashing or piercing weapon to deal 35 points of damage to the stomach dimension (AC 21). A creature that successfully exits appears to cut its way free from thin air, appearing in a space adjacent to you. Each time you cast this spell, you create a separate temporary stomach dimension.

Blackfire

Necromancy

Level: Necromancer 8

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: 1 round/level

Saving Throw: Fortitude partial and Reflex negates; see text

Spell Resistance: Yes

With the dark words still on your tongue, a ray of black energy springs from your hand to wrap the indicated target in black flames that absorb heat rather than create it. The *blackfire* crackles and hisses, emanating the smells of hot metal and sulfur. You must succeed on a ranged touch attack with the ray to strike a target. On a successful attack, a living target is engulfed in chill black flames that feed on the fuel of their victim's life force. A creature engulfed in *blackfire* must make a successful Fortitude save each round that the spell is in effect or take 1d4 points of Constitution damage and become nauseated. A creature that makes its Fortitude save takes no damage for that round and is sickened instead. In addition to its effects on the subject, *blackfire* can spread rapidly. Each round on its turn, any living creature adjacent to a creature engulfed in *blackfire* must succeed on a Reflex save or become engulfed itself. Any creature that has its Constitution reduced to 0 or lower by the spell is turned into a pile of black ash and can be returned to life only by *full-life*, the caster of which must succeed on a DC 30 caster level check to restore the victim to life. If a creature succeeds on its Fortitude save in 3 consecutive rounds, the *blackfire* affecting it gutters out. The black flames cannot otherwise be extinguished by normal means (such as immersion in water or smothering), but a successful dispel snuffs it out.

Black Orb

Enfeebling/Dark

Level: Black Mage/Necromancer 8

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1-ft.-diameter sphere

Duration: 1 round/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You create a small weightless sphere of pure dark energy. As a move action, you can move it up to 30 feet per round in any direction. If it enters a space with a living creature, it stops moving for the round and that creature gains one negative level (Fortitude negates). Any creature passing through or ending its turn in the space occupied by the sphere gains one negative level (Fortitude negates). Twenty-four hours after gaining a negative level from the sphere, the subject must make a Fortitude saving throw (the DC of this save is equal to the DC of this spell) for each negative level. If the save succeeds, that negative level is removed. If it fails, that negative level becomes permanent.

If more than one orb (from different castings of the spell) enters the same space, the orbs automatically fuse together. The resulting orb uses the higher of the two orbs' DCs as its DC and whichever duration has more time left. If the orbs are from different casters, each must make an opposed Intelligence check to move the sphere.

An undead creature that passes through or ends its turn in the space occupied by the orb gains $2d4 \times 5$ temporary hit points for 1 hour.

Domain of the Hungry Flesh

Necromancy/Summoning

Level: Necromancer 8

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: All creatures within a 20-ft.-burst, centered on target point

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You summon a terrible abomination in an area. It attacks everything inside, trying to trip (using caster's level instead of BAB and Charisma ability score instead of Strength), dealing $2d6$ plus caster level damage, entangling and dealing $1d4$ damage to a random physical ability score.

Doom

Dark

Level: Black Mage/Necromancer 8

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: $2d4$ rounds

Saving Throw: Fortitude negates

Spell Resistance: Yes

You summon the wrath of the Grim Reaper upon your foe. The victim of this spell is inflicted with the Doom status and has $2d4$ rounds to be cured before his life is snuffed out.

Dread Spikes III

Enhancing/Dark

Level: Necromancer 8

This spell functions like *dread spikes*, except it deals 5d4 points of shadow damage and the subject is healed by that much instead.

Embrace of Death

Enfeebling/Necromancy

Level: Necromancer 8

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level, can save each round

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes

The target creature falls into a coma (sleep status effect) and starts taking 1d6 Constitution damage every round. The creature can attempt new saving throws every round, and a successful save wakes the creature up and becomes staggered for 1 round.

Evaporate

Dark

Level: Black Mage/Necromancer 8

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: Living creatures, no two of which can be more than 60 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell evaporates moisture from the body of each subject living creature, causing flesh to wither and crack and crumble to dust. This deals 1d6 points of shadow damage per caster level (maximum 20d6). This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of shadow damage per caster level (maximum 20d8).

Horrid Wilting

Necromancy

Level: Necromancer 8

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Targets: Living creatures, no two of which can be more than 60 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell evaporates moisture from the body of each subject living creature, causing flesh to wither and crack and crumble to dust. This deals 1d6 points of damage per caster level (maximum 20d6). This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of damage per caster level (maximum 20d8).

Suffocation, Mass

Enfeebling/Dark/Elemental (Wind)

Level: Necromancer 8

Targets: One living creature/2 levels (no two of which may be more than 30 feet apart)

Duration: 1 round/level

This spell functions as *suffocation* except as noted above. Note that the duration of this spell is much longer, forcing those suffering from the effect to make far more Fortitude saves to stave off eventual suffocation.

Summon Undead VIII

Level: Necromancer 8

This spell functions like *Summon Undead I*, except that you can summon a creature of the undead type with a CR rating of 12 or lower, 1d3 7th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

Symbol of Death

Necromancy

Level: Necromancer 8

Casting Time: 10 minutes

Range: 0 ft.; see text

Effect: One symbol

Duration: See text

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of death* kills one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current hit points do not exceed 150. The *symbol of death* affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the symbol becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points' worth of creatures, whichever comes first. A creature that enters the area while the *symbol of death* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the symbol only once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again.

Until it is triggered, the *symbol of death* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol of death* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol of death* ineffective, unless a creature removes the covering, in which case the *symbol of death* works normally.

As a default, a *symbol of death* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol of death* can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol of death's* triggering conditions cannot be changed.

In this case, “reading” the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol of death* to render it inoperative triggers it if the symbol reacts to touch. You can't use a *symbol of death* offensively; for instance, a touch-triggered *symbol of death* remains untriggered if an item bearing the *symbol of death* is used to touch a creature. Likewise, a *symbol of death* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol of death* can be based on a creature's name, identity, or alignment, but

otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

When scribing a *symbol of death*, you can specify a password or phrase that prevents a creature using it from triggering the symbol's effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the *symbol of death*, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a *symbol of death* cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own *symbols of death*, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a symbol with a Spellcraft check (DC 10 + the symbol's spell level). Of course, if the symbol is set to be triggered by reading it, this will trigger the symbol.

A *symbol of death* can be removed by a successful *dispel* targeted solely on the rune. Destruction of the surface where a *symbol of death* is inscribed destroys the symbol but also triggers it.

Umbral Spikes III

Enhancing/Dark

Level: Black Mage/Necromancer 8

This spell functions like *Umbral Spikes*, except it deals 5d6 points of shadow damage instead.

Veil of Undeath

Necromancy

Level: Necromancer 8

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Upon completion of the spell, you exhale your last breath and accept a brief embrace from death. You gain many of the traits common to undead creatures. While the spell lasts, you have immunity to mind-affecting spells and abilities, poison, sleep, paralysis, stunning, disease, death, nonlethal damage, death from massive damage, ability drain, energy drain, fatigue, exhaustion, damage to physical ability scores, and any effect requiring a Fortitude save unless it is harmless or affects objects. You need not breathe, eat, or sleep. You don't actually gain the undead type from casting this spell.

9TH-LEVEL NECROMANCER SPELLS

Banshee Wail

Dark

Level: Necromancer 9

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature/level within a 40-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

When you cast this spell, you emit a terrible, soul-chilling scream that possibly kills creatures that hear it (except for yourself). The spell affects up to one creature per caster level, inflicting 10 points of shadow damage per caster level. Creatures closest to the point of origin are affected first.

Bioja

Enfeebling

Level: Black Mage/Necromancer 9

Target: One creature/two levels (maximum of 10)

This spell functions like *Bio*, except it deals 4d4 + casting modifier (Intelligence or Charisma) points of non-elemental damage per round and it affects one creature per two levels (maximum of 10) within 50 feet of each other.

Cursed Earth

Necromancy

Level: Necromancer 9

Casting Time: 10 minutes

Range: Touch

Area: 1-mile radius emanating from the touched point

Duration: Permanent

Saving Throw: None (see text)

Spell Resistance: No

You lay a terrible curse upon the land, blighting those who live and die there. Choose one of the following effects.

- *Famine:* All normal plants in the area reduce their growth and food production by half, as if affected by the stunt growth effect of *diminish plants*.
- *Living Death:* Any creatures of Small size or larger killed in the area rise as uncontrolled zombies 24 hours after their death, as do corpses buried in the area. Burning or dismembering the corpses prevents them from rising as zombies.
- *Plague:* Every day at sundown, all creatures in the area must make a Fortitude save or catch one of the following diseases (your choice, decided at the time of casting): blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. This is a disease effect.

Death

Dark

Level: Black Mage/Necromancer 9

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You gather the shadow elemental powers to summon, briefly, the Grim Reaper against your opponent. The target of this spell must make a Fortitude save or his life is snuffed out. If the save is successful, the target suffers 5d6 points of shadow damage.

Drainga

Enfeebling/Dark

Level: Black Mage/Necromancer 9

Range: 30 ft.

Area: Creatures within a 30-ft.-radius spread centered on you

This spell functions like *Drainra*, except the area of effect is increased to a 30-ft.-radius spread and it deals 1d6 points of shadow damage per two caster levels (maximum of 12d6). If the save fails, the caster also gains health equal to half the damage dealt.

Energy Drain

Enfeebling/Dark

Level: Necromancer 9

Saving Throw: Fortitude partial; see text for *enervation*

This spell functions like *enervation*, except that the creature struck gains 2d4 temporary negative levels. Twenty-four hours after gaining them, the subject must make a Fortitude saving throw (DC = energy drain spell's save DC) for each negative level. If the save succeeds, that negative level is removed. If it fails, that negative level becomes permanent. An undead creature struck by the ray gains 2d4 x 5 temporary hit points for 1 hour.

Feeblemind, Mass

Enfeebling

Level: Black Mage/Necromancer 9

Targets: One or more humanoid creatures, no two of which can be more than 30 ft. apart

This spell functions like *feeblemind*, except as noted above.

Flay for Purpose

Necromancy

Level: Necromancer 9

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous; 1 round/2 levels

Saving Throw: Will negates/Fortitude negates

Spell Resistance: Yes

Every creature has a purpose in life — and that is to serve you. The target is affected by Repurpose, except the damage is 2d6 per round. After that, the target makes a Fortitude save. If fails, the target takes 10 damage per caster level.

Full-Life

Healing

Level: Astrologian/White Mage/Necromancer 9

Casting Time: 3 rounds

Range: Touch

Target: Dead creature touched
Duration: Instantaneous
Saving Throw: None; see text
Spell Resistance: Yes (harmless)

This spell functions like *Raise*, except that you can raise a creature that has been dead for as long as 10 minutes per caster level. This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method).

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no negative levels (or loss of Constitution points) and all of the MP possessed by the creature when it died.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also raise elementals or outsiders, but it can't raise constructs or undead creatures.

Even *Full-Life* can't restore to life a creature who has died of old age.

Negative Eruption

Necromancy

Level: Necromancer 9
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: All creatures within a 30-ft.-burst, centered on target point
Duration: Instantaneous; 1 minute/level
Saving Throw: Fortitude half
Spell Resistance: Yes

This spell deals 10 points of damage per caster level (to a maximum of 150 points at 15th level) to all creatures in 30 feet radius. Additionally, all affected undead creatures heal for that much instead and gain +2 bonus to attack rolls, damage rolls, Will saving throws and twice the caster level temporary hit points.

Polar Midnight

Enfeebling/Dark/Elemental (Ice)
Level: Black Mage/Necromancer 9
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 30-ft. spread
Duration: 1 round/level
Saving Throw: Fortitude partial
Spell Resistance: Yes

You plunge an area into the brutal chill of the arctic night. Illumination conditions are dropped by two steps (though only to darkness, not supernatural darkness), and all creatures in the area take 5d6 points of ice damage and 1d6 points of Dexterity damage per round. A successful Fortitude save each round negates the Dexterity damage but not the ice damage. Any creature that doesn't move on its turn becomes encased in a sheath of ice equivalent to *wall of ice*, is helpless, and cannot breathe. Corpses in the area for longer than 1 round are transmuted into solid ice; reviving the icy corpse requires *full-life*. As a move action, you may move the area of effect up to 10 feet in any direction.

Soul Bind

Enfeebling/Dark

Level: Necromancer 9

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Corpse

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through *raise*, *arise*, *arisega*, *breath of life*, or even *full-life*. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

The focus for this spell is a black sapphire of at least 1,000 gil value for every HD possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (While creatures have no concept of level or HD as such, the value of the gem needed to trap an individual can be researched.)

Summon Undead IX

Level: Necromancer 9

This spell functions like *Summon Undead I*, except that you can summon a creature of the undead type with a CR rating of 14 or lower, 1d3 8th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.