

COUNTERSPELLS

Barrier of Naach-Tith

PP Cost: 10

Components: V,S

Casting time: 10 minutes

Range: Medium

Target: Sphere 10 ft in diameter / level

Duration: Hour / level

Magic attack roll: See text

Prereq: Greater Warding, Ward by Will, MAB +5

Mighty Spell

This spell creates an invisible barrier of magical force that provides both physical and magical protection. Sorcerer attempting to cast a spell through the barrier, at either direction, must succeed in magic attack roll against DC set by the magic attack roll rolled by the caster when creating the barrier. If the sorcerer fails, his spell is dispelled and he loses power points without any benefit. A creature can only pass through the barrier if it can succeed in DC40 Strength check. It is possible to destroy the barrier with physical attacks - it has 200 hit points and Hardness 10. Creatures bisected by the barrier when it is cast are pushed outside it.

Eibon's Wheel of Mist

PP Cost: 8 + 1 PP / minute

Components: V,S

Casting time: Standard action

Range: Personal

Area: One 5-foot square per three levels

Duration: 10 minutes, plus one minute per extra PP spent

Prereq: Incantation of Amalric Witchman

Focus: Bronze disc inscribed with ancient runes

Mighty Spell

Laying down a specially inscribed, small bronze disk at his feet, the sorcerer chants aloud ancient words meant to deter assaults by the servants of the Great Old Ones. A cylinder of swirling mist appears around the caster. Everyone and everything within the mist is completely invisible and undetectable by any means to Outsiders and creatures with Corruption 10+. Such creatures are unaware of the mist. If it is directly in their path, they will move around it or turn back without knowing why.

Other creatures can see the mist and move through it normally. They still can not see through it, unless they have blindsight. Creatures within the area of effect at the time of casting can see through the mist. If someone leaves the mist, attacks out of the mist or otherwise interacts with the world outside the area of effect, the spell ends, its charm broken.

Elder Sign

PP Cost: 3 or 20 (see text)

Components: V,S

Casting time: Full-round action

Range: Touch

Target: Any opening, doorway, wall, floor or magical gate

Duration: Round / level or Mortal
Prereq: Incantation of Amalric Witchman

There are signs and marks that have great power and the oldest of them all holds even the Great Old Ones, their hideous gods and their servants at bay. This curious pentagram-like symbol prevents any and all Great Old Ones, Outer Gods and their servants at passing over, by or through it. Drawn on floor of a corridor it prevents such creatures from passing over it or etched in a stone door forbids them from opening it.

The symbol can be drawn as a part of the spell - using chalk, scratches on wood, lines in dust or even blood smeared on stone - but since such attempts are easy to destroy, the sign is usually made ahead of time as a leaden seal, etched in rock or forged in steel. This spell can activate any such sign whether it was created by the caster or not. The Elder Sign can either be activated temporarily with the cost of 3 PPs or for the duration of a lifetime for 20 PPs. Inactivated Signs will be shunned by mindless creatures unless they are forced through them, but intelligent horrors will soon realize them to be naught but drawings and pass over them.

Despite its power, the Elder Sign can not to be used for personal protection. Drawing it on ones chest in the hopes of warding off blows by hideous creatures will only result on the unfortunate fool being ripped apart, with only the piece of skin with the Elder Sign left intact. Likewise, there are many monstrous beings, such as ghouls, that are not directly connected to elder horrors and are thus unaffected by such Signs. Many a sorcerer has done a fatal mistake by being overconfident about the protective powers of such symbols.

Eye of Light and Darkness, Lesser

PP Cost: 12

Components: V,S,F,M

Casting time: One hour

Range: Touch

Area: 20 ft per caster level

Duration: Mortal

Saving throw: Will partial

Magic attack roll: Sets DC for Will save

Prereq: Greater Warding, MAB +5

Material component: Blood of an innocent

Focus: Two eyes carved in stone or other hard material

Mighty Spell

Preparations for casting this spell require creation of two sigils in the shape of an eye in a very hard substance, such as granite or steel. They are often hidden within faces of statues. The sigils must be placed in a line from each other, no more than 20 ft apart per caster level. As the ritual is cast under a full moon, they are smeared with blood of an innocent (someone with no Corruption). The forming line between the two sigils becomes a painful barrier for agents and servants of the forces from beyond.

Any Undead, Outsider or any creature with Corruption 10+ must make a Will save to pass between the two sigils. Whether the creature succeeds or not, it immediately takes one point of Wisdom drain and loses one Power Point if it has any. Failing the save means that the creature is unable to pass through the barrier. Those drained to Wisdom 0 by this barrier are destroyed. Any creature with any Corruption points feels intensively uncomfortable when passing through the line, receiving

penalty equal to its Corruption score at all rolls for ten minutes. During this time, the mental effects of Corruption cease temporarily, perhaps allowing a Corrupted sorcerer realise the depths of his wickedness and repent.

Eye of Light and Darkness, Greater

PP Cost: 30 + 1 permanent

Components: V,S,F,M

Casting time: Four hours

Range: Touch

Area: One mile radius per level

Duration: Mortal

Saving throw: Will partial

Magic attack roll: Sets DC for Will save

Prereq: Eye of Light and Darkness, Lesser

Material component: Blood of an innocent

Focus: A great sigil in the shape of an eye

Mighty Spell

Eye-like sigil must be worked in a very hard material for this spell to work. It must then be placed at least 10 feet above the ground. Casting of the spell must be timed four hours before the moonrise, the chanting reaching its highest point as the moon rises. The blood of an innocent (someone with no Corruption) is then used to fill the pupil of the eye. The sorcerer then gives the eye one of his Basic Power Points, forever losing one BPP and granting the eye its great power.

The complete eye fills the area of effect with invisible energy that smites agents and servants of fell powers mercilessly. Undead, Outsiders and creatures with Corruption 10+ need to make a Will save to enter the area of effect. Every failed attempt to enter and every hour spent within the area causes one point of Wisdom drain to such beings. They as well lose one Power Point if they have any. Those drained to Wisdom 0 by this barrier are destroyed. Further, all spells that create undead, summon demons or in any way call or contact other creatures from beyond are automatically dispelled. Casters of such spells lose Power Points normally, but produce no effect. Creatures with Manifest ability are unable to use it in the area of effect.

Beings with any Corruption score feel severely weakened within the area of effect, receiving penalty equal to their Corruption at all rolls. Like with the lesser eye, during this time, the mental effects of Corruption cease temporarily, giving time for painful memories and guilt to emerge. The effect of this spell does not penetrate more than 20 feet of rock or other dense materials. Thus deep caverns are not subject to the effect of the eye if it is placed on the surface - nor surface subject to an eye placed deep underground.

Warding the Eye

PP Cost: 4

Components: V,S

Casting time: Ten minutes

Range: Personal

Duration: Till next sunrise

Prereq: Warding, MAB +3

After a low chant lasting ten minutes, the caster feels his vision turn hazy and a new confidence bolster his spirit. This ancient ward makes the caster completely immune to all spells with Evil Eye

as their range. The effect stays active to the next sunrise. If the sorcerer has made the ward only one hour before the sun rises, the spell will stay active only for that one hour.

Words That Unweave

PP Cost: 2

Components: V

Casting time: Full-round action

Range: Close

Target: Supernaturally disguised beings in the area of effect

Duration: Instant

Saving throw: Will negates

Magic attack roll: Sets DC for Will save

Prereq: Warding

Chanting aloud an ancient phrase known to men since the dawn of time, the sorcerer attempts to unmask magically disguised creatures in the area. If such beings happen to be within the area of effect, they must immediately make a Will save. If they fail, their disguise is broken and their true form revealed to all. This spell tries to break all supernatural and spell-like conditions that change appearance of a creature, as well as all spells with a similar effect. If a creature under the effect of such power succeeds in his save, the caster has no way of knowing that a disguised being remains in the area.

CURSES

Black Mark of the Damned

PP Cost: 10

Components: V,S,M

Casting time: One hour

Range: Magical link

Target: One creature

Duration: Mortal

Saving throw: Will negates

Magic Attack Roll: Sets DC for Will save

Prereq: Greater Ill-Fortune, Demonic Pact or Master-words and Signs

Material component: Magical link to the target, spices and incenses worth at least 250 sp

After drawing a diagram attractive to creatures from the Outer Dark on the floor, the caster throws magical link to his intended victim on it. He then chants summons to the creatures of Hell and undeath, drawing them to his target while burning the link together with incense. A victim branded by the Black Mark will glow to Outsiders and Undead like a beacon, drawing them to him. All Undead, Outsiders and creatures with 10+ points of Corruption will become aware of his presence and exact location within 200 ft from him. This effect works even through walls and other obstacles. Mindless undead and other unintelligent creatures will be drawn towards the cursed person. Intelligent creatures feel no such compulsion, but may decide to go to investigate the call they feel in their minds if they are so inclined.

Dread Curse of Azathoth

PP Cost: 12

Components: V

Casting time: Standard action

Range: Close
Target: One creature
Saving throw: Will negates
Magic attack roll: Sets DC for Will save
Prereq: Greater Ill-Fortune, Corruption 5+

Simply uttering the Secret Name of Azathoth, including the terrible Last Syllable, can have horrendous power in the mortal world. Directed at a target, it permanently drains 1d4 points from all abilities with failed Will save. If uttered aloud, with no particular target, at those who serve the Great Old Ones and their masters, it will gain their attention, fear and respect, giving the sorcerer +8 circumstance bonus to Intimidate and Diplomacy with such creatures. It may as well be enough to stop certain eldritch creatures from attacking the sorcerer and become willing to parlay. Uttering the Dread Curse in places where the borders between different worlds are weak may have strange and potentially lethal consequences.

Piercing of the Flesh

PP Cost: 2
Components: V,S,F
Casting time: Full-round action
Range: Evil Eye or Magical Link
Target: One living creature
Duration: Instant
Saving throw: Fort halves
Magic attack roll: Sets DC for Fort save
Prereq: Ill-Fortune
Focus: A carefully decorated ritual dagger worth at least 100 sp

A spell for the truly determined or the insane, Piercing of the Flesh allows the caster to inflict harm upon himself to cause greater grief upon his foe. While chanting dark invocations, the sorcerer plunges the ritual dagger in to his own flesh, cutting deep. He immediately receives 1d6 Con damage. If the target fails in his Fort save, he receives the same amount of Con damage multiplied by two, feeling the blade stab in his internal organs. If he succeeds, he receives same amount of damage as the caster.

DIVINATION

Candle Communication

PP Cost: 2 PP, plus 1 PP / minute
Components: V,S,M
Casting time: One minute
Range: 50 miles per scholar level
Duration: One minute, plus one minute per extra PP spent
Prereq: Astrological prediction or Shamanic Ecstasy, Visions
Material component: A candle

Chanting quietly while staring at flame of the candle, the sorcerer may send his voice to another candle under the effect of a similar spell. Two sorcerers casting the spell at the same time within range of each other may discuss through the candle as if they were in the same room. Only the caster will hear the voice emanating from the candle. While the spell is in effect, flame of the candle

burns sickly green. The candle is consumed unnaturally fast while the spell is active and burns out at the end of the spell, leaving behind naught but a pool of molten wax.

Keeness of Two Alike

PP Cost: 6

Components: V,S,F

Casting time: Hour

Range: Touch

Duration: Hour per level

Prereq: Astrological Prediction or Shamanic Ecstasy

Focus: Close relative at hand

This ritual spell heightens mental clarity, concentration and the ability to divine the truth for the caster. It requires the caster to have a blood relative at hand and engage in with him or her in an inappropriate ritual of some length. If both relatives know the spell, they can cast it at once, using each other as the focus for their own spells. Conclusions understood or perceived during the spell's effect are remembered when the spell ends, though the derivations of such conclusions may become mysterious.

The spell bestows the caster +6 circumstance bonus on Alchemy, Concentration, Decipher Script and all trained Knowledge skills. It as well gives him +2 circumstance bonus at magic attack rolls for all Divination spells. If the caster and the focus are identical twins, all bonuses are doubled.

Sending of Dreams

PP Cost: 12

Components: V,S,M,F

Casting time: One hour

Range: Magical link

Target: One living creature (that needs sleep)

Saving throw: Will negates

Magic attack roll: Sets DC for Will save

Prereq: Dreams of Wisdom

Material component: Herbs worth 100 Sp

Focus: Strange bowl made of "the copper from above", a meteoric metal.

While burning hallucinogenic herbs in the strange bowl, the caster whispers in to flames what he intends for the target of his spell to dream about. This can be a description of a scene to see, a message to hear or something else. If the caster is very Corrupted (8+), he can make the target see so vile nightmares filled with the Great Old Ones and other horrors that the target must make a Terror check upon waking up. If he fails, he will be wracked by terrible dread for at least hour after awakening and must roll another Will save at same DC. If the second one fails as well, he will be struck by a Minor Insanity - most often Insomnia.

HYPNOTISM

Behold the Yellow Sign

PP Cost: 4

Components: V,S

Casting time: Standard action

Range: Close + Evil Eye (see text)

Target: One intelligent creature per two levels
Duration: Round / two levels
Saving throw: Will negates, Fort negates
Magic attack roll: Sets DC for Fort and Will saves
Prereq: Entrance, caster has made the Unspeakable Oath

This foul spell is only revealed to those favored by the Unspeakable One and his deranged priests. Casting the spell immediately grants the sorcerer one point of Corruption without a save, as the power of the Unspeakable One courses through him. With a waving of his arms and a devilish chant, the caster creates an illusion of a whirling, pulsating symbol of pure madness in the air. Those within Evil Eye range of the spot where the symbol is cast must immediately make two saves. Those failing their Will saves are stunned for one round, transfixed to staring at the symbol. Those who fail their Fort saves receive 2d6 points of damage, as their skin appears to rot. These saves must be made every round by the characters that start within Evil Eye range of the symbol. The caster is immune to his symbol, but not to symbols created by other casters. The symbol can be averted or avoided like all Evil Eye spells and gaze attacks.

If a victim caught in the area fails three Will saves in a row, he falls on the ground, unconscious for an hour. During this time he sees terrible nightmares and receives one point of Wisdom drain. If the character has no prior Corruption, he must immediately make a Corruption save at same DC as the spell. This spell only works when Aldebaran is above the horizon.

Consume Likeness

PP Cost: 15
Components: V,S,M
Casting time: One day
Range: Self
Target: One humanoid corpse
Duration: Mortal
Prereq: Illusion
Material component: Corpse of the likeness consumed
Mighty Spell

By spending one day casting a foul ritual upon a fresh corpse, the caster may assume the living likeness of the person. During the course of the spell, he must destroy the corpse of the original victim. How this is done is up to the caster, but usually involves consuming parts of the cadaver. Once the spell is complete, the caster may take on the appearance of the victim at will for as long as is desired. Transformation includes voice and scent of the victim. The shadow of the caster stays as his original form. Similarly, he gains no abilities or skills of the victim. Stolen likeness reacts to damage and other effects in a realistic manner, but does not age with passing years as it should. The caster may consume several likenesses and change his shape between them as he wishes.

Changing appearance to one of the consumed shapes takes one minute and consumes 6 PP. Returning from a stolen likeness in to the original one is a full-round action that requires no PP. The original form must be reverted to before another can be assumed. Upon taking damage, the sorcerer must immediately make a Concentration check which DC is 10 + damage received. If he fails, he reverts to his original form as his next action against his will. If the sorcerer is in consumed likeness while his power points drop to zero or below, he will likewise immediately revert to his original form.

Many sorcerers who keep one stolen appearance on them for long periods of time develop a Delusion that they are actually the person whose identity they have stolen.

Curse of the Putrid Husk

PP Cost: 4

Components: V,S,F

Casting time: Standard action

Range: Evil Eye or Touch

Target: One intelligent living creature

Duration: Round / level

Saving throw: Will partial

Magic attack roll: Sets DC for Will save

Prereq: Entrance, Hypnotic Suggestion

Focus: Leprosy or similar rotting disease affecting the caster

Revealing the extent of own rotting flesh, the caster makes his victim to believe that his flesh starts to undergo similar changes. The target vividly sees and feels his skin rotting away and his internal organs melting in to a mush. Those who fail their Will save fall prone and become helpless. The experience is so horrible that the victim must later make Will save vs insanity at same DC as the spell. Even those who succeed in their save temporarily feel its effects and are stunned for one round. This spell counts as a fear effect.

Sekhmenkephep's Words

PP Cost: 16

Components: V

Casting time: 10 minutes

Range: Close

Target: One intelligent creature / level

Saving throw: Will negates

Duration: One day per five levels

Magic attack roll: Sets DC for Will save

Prereq: Hypnotic Suggestion, Mass

Speaking passionately and with great skill in words, the sorcerer weaves in to his speech magical, enthralling tones. A number of targets that can understand the language the character uses will be convinced that the things the caster says are absolutely true. Perform (Oratory) check DC 20 is required to keep the audience interested in what the sorcerer has to say for the whole duration of the casting time.

Those who become enthralled by the spell are not under control of the sorcerer. They can not be ordered to do anything against their will. For example, the sorcerer can't make local peasants to burn down a nearby house. However, he can convince them to allow him to burn down the house or make them think that it would be in their best interest to destroy it. Effect of the passionate speech fades away in a few days. Unless the course of thought suggested by the spell was very implausible for the persons fallen under its effect, they will most likely never realize that they were hypnotically influenced.

Song of the Unspeakable One

PP Cost: 5

Components: V

Casting time: Standard action
Range: Close
Target: One living creature per three levels
Duration: Concentration
Saving throw: Fort halves
Magic attack roll: Sets DC for Fort save
Prereq: Torment, has made the Unspeakable Oath

The sorcerer opens his mouth and lets forth a wailing moan that follows melodies unknown to men. The caster must make Perform (singing) check at DC 15 or the spell fails. If it fails, the power points are lost without further effect. If the check succeeds, flesh of the chosen targets begins to bubble and fester as if trying to dance following the strange song. Each target receives 4d6 of damage that ignores DR. Those who succeed in their saves receive only half. The effect counts as continuous damage in regards to Concentration checks and spellcasting. If two or more songs are sung in the same area, they negate each other, resulting in no effect other than a screaming cacophony of voices. This spell only works when Aldebaran is above the horizon.

IMMORTALITY

Like Father, Like Son

PP Cost: 50
Components: V,S,M,F
Casting time: One day
Range: Self
Saving throw: Will negates, see text
Magic attack roll: Sets DC for Will save
Prereq: Witch's Vigor
Material component: Rare herbs and incenses worth 5,000 SP
Focus: Glass from Leng
Mighty Spell

This foul ritual allows the sorcerer to arrange for himself a new chance at life in the future at the cost of his offspring. If all goes well for the caster, he will be reincarnated as his own descendant after his death, possessing the body of his own bloodline. Casting the ritual requires large amount of exotic herbs that are mixed in effigies representing family ties. They are burned in middle of a pentagram while chanting terrible vows to dark powers. Focus of the ritual must be a piece of weird green glass from the plateau of Leng, where time and space twist and collide in strange ways.

After the caster dies, the dreadful magic taints his bloodline. His children, grandchildren and so forth born after his death will be suspect to the spell, having nightmares that offer glimpses to the dead sorcerers past for their entire lives. The sorcerer may decide during casting if he wishes to try to possess only certain gender or not. He may as well set the amount of years to pass after his death before the spell activates - it may be as little as one year or as much as millenias. Once the set amount of years has passed and a child of right gender is born to descendants of the sorcerer, the process of reincarnation begins. Upon reaching an age set by the caster - often 18, 20 or the like - the offspring must make a Will save upon his birthday. If he fails, the nightmares intensify and during the following two weeks, he will become permanently possessed by the dead sorcerer. If the save is successful, the curse continues on to the next descendant and so forth, until some of them fails his save.

The possessed body will retain its original physical ability scores. All other ability scores, all skill ranks and all other capabilities will be replaced by those of the dead sorcerer. There is no way to revert this change. If the sorcerer had physical signs of Corruption before his death, these signs will slowly become apparent during the following year. The reborn sorcerer will gain no knowledge whatsoever from the body of the unfortunate descendant he takes over. As such, he may be very much out of place if he has reincarnated far to the future. Experiencing death has its price and the caster returns with one Major Insanity with no save. If the sorcerers bloodline is snuffed out before the spell activates or a descendant fails his save, the spell ceases and the sorcerer is forever lost in whatever hell he had hidden his soul.

Transfer Body Part

PP Cost: 30

Components: V,S

Casting time: Ten minutes

Range: Touch

Target: One humanoid

Saving throw: Fort negates

Magic attack roll: Sets DC for Fort save

Prereq: Witch's Vigor

This foul spell allows the sorcerer to replace a lost or damaged organ, limb or other part of body with one taken from another person. The "donor" needs not to be willing for the operation to work. After the chanting and invoking has gone on for ten minutes, the sorcerer unceremoniously plucks out the body part in question, rips off the old one if there is one remaining and replaces it with the new one. The caster may as well give the taken body part to another person present through the whole casting of the spell. Some especially deranged sorcerers use this type of magic to "improve" themselves with body parts from random victims. This is most likely the only known way to heal lost limbs, blindness and other permanent afflictions.

NATURE

Touch of Yig

PP Cost: 4

Components: S,F

Casting time: Standard action

Range: Touch

Target: One living creature

Saving throw: Fort negates

Magic attack roll: Sets DC for Fort save

Prereq: Summon Beast

Focus: A snake painted or tattooed upon arm of the caster

Closing his fist to resemble snout of a serpent, the sorcerer waves his decorated arm like a striking cobra and quickly touches his target with his fingertips. The victim is struck as if bitten by the serpent painted or tattooed upon his arm. Magic attack roll sets DC for the poison - damage of the bite and effects of the poison act as if bitten by a small snake of the same type.

NECROMANCY

Black Binding

PP Cost: 2 / HD + 1 for duration, see text

Components: V,S

Casting time: One hour

Range: Close

Target: One corpse

Duration: Mortal or until dismissed by the caster

Prereq: Raise Corpse, MAB +3

After a lengthy ritual, the sorcerer bestows unholy mockery of life upon one corpse of his choosing. In the process he ties small part of his own power in the Risen Dead, fueling its unnatural existence. The Risen Dead thus created can be given command consisting of one sentence, such as "Guard this area from everyone except me" or "Mine this vein of gold". After the command has been given, the creature will start its task immediately. Giving new commands is not possible after the initial casting of the ritual. The Risen Dead stays active until it is physically destroyed or the sorcerer dismisses it with a full-round action. Every active Black Binding reduces the casters BPP by one. If the created undead is destroyed or dismissed, the sorcerer recovers PP left as its driving force normally.

Bring Pestilence

PP Cost: 5

Components: V,S

Casting time: Standard action

Range: Touch or Magical Link

Target: One living creature

Duration: Mortal

Saving throw: Fort negates

Magic attack roll: Sets DC for Fort save

Prereq: Raise Corpse, Death Touch, MAB +6

Invoking foul powers from beyond, the sorcerer inflicts disease of his choosing upon the victim. The disease strikes immediately, without incubation period, as the spell is cast. Thereafter effects of the disease repeat every day at the moment the spell was first released. The disease will disappear as quickly as it appeared if the target can resist it for three days - succeeding three times in a row in the Fortitude save will cause the effect to cease.

Eyes of the Dead

PP Cost: 6

Components: V,S,M

Casting time: 30 minutes

Range: Magical Link

Target: Self and one corpse or a Risen Dead

Duration: 30 minutes, plus ten minutes per extra PP

Prereq: Raise Corpse, Visions

Material component: Incense and herbs worth 50 sp

While calling upon dark powers, the sorcerers concentrates on thinking a corpse or a Risen Dead whose eyesight he wishes to steal. Eyes of the corpse switch places with eyes of the sorcerer. The caster sees as if looking through eyes of the corpse of his choosing - he can't turn the head, but can open and close the eyelids and move the eyes as if they were his own. Appearance of the eyes turns

to the color and shape of the casters. While the spell is active, his body is helpless and motionless. This spell carries a great risk - if his eyes now temporarily placed upon the corpse are pierced with a dagger or otherwise damaged, he will be blinded permanently.

Red Sign of Shudde M'ell

PP Cost: 12

Components: V,S

Casting time: Full-round action

Range: Close

Target: One living creature per level

Duration: Concentration

Prereq: Raise Corpse

Shouting commanding words with an inhuman voice, the caster scribes in to air a dull red symbol that glows dimly. When formed correctly, malevolent power of the sign causes those near it to die horribly, their internal organs and blood vessels convulsing uncontrollably. Each round, targets within the area of effect, as chosen by the caster, take 2d10 points of damage that ignores DR. The caster must stay immobile next to the sign and concentrate. He takes each round half the damage delivered to targets of the spell due to his proximity to the malevolent sign, unless he is undead. The Red Sign is almost sentiently malevolent and barely controllable by the sorcerer. When it is cast, the caster must always select one living creature per level to be targeted if there are enough in the area of effect - even if some of them are his allies.

Withering

PP Cost: 3

Components: V,S

Casting time: Standard action

Range: Close

Target: One living creature

Duration: Round / level

Saving throw: Fort negates

Magic Attack Roll: Sets DC for Fort save

Prereq: Lesser Ill-Fortune, Raise Corpse, MAB +2

Invoking eldritch powers, the caster points his hand claw-like at the unfortunate victim, choosing one limb as his target. The limb withers, turning grey and powerless as if robbed of its life-force. Held items are dropped on the ground. In the case of legs, the characters fall prone and can only move by crawling. Creatures with more than two legs take -2 Dex penalty and -5 ft movement penalty for the duration of spell, if they have more than half of their legs remaining.

Wrack

PP Cost: 4

Components: V,S

Casting time: Standard action

Range: Close

Target: One living creature

Duration: Round / level

Saving throw: Fort negates

Magic attack roll: Sets DC for Fort save

Prereq: Greater Ill-Fortune, Raise Corpse, MAB +3

By making an ancient gesture in the air and cursing his enemy aloud, the sorcerer causes his body to twist in unendurable pain. The victim falls prone and helpless, unable to do anything but moan in great pain. He is blinded by red haze of the torment. After the primary torment ends, he will still suffer from distracting pain for 3d10 minutes, giving him -2 on all checks. The caster receives +8 circumstance bonus on Intimidate against someone successfully targeted with the spell.

PRESTIDIGITATION

Parting Sands

PP Cost: 8 + 2 per 5 ft

Components: V,S,M

Casting time: One minute

Range: Touch

Target: Nonliving obstacle

Area: 5-foot square, plus one more per 2 extra PP spent

Duration: Concentration

Prereq: Burst Barrier

Material component: Desert sand

This ancient Stygian sorcery is used to part nonliving obstacles, such as walls, doors, rivers and so forth. The sorcerer spreads a line of sand across the target he wishes to part and chants silently while making parting motions with his hands. Obstacles, whether they are walls or rivers, are divided temporarily, allowing the sorcerer and others to pass. As the spell ends, the obstacle returns to its previous form, leaving no mark of the event. Obstacles such as rivers are counted as one object for the purpose of PP cost. For example, if the sorcerer wishes to walk across a river 50 feet wide, he needs to spend 8 + 8 PP to create a dry passage through it to the other side. If the sorcerer loses his Concentration while passing through the obstacle - such as failing a Concentration check due to receiving damage - the spell immediately ends. This can result in beings using the passage being crushed, drowned and otherwise horrible mutilated as the parted obstacle suddenly rushes back on them.

SUMMONINGS

Free the Unspeakable One

PP Cost: 60

Components: V,S,M,F

Casting time: One week

Area: Set by the focus, see text

Duration: Permanent

Prereq: Unspeakable Oath

Material component: 350 HD's worth of willing sacrifices that have all done the Unspeakable Oath

Focus: Nine stone monoliths or towers

Mighty Spell

This unholy ritual will allow the Unspeakable One to extend its influence on Earth to a far greater degree. Before the ritual can be cast, nine monoliths engraved with foul prayers to the vile god must be erected in a shape of a giant V. The area inside the V formed by the nine monoliths is then affected by this ritual – it may well be millions of square miles. Generally, greater area of effect requires the monoliths to be very high and massive. As the monoliths are complete, the ritual is

ready to be cast. They must be located under the naked sky – building the monoliths or towers inside other buildings or underground would make them useless. At least 350 HD's worth of cultists must be ready to sacrifice themselves to the Unspeakable One, divided among the nine monoliths. Each must have a sacrifice worth at least 20 HD's, but otherwise they can be divided freely among the nine structures. The sorcerer prepares the Unspeakable One for the sacrifices by a terrible, hypnotic chant that lasts seven nights. At the final of the chant, the volunteers take their own lives, chanting in unison the secret name of the Unspeakable One. The ritual must be done while Aldebaran is above the horizon.

If the ritual is successful, the Unspeakable One will be freed from limitations that control its influence upon the mortal world. Within the area surrounded by the nine monoliths, all spells connected to it can be cast day and night, whether Aldebaran is above horizon or not. Likewise all servants and slaves of the Unspeakable One can be summoned and exist on Earth throughout the year at the peak of their power. The Unspeakable One itself can be summoned physically on Earth within the area by a separate ritual and will be free to roam the lands between the monoliths unchecked. Corrupting mental influence of the vile creature will pour forth to the area of effect. Random violence, vile perversions, debauchery and cultural decadence will increase each year, while horrible nightmares torment the honorable till they give up to unholy desires stirred within their very souls. Leprosy and other rotting diseases will become more common. All Corruption saves will become harder to resist by +2 to DC, +5 if the Unspeakable One has been summoned physically in the area. Only areas protected by the (Greater) Eye of Light and Shadow will be unaffected. The Unspeakable One takes great pleasure in corrupting whole civilizations through its influence and even if called to manifest physically in the area, will prefer to let its degenerative presence destroy its victims from afar.

Effects of the ritual will cease if one or more of the nine monoliths are destroyed. Creatures that could not exist on Earth without the ritual – mainly because it is not night and Aldebaran is not above the horizon – are immediately dismissed or destroyed without a save. If the lost monolith is replaced, the ritual can be cast again if other requirements are met. There is no need to create entire set of new monoliths for each casting of the ritual.

Unspeakable Oath

PP Cost: 2

Components: V

Casting time: Five minutes

Target: Self or one willing, intelligent creature

Duration: Permanent

Prereq: Demonic Pact

Perhaps the easiest pathway for great power and a horrible end, the Unspeakable Oath is a vow given to the Unspeakable One in exchange for raw power and destructive favors. The loathsome vow is chanted in a long-dead language. It can be cast for other, willing creatures as long as the caster has made the Oath himself before. Power granted by this simple, but hard to find ritual is great. The creature taking the Oath must make Will save DC 25 or receive one minor insanity. The Oath can be taken by anyone, even those actively opposed to the Unspeakable One. The price to be paid ensures that the Oath is always beneficial to its master, even when the boons granted are harmful to its other followers.

The Oathsayer may either have one of his enemies hit by wrath of his new master (in practice, Death Comes on Swift Wings at DC 40 with Fort DC of the diseases in question increased by five)

or ask for blessing of magical power. Those asking for power receive one BPP per year or when they reach next level, whichever comes sooner. First point of bonus power is received immediately. Other gifts are possible at the discretion of GM, though they should all be destructive and hideous in their outcome. For example, someone making the Oath to resurrect his dead wife would have his beloved come to haunt him as putrid, rotting corpse.

However, few of those who make the pact realize its true price. The rest are simply too deranged or desperate to care. Price of the Oath is to give the Unspeakable One a gateway on the Earth through body of the Oathmaker. Taking the Oath causes the character to receive one point of Corruption thereafter at the same day he originally made the vow or when he goes up a level, whichever comes first. At Corruption score of 5, he will contract Leprosy without a save. As Corruption reaches levels where physical signs become apparent, the characters skin starts to take a sickly yellowish hue. Later small wounds seeping putrid puss appear around his body and animals react to his presence with fear or rage. As the character finally reaches Corruption score of 10 - or would die from the Leprosy, but not from any other cause - he turns in to a horrible beast under control of the Unspeakable One. Even if the unfortunate victim received most of his Corruption score from other sources than the yearly payment of the Oath, his fate will still be the same.

Taking the Oath is truly permanent. If someone else casts the Oath for the character and he later proceeds to kill the original caster, it will not save him from his fate. Only intervention from some other similar power as the Unspeakable One may save him from his impending doom. Often the sources detailing the vow do their best to avoid revealing its true price.

WEATHER WITCHING

Call the Fog Between the Worlds

PP Cost: 8

Components: V,S,M

Casting time: Ten minutes

Target: Existing fog

Duration: Hour / level

Prereq: Raise Night Fog, Demonic Pact or Master-words & Signs

Material component: A dose of Black Lotus powder (worth 250 sp)

Mighty Spell

This spell can only be cast at night and in a foggy weather. Fog caused with the Raise Night Fog spell qualifies for this purpose. Chanting incantations that weaken the borders between the worlds, the caster lights the Black Lotus powder aflame and casts it about his feet. At once a feeling of something unnatural hiding in the mist becomes apparent and strange whispers can be heard. This spell calls forth the fog that separates worlds from each other, making summoning spells easier. The existing mist or fog in the area is converted in to something else by the spell. PP costs of spells that summon creatures are halved within the area of effect. While inside the fog, DC15 Listen check reveals whispers in strange, inhuman voices, always just out of reach, beckoning mortals to follow them. Those who follow these voices are never heard of again.

Raise Night Fog

PP Cost: 6

Components: V,S

Casting time: Standard action

Range: Medium

Area: 40-ft. radius, 20 ft high per two levels

Duration: Hour / level

Prereq: Knot Wind

This spell can only be cast at night. A bank of fog billows forth from the point the sorcerer designates. The fog obscures all mundane senses, including darkvision, beyond 5 feet. A creature within 5 feet has 20% miss chance due to concealment. Creatures farther have total concealment and the attacker can't use sight to locate the target. A moderate wind disperses the fog in 4 rounds; a strong wind disperses the fog in 1 round.