

Animate Dead

Necromancy [Evil]
Level: Adp 3, Clr 3, Death 3, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: Touch

Target: One or more corpses touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands. The undead can follow you, or they can 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 desecrate spell doubles this limit) 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.) If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit. 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. Zombies: A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a true anatomy. Material Components: You must place a black onyx gem worth at least 25 gp per Hit Die of the undead into the mouth or eye socket of each corpse you intend to animate. The magic of the spell turns these gems into worthless, burned-out shells.

Astral Projection (continued)

Plane; a physical body must be materialized on other planes. You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as dispel magic cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).
Material Components: A jacinth worth at least 1,000 gp, plus a silver bar worth 5 gp for each person to be affected.

Astral Projection

Necromancy
Level: Clr 9, Sor/Wiz 9, Travel 9
Components: V, S, M
Casting Time: 30 minutes
Range: Touch

Target: You plus one additional willing creature touched per two caster levels
Duration: See text
Saving Throw: None
Spell Resistance: Yes

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether. You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them. You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter. While you are on the Astral Plane, your astral body is connected at all times to your physical body by a silvery cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral

Bestow Curse

Necromancy
Level: Adp 3, Clr 3, Sor/Wiz 4
Components: V, S
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 three effects.

* -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 break enchantment, limited wish, miracle, remove curse, or wish spell. Bestow curse counters remove curse.

Blight

Necromancy
Level: Drd 4, Sor/Wiz 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch

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.

Blindness/Deafness

Necromancy
Level: Brd 2, Clr 3, Sor/Wiz 2
Components: V
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)

Target: One living creature
Duration: Permanent (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

Inflict Light WoundsDC:

Necromancy
 Level: Blk 1, Clr 1, Destruction 1
 Components: V, S
 Casting Time: 1 standard action
 Range: Touch

Target: Creature touched
 Duration: Instantaneous
 Saving Throw: Will half
 Spell Resistance: Yes

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage +1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

Inflict Light Wounds, MassDC:

Necromancy
 Level: Clr 5, Destruction 5
 Components: V, S
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart
 Duration: Instantaneous
 Saving Throw: Will half
 Spell Resistance: Yes

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage +1 point per caster level (maximum +25) to nearby living enemies. Like other inflict spells, mass inflict light wounds cures undead in its area rather than damaging them. A cleric capable of spontaneously casting inflict spells can also spontaneously cast mass inflict spells.

Inflict Minor WoundsDC:

Necromancy
 Level: Clr 0
 Components: V, S
 Casting Time: 1 standard action
 Range: Touch

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

This spell functions like inflict light wounds, except that you deal 1 point of damage and a Will save negates the damage instead of halving it.

Inflict Moderate WoundsDC:

Necromancy
 Level: Blk 2, Clr 2
 Components: V, S
 Casting Time: 1 standard action
 Range: Touch

Target: Creature touched
 Duration: Instantaneous
 Saving Throw: Will half
 Spell Resistance: Yes

This spell functions like inflict light wounds, except that you deal 2d8 points of damage +1 point per caster level (maximum +10).

Inflict Moderate Wounds, MassDC:

Necromancy
 Level: Clr 6
 Components: V, S
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart
 Duration: Instantaneous
 Saving Throw: Will half
 Spell Resistance: Yes

This spell functions like mass inflict light wounds, except that it deals 2d8 points of damage +1 point per caster level (maximum +30).

Inflict Serious WoundsDC:

Necromancy
 Level: Blk 3, Clr 3
 Components: V, S
 Casting Time: 1 standard action
 Range: Touch

Target: Creature touched
 Duration: Instantaneous
 Saving Throw: Will half
 Spell Resistance: Yes

This spell functions like inflict light wounds, except that you deal 3d8 points of damage +1 point per caster level (maximum +15).

Inflict Serious Wounds, MassDC:

Necromancy
 Level: Clr 7
 Components: V, S
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart
 Duration: Instantaneous
 Saving Throw: Will half
 Spell Resistance: Yes

This spell functions like mass inflict light wounds, except that it deals 3d8 points of damage +1 point per caster level (maximum +35).

Magic JarDC:

Necromancy
 Level: Sor/Wiz 5
 Components: V, S, F
 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 Hit Dice 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.

Magic Jar (continued)

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 at the host's location.

Mark of Justice

Necromancy
 Level: Clr 5, Pal 4
 Components: V, S, DF
 Casting Time: 10 minutes
 Range: Touch

Target: Creature touched
 Duration: Permanent; see text
 Saving Throw: None
 Spell Resistance: Yes

You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of bestow curse. Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained. Like the effect of bestow curse, a mark of justice cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. Remove curse works only if its caster level is equal to or higher than your mark of justice caster level. These restrictions apply regardless of whether the mark has activated.

PoisonDC:

Necromancy
 Level: Asn 4, Blk 4, Clr 4, Drd 3
 Components: V, S, DF
 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. The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later. Each instance of damage can be negated by a Fortitude save (DC 10 + 1/2 your caster level + your Wis modifier).

Ray of Enfeeblement

Necromancy
 Level: Sor/Wiz 1
 Components: V, S
 Casting Time: 1 standard action
 Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray
 Duration: 1 min./level
 Saving Throw: None
 Spell Resistance: Yes

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. 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.

