

Spirit Bolt / Spirit 2

RANGE: throwing distance

AREA: one target

DURATION: instant

MATERIAL: a black spellball

INCANTATION: 30 words

INVOCATION:

I, <CASTER'S NAME>, INVOKE SPIRIT BOLT!

DESCRIPTION:

Formerly used only by the Council of the Table of Bone, this spell allows the caster to hurl a small bolt of spiritual energy to damage a target.

Spirit Bolt is represented by a black spellball. For undead, the *Spirit Bolt* acts like a Critical weapon hit. For living targets, the *Spirit Bolt* inflicts only a Light weapon hit. *Spirit Bolt* ignores but does not destroy armor and shields. A creature protected by the ninth level Body spell *Protection from Death* is immune to this spell.

This spell can be held.

Spirit Ward° / Spirit 2

RANGE: none

AREA: caster

DURATION: special

MATERIAL: a black spellball

INCANTATION: 30 words

INVOCATION:

I, <CASTER'S NAME>, INVOKE SPIRIT WARD!

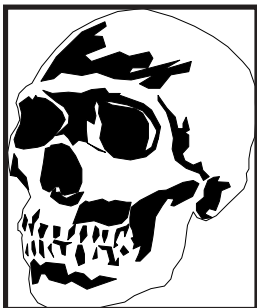
DESCRIPTION:

This organizational spell of the Council of the Table of Bone allows the caster to become completely imperceptible and unaffected by undead. This spell allows the caster to become invisible even to the most powerful of undead.

After invoking the spell, the caster holds with both hands a black spellball above his or her head. As long as the spellball does not fall on or below the caster's head, the spell remains in effect.

While under the effects of *Spirit Ward*, the caster is ignored by all undead and is invulnerable to undead attacks. All undead creatures lose the desire to attack or hurt the caster. However, the caster may not move from the spot, cast magic, or speak. If the caster moves, casts, or speaks, the *Spirit Ward* is broken.

A *Dispel Magic* will negate a *Spirit Ward*. The living are not affected by this spell. Any attempt to hit or knock the spellball from the caster's hands is illegal.



Bestow

Mask of Death* / Spirit 3

RANGE: touch

AREA: creature touched

DURATION: special

MATERIAL: none

INCANTATION: 45 words

INVOCATION:

I, <caster's name>, bring and bestow the Mask of Death!

DESCRIPTION:

This spell functions as per the first level Spirit spell *Mask of Death* except it can be bestowed upon another creature.

This spell can only be bestowed upon living creatures.

Cause Critical Wound / Spirit 3

RANGE: touch

AREA: creature touched

DURATION: instant

MATERIAL: a black glove painted with a white circle on the palm

INCANTATION: 45 words

INVOCATION:

I, <CASTER'S NAME>, WOUND THEE! CAUSE CRITICAL WOUND!

DESCRIPTION:

With this necromantic spell, the caster inflicts a single Critical hit upon a creature where touched. This spell does not affect undead or creatures with no life force.

After speaking the invocation, the caster must wear a black glove painted with a white circle on the palm to signify the activation of the spell.

This spell ignores all armor but not shields.

Invisibility to Undead / 3

RANGE: none

AREA: caster

DURATION: 10 minutes

MATERIAL: a black scarf

INCANTATION: 45 words

INVOCATION:

I, <caster's name>, hide from the eyes of the dead!

DESCRIPTION:

Upon invoking this spell, the caster becomes invisible to undead for 10 minutes or until broken.

The caster must wrap a black scarf about the head and face to signify the activation of the spell. Whenever the caster encounters undead characters, he or she may say, "Invisibility to Undead! You do not see me!" Undead characters must act as if they do not perceive the caster. Certain powerful undead creatures may see through this spell.

However, once the caster attacks or makes any offensive move against an undead, the *Invisibility to Undead* fades.

Turn Undead / Spirit 3

RANGE: none

AREA: 50' radius

DURATION: instant

MATERIAL: none

INCANTATION: 45 words

INVOCATION:

I, <CASTER'S NAME>, TURN THE LIVING DEAD! AT <LEVEL OF TURN>!

DESCRIPTION:

This spell causes any undead creature in a fifty-foot radius around the caster that hears the invocation of the spell to flee from the area. More powerful undead may not flee but suffer damage from the spell.

The power of *Turn Undead* can be increased by expending additional Magic Points. For every extra MP beyond the initial three to invoke the spell, the *Turn* gains a level to a maximum of double the caster's level in the Arche of Spirit. Furthermore, the length of the incantation is increased by 15 words for each added level.

For example, a caster wishes to invoke *Turn Undead* at level 5. The caster must spend the initial 3 Magic Points plus 2 Magic Points to gain a level 5 *Turn Undead*. Furthermore, though the base level for *Turn Undead* is three, if the caster invokes the spell at a higher level, the spell is dispelled, placed in *Mnemonic*, stored in a scroll, potion, or item, and cast at that increased level.

Following the invocation, the caster must shout clearly the level of the *Turn Undead*. Again, depending on the power of the spell and the power of the undead, the results will vary.

This spell may be held.

Blood Magic* / Spirit 4

RANGE: touch

AREA: creature touched

DURATION: instant

MATERIAL: none

INCANTATION: 60 words

INVOCATION:

I, <caster's name>, harm to heal!

DESCRIPTION:

By incanting this spell, the caster can heal a single Light or Critical wound to inflicting a like wound to himself or herself or to another living creature. The caster must touch the creatures to be affected by *Blood Magic*.

For example, if a creature has a Critical wound to the left arm, the caster can cast this spell to heal the wound but will inflict a Critical hit to his or her own left arm or the left arm of another creature.

The spells *Armor* and *Barkskin* will protect a creature from the damage inflicted by *Blood Magic* and thereby causing the spell to fail. However, damage caused by this spell ignores *Constitution* and *Physical Defense*.

This spell is instantaneous and cannot be held. This spell should not be used in combat.

Call Spirit / Spirit 4

RANGE: special

AREA: none

DURATION: special

MATERIAL: a six-sided die

INCANTATION: 60 words

INVOCATION:

I, <caster's name>, call the spirit of <insert name>!

DESCRIPTION:

Speaking the words to *Call Spirit*, the caster makes a gesture to the air before him or her. Shadows slowly gather before the caster like wisps of smoke. The caster invokes the spell and speaks a single question. The magic of the spell carries the question into the spirit world and may or may not elicit a response.

If the caster knows the name of a particular spirit, he or she may direct the question to that spirit. More powerful spirits may be attracted to the power of this spell and may cause more harm than help.

A six-sided die is rolled to determine the results of the call:

—a 1 means a spirit manifests, is angry at being disturbed, and strikes the caster with *Insanity*

—a 2 means a spirit manifests and answers the question.

—a 3 means the spell fails to contact a spirit

—a 4 means a spirit manifests and answers the question.

—a 5 means a spirit manifests, is angry at being disturbed, and inflicts a Critical hit to each of the caster's limbs

—a 6 means a spirit manifests and answers the question.

If a spirit answers the call, the caster may ask one question. As with *Speak With Dead*, the spirit must answer truthfully and to the best of its understanding and ability. Anyone near the caster can perceive the ghostly form of the called spirit. However, only the caster can speak with the spirit. If the caster moves, speaks to someone other than the spirit, or is suddenly disturbed, the *Call Spirit* ends.

This spell cannot be used to call a living creature's spirit. This spell requires the presence of an Elder.

Detect Necromancer° / Spirit 4

RANGE: none

AREA: 10' radius

DURATION: concentration

MATERIAL: none

INCANTATION: 60 words

INVOCATION:

I, <caster's name>, invoke Detect Necromancer!

DESCRIPTION:

This organizational spell of the Council of Table of Bone allows the caster to detect and locate in a ten-foot radius the presence of any enchantment or mage of the Arche of Spirit of level four or greater. Extremely thick walls or

barriers will block this spell. This spell does not identify the nature of the Spirit magic.

The spell remains in effect as long as the caster concentrates.

This spell requires the presence of an Elder.

Drain* / Spirit 4

RANGE: touch

AREA: one dead creature

DURATION: instant

MATERIAL: none

INCANTATION: 60 words

INVOCATION:

I, <caster's name>, touch and take this spirit!

DESCRIPTION:

By gruesome magics, *Drain* allows the caster to take the spirit of a recently deceased creature to restore his or her Magic Points (to his or her normal maximum). The creature must be of at least human size. The caster must invoke the spell and touch the body of the dead.

By expending 4 Magic Points to cast this spell, the caster gains 5 Magic Points from the *Drain* absorbing a net 1 Magic Point.

The spirit of the dead creature is lost after being drained. The spells *Speak With Dead*, *Resuscitation*, and *Restoration* will not work on the drained creature. This spell does not work on undead, automatons, and creatures without spirits.

Spirit Bolts° / Spirit 4

RANGE: throwing distance

AREA: up to three targets

DURATION: instant

MATERIAL: three black spellballs

INCANTATION: 60 words

INVOCATION:

I, <CASTER'S NAME>, INVOKE SPIRIT BOLT!

DESCRIPTION:

This organizational spell of the Council of the Table of Bone functions as per the second level Spirit spell *Spirit Bolt* except the caster can throw up to three spellballs. The caster must shout the invocation with each bolt.

This spell may be held.

Bestow

Invisibility to Undead* / Spirit 5

RANGE: touch

AREA: one creature

DURATION: 10 minutes

MATERIAL: a black scarf

INCANTATION: 75 words

INVOCATION:

I, <caster's name>, bring and bestow Invisibility to Undead!

DESCRIPTION:

This spell acts just like the third level Spirit spell *Invisibility to Undead* except that it can be bestowed upon another creature. Though this

spell is fifth level, it can be dispelled like the third level spell *Invisibility to Undead*.

Cause Mortal Wound / Spirit 5

RANGE: touch

AREA: creature touched

DURATION: instant

MATERIAL: a black glove painted with a white circle on the palm

INCANTATION: 75 words

INVOCATION:

I, <CASTER'S NAME>, WOUND THEE! CAUSE MORTAL WOUND!

DESCRIPTION:

With this necromantic spell, the caster inflicts a single Mortal hit upon a creature where touched. This spell does not affect undead or creatures with no life force.

After speaking the invocation, the caster must wear a black glove painted with a white circle on the palm to signify the activation of the spell.

This spell ignores all armor but not shields.

Undead Limb / Spirit 5

RANGE: touch

AREA: one creature

DURATION: special

MATERIAL: a black band with a white circle

INCANTATION: 75 words

INVOCATION:

I, <caster's name>, touch this flesh with living death!

DESCRIPTION:

While speaking the words to this ugly spell, the caster's hands radiate a dark energy. Upon invocation, the caster touches the arm or leg of a creature and causes the limb to become pale, sickly, cold, and finally, undead.

The *Undead Limb* can suffer any and all normal damage without harm to the creature. In other words, the creature can take as many hits to the *Undead Limb* and suffer no wounds. However, a Death hit to the *Undead Limb* will sever the limb from the creature's body, inflict an automatic Mortal wound, and end the spell. The limb cannot be used to grab weapons, block missile weapons, or knock away magical effects.

This spell can only be cast upon only one, undamaged limb. A black band painted with a white circle is tied to the affected limb. The player affected must describe the *Undead Limb* to anyone near enough to see the effects of the spell. The *Undead Limb* still functions though the creature feels a strange chilling stiffness and his or her sense of touch is dampened with the limb.

A *Detect Undead* will reveal the limb to be affected by Spirit magic.

Moreover, once the spell is invoked, damage to the creature's other locations cannot be healed by magic or by skill until the *Undead Limb* is removed by a *Restore Flesh* spell. *Dispel Magic* will not restore an *Undead Limb*. If the creature dies, the *Undead Limb* ends.