

8.0 SPELL LISTS FOR THE HYBRID SPELL USERS

8.1 NECROMANCER BASE LISTS

8.11 ANIMATE DEAD (Necromancer Base List)

NOTE: *Animate Dead* spells may be as follows: *Animate Dead III* three 1st lvl, one 1st lvl and one 2nd lvl, or one 3rd lvl, etc.

NOTE: When an undead is created (*Dead Spirit Binding*), the GM determines what type it is; spell mastery can help the caster get what he wants. A dead body is always required.

	Area of Effect	Duration	Range
1—Animate Dead I	1 target	1 min/lvl	100'
2—Dead Spirit Binding I	1 target	P	100'
3—Animate Dead II	varies	1 min/lvl	100'
4—Dead Spirit Binding II	1 target	P	100'
5—Animate Dead III	varies	1 min/lvl	100'
6—Dead Spirit Binding III	1 target	P	100'
7—Animate Dead IV	varies	1 min/lvl	100'
8—Dead Spirit Binding IV	1 target	P	100'
9—Animate Dead V	varies	1 min/lvl	100'
10—Dead Spirit Binding V	1 target	P	100'
11—Animate Dead VI	varies	1 min/lvl	100'
12—Dead Spirit Binding VI	1 target	P	100'
13—Animate Dead VII	varies	1 min/lvl	100'
14—Dead Spirit Binding VII	1 target	P	100'
15—Animate Dead VIII	varies	1 min/lvl	100'
16—Dead Spirit Binding VIII	1 target	P	100'
17—Animate Dead IX	varies	1 min/lvl	100'
18—Dead Spirit Binding IX	1 target	P	100'
19—Lord Animate Dead	1 target	1 min/lvl	100'
20—Lich	self	P	self
25—Lord Dead Spirit Binding	1 target	P	100'
30—Animate Dead True	varies	1 min/lvl	100'
50—Dead Spirit Binding True	1 target	P	100'

1—Animate Dead I (F) Caster can animate and control a dead body (within 150% of caster's mass). The caster must concentrate for the body to perform any actions. It can maneuver at -20, melee at -10. This will be a 1st level animated dead, with a +10 OB (for the higher level spells the OB is +10/lvl).

2—Dead Spirit Binding I (FM) Caster can bind a 1st level dead spirit to a dead body. The spirit will animate the body in three rounds and become a 1st level undead.

3—Animate Dead II (F) As *Animate Dead I* except 2nd level animated.

4—Dead Spirit Binding II (FM) As *Dead Spirit Binding I* except a 2nd level undead is created.

5—Animate Dead III (F) As *Animate Dead I* except 3rd level animated.

6—Dead Spirit Binding II (FM) As *Dead Spirit Binding I* except a 3rd level undead is created.

7—Animate Dead IV (F) As *Animate Dead I* except 4th level animated.

8—Dead Spirit Binding IV (FM) As *Dead Spirit Binding I* except a 4th level undead is created.

9—Animate Dead V (F) As *Animate Dead I* except 5th level animated.

10—Dead Spirit Binding V (FM) As *Dead Spirit Binding I* except a 5th level undead is created.

11—Animate Dead VI (F) As *Animate Dead I* except 6th level animated.

12—Dead Spirit Binding VI (FM) As *Dead Spirit Binding I* except a 6th level undead is created.

13—Animate Dead VII (F) As *Animate Dead I* except 7th lvl animated.

14—Dead Spirit Binding VII (FM) As *Dead Spirit Binding I* except a 7th level undead is created.

15—Animate Dead VIII (F) As *Animate Dead I* except 8th level animated.

16—Dead Spirit Binding VIII (FM) As *Dead Spirit Binding I* except a 8th level undead is created.

17—Animate Dead IX (F) As *Animate Dead I* except 9th level animated.

18—Dead Spirit Binding IX (FM) As *Dead Spirit Binding I* except a 9th level undead is created.

19—Lord Animate Dead (F) As *Animate Dead I* except 10th level animated.

20—Lich (F) Caster turns his own body into an undead with his spirit in it in an attempt to get immortality. There is risks to this process, as the caster is now affected by spells that affect undead, and there is a chance that if he spell fumbles (natural unmodified fumble) the body has rejected this treatment. Once the body has rejected a transformation attempt, there is 5% chance per day into the treatment that the body will expire and die from the shock and strain just placed on it. If the spell caster survives this and wishes to retry, he must wait 1 week times the number of days into the treatment at the time of the rejection. This spell takes 20 days to complete and must be casted 20 times each day at equal time intervals. If using Life Level optional rules then the Lich will have an incredible hunger for the life levels of others and should be handled as to Vampirism (even though the Lich has immortality, he still must "eat" to remain alive).

25—Lord Dead Spirit Binding (FM) As *Dead Spirit Binding I* except a 10th level undead is created.

30—Animate Dead True (F) As *Animate Dead I* except up to caster's level animated.

50—Dead Spirit Binding True (FM) As *Dead Spirit Binding I* except up to caster's level undead is created.

8.12 DEATH MASTERY (Necromancer Base List)

NOTE: All "aged" targets cease aging upon death or disintegration. If already dead, the "aging" (i.e., decaying) occurs for the body.

NOTE: The maximum age a target could live to be can be determined by the average race longevity modified by target's constitution stat mods.

	Area of Effect	Duration	Range
1—Aging I (6 months)	1 target	P	100'
2—Lifestealing I *	1 target	P	100'
3—Aging II (1 year)	1 target	P	100'
4—Lifestealing II *	1 target	P	100'
5—Aging III (2 years)	1 target	P	100'
6—Minor Death *	1 target	—	50'
7—Aging IV (5 years)	1 target	P	100'
8—Lifestealing IV *	1 target	P	100'
9—Aging V (10 years)	1 target	P	100'
10—Lifestealing V *	1 target	P	100'
11—Greater Death	1 target	—	50'
12—Lifestealing VI *	1 target	P	100'
13—Aging VI (20 years)	1 target	P	100'
14—Lifestealing VII *	1 target	P	100'
15—Aging VII (40 years)	1 target	P	100'
16—Lifestealing VIII *	1 target	P	100'
17—Aging X (75 years)	1 target	P	100'
18—Lifestealing IX *	1 target	P	100'
19—Death True *	1 target	—	50'
20—Lord Lifestealing *	1 target	P	100'
25—Lord Aging (100 years)	1 target	P	100'
30—Aging True (1 yr/min)	1 target	P	100'
50—Death Mastery	1 target	1 rd/lvl	varies

1—Aging I (F) Target is physically aged 6 months in one minute.

2—Lifestealing I (M*) Target loses part of its life essence, 1 life level (see Section 6.1).

3—Aging II (F) As *Aging I* except target is aged 1 year.

4—Lifestealing II (M*) As *Lifestealing I* except 3 life levels are lost.