

- 5—Aging III (F) As *Aging I* except target is aged 2 years.
- 6—Minor Death (M*) Target suffers a "C" critical strike on the table of caster's choice.
- 7—Aging IV (F) As *Aging I* except target is aged 5 years.
- 8—Lifestealing IV (M*) As *Lifestealing I* except 4 life levels are lost.
- 9—Aging V (F) As *Aging I* except target is aged 10 years.
- 10—Lifestealing V (M*) As *Lifestealing I* except 5 life levels are lost.
- 11—Greater Death (M) As *Minor Death* except target suffers an "E" crit.
- 12—Lifestealing VI (M*) As *Lifestealing I* except 6 life levels are lost.
- 13—Aging VI (F) As *Aging I* except target is aged 20 years.
- 14—Lifestealing VII (M*) As *Lifestealing I* except 7 life levels are lost.
- 15—Aging VII (F) As *Aging I* except target is aged 40 years.
- 16—Lifestealing VIII (M*) As *Lifestealing I* except 8 life levels are lost.
- 17—Aging X (F) As *Aging I* except target is aged 75 years.
- 18—Lifestealing IX (M*) As *Lifestealing I* except 9 life levels are lost.
- 19—Death True (M*) As *Minor Death* except target suffers an "E" crit on 1-5 of the Critical Tables (caster's choice, roll separately).
- 20—Lord Lifestealing (M*) As *Lifestealing I* except 10 life levels are lost.
- 25—Lord Aging (F) As *Aging I* except target is aged 100 years.
- 30—Aging True (F) As *Aging I* except target is aged 1 yr/min until dead.
- 50—Death Mastery (M) Target must resist or die.

8.13 DARK LAW (Necromancer Base List)

	Area of Effect	Duration	Range
1—Shadows	1 target	10 min/lvl	10'
2—Dark I	10'R	10 min/lvl	touch
3—Darkbolt I	1 target	—	100'
4—Darkvision	1 target	10 min/lvl	10'
5—Control Dark	10'R	C	self
6—Suddendark	10'R	—	100'
7—Dark II	50'R	10 min/lvl	touch
8—Fog of Darkness	10'R	1 rd/lvl	100'
9—Darkbolt II	1 Target	—	200'
10—Circle of Dark	10'R	1 rd/lvl	100'
11—Waiting Darkness	varies	varies	100'
12—Darkfire Bolt I	1 Target	—	100'
13—Darkbolt III	1 target	—	300'
14—Call Darkfire	10'x10'x10'	1 rd/lvl	100'
15—Obsidian Wall	10'x10'x3'	1 hr/lvl	100'
16—Darkfire Bolt II	1 target	—	200'
17—Utterdark	100'R	1 min/lvl	touch
18—			
19—Triad of Dark	varies	—	100'
20—Darkfire Bolt III	1 target	—	300'
25—Corner Darkfire Bolt	1 target	—	100'
30—Following Darkfire Bolt	1 target	—	100'
50—Dark Mastery	varies	1 rd/lvl	varies

- 1—Shadows (E) Target and all objects on his person appear to be a shadow, and thus are almost invisible in dark areas.
- 2—Dark I (F) Darkens a 10' radius about the point touched.
- 3—Darkbolt I (E) A bolt of concentrated "darkness" is shot from the palm of the caster. Results are determined on the Shockbolt Table using cold criticals.
- 4—Darkvision (U) Target can see in all darks as if in broad daylight.
- 5—Suddendark (F) Causes a 10' radius burst of intense darkness; all those inside are stunned 1 rd/5% failure.
- 6—Control Dark (F) Caster can control the degree of darkness within the range from daylight to full dark, it can be different in different parts or the radius.
- 7—Dark II (F) As *Dark I* except radius if 50'.



- 8—Fog of Darkness (E) Creates a fog of concentration dark in a 10' R which delivers an "A" cold critical to those who pass through it. It moves with the wind.
- 9—Darkbolt II (E) As *Darkbolt I* except range is 200'.
- 10—Circle of Dark (E) As *Fog of Darkness* except it is formed into a wall 10' high in a 10' R about the caster.
- 11—Waiting Darkness (F) In conjunction with a Dark or Light spell, it delays it until 24 hours or a specific time has passed, or someone passes or something happens, etc. at the caster option.
- 12—Darkfire Bolt I (E) A bolt of coruscating black fire is shot from the caster's palm. Results are determined on the Lightning Bolt Attack Table, with Cold ("A-J"), Electricity (secondary on "F-J"), and Impact (tertiary on "H-J") criticals.
- 13—Darkbolt III (E) As *Darkbolt I* except range is 300'.
- 14—Call Darkfire (E) As *Fog of Darkness* except it forms a 10' x 10' x 10' cube and delivers "B" Cold criticals.
- 15—Obsidian Wall (E) Creates a wall of obsidian up to 10' x 10' (3' at base and 1' at top).
- 16—Darkfire Bolt II (E) As *Darkfire Bolt I* except range is 200'.
- 17—Utterdark (F) As *Dark* except radius is 100' and it nullifies all magically created light, and no non-magic light can exist inside.
- 19—Triad of Dark (E) As *Darkbolt I* except three bolts are shot from caster's palm using normal Triad Bolt restrictions.
- 20—Darkfire Bolt III (E) As *Darkfire Bolt I* except range is 300'.
- 25—Corner Darkfire Bolt (F) As *Darkfire Bolt I* except range is 200' and under normal Corner Bolt restrictions.
- 30—Following Darkfire Bolt (F) As *Darkfire Bolt I* except range is 200' and under normal Following Bolt restrictions.
- 50—Dark Mastery (F) Caster can use one lower level spell on Dark Law spell list each round. 1/2vl.