

# THEOREMS AND THAUMATURGY

*Revised Edition*



GAVIN NORMAN



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# FOREWORD

In the winter of 2010, I was preparing for my return to old-school gaming: a campaign using the *Labyrinth Lord* rule set. I had ideas for some alternate magic-user sub-classes, so began to create spells for them, first of all reviving a set of necromantic spells which I had written for an old AD&D campaign, then writing a bunch of new spells for an elemental-based wizard which I had in mind. Posting these spells on my then-nascent blog ([the-city-of-iron.blogspot.com](http://the-city-of-iron.blogspot.com)), I received very positive feedback from the old-school community. This ignited my passion for writing about all things magical, weird, and wonderful.

A year later, having written a substantial quantity of material, I collated everything into a document, “just to see how much it all adds up to”. As it happened, it added up to a whole book’s worth of content. Thus was born *Theorems & Thaumaturgy*, in its original form.

Now, four years after the original publication, I have just put the finishing touches to this revised edition. Why a revised edition? Well, there are several reasons. My initial drive was to re-publish the book in a digest format, which I now favour. While I was at it, I thought I’d take the opportunity to do a bit of editing on the text, clarifying the wording and applying any mechanical modifications which seemed sensible, in retrospect. This led to a wider reassessment of the material which was collated in the book and to a desire for a tighter focus. Thus, some of the more “miscellaneous” or partially complete material from the original edition was excised. (The removed material will be expanded and republished separately.)

This book now focuses entirely on the elemental, necromancer, and vivimancer classes. Each class is presented with the full spell list, the monsters which it can summon, and a set of new magic items. I have also taken the opportunity to expand the introductory material—providing more thorough guidelines for how to use the new classes and all of their spells in campaigns. All in all, this revised edition presents a much more comprehensive resource for introducing a new type of magic into a fantasy campaign.

As before, I hope that you find some fun and inspiration in these pages!

# using this book

## You Now Have in Your Possession Over 160 New Spells

This is a book full of spells. Three new wizardly classes are presented within these pages—the elementalists, the necromancers, and the vivimancers—each with dozens of unique, new spells which can add a fresh twist to magic use in a campaign. Hopefully, after having a browse, you'll feel inspired to start using all this new material in your games, but how to go about this? That depends primarily on whether you're starting a new campaign or already running one. This section provides some guidelines for each of those situations.

## When Running an Existing Campaign

If you wish to integrate this material into an existing campaign, the two most obvious approaches are:

- Introduce one or more of the new classes as members of a school of wizardry from a region which the players haven't explored. These wizards may be directly encountered by the player characters (as friendly, neutral, or antagonistic NPCs) or may be heard of in rumours or adventure hooks. Once the new classes are known to exist in the setting, they become available as an option for any future player characters that are created.
- An alternative way to use this book is simply as a resource for new spells. If you choose to follow this approach, just ignore the classes and their spell lists and make all of the new spells available for use by standard magic-users (or druids, clerics, illusionists—as you wish). New spells can easily be introduced by putting scrolls or spell books into the hands of player characters: as gifts from mentors, as rewards for missions accomplished, or as items in the treasure hoards of defeated enemies.



## When Starting a New Campaign

For Labyrinth Lords who are planning a new campaign, two further options are available:

- The new classes in this book may simply be added to the roster of choices available to players when creating their characters at the start of the campaign.
- When preparing for a campaign, it is also worth considering that an excellent way of imparting a specific and novel flavour to the milieu is to alter or restrict the classes of adventurer which exist (and thus the classes from which players may choose when creating their characters). A very interesting potential, then, is to imagine a world where standard spell-casting classes do not exist, being replaced by one or more of the classes from this book. A world where vivimancers are the only type of arcane practitioner, for example, takes on a very different tone and has very different possibilities to a world dominated by the standard *fireball*-slinging mage. Or, perhaps, the wizards of a certain kingdom may all be known to be necromancers, while the neighbouring land only allows the practice of imperially sanctioned elemental magic. This kind of approach can really breathe new life into the game.

## Mechanical Details of the New Classes

Each of the three new classes is presented in its own section. However, no mechanical details (e.g. saving throw or to-hit charts, prime requisites, lists of allowed armaments, etc.) are specified. It is assumed that these classes perform and advance in exactly the same manner as the standard magic-user, with the one (albeit major) difference being the alternative spell list.

## A Note on Spell References

In the spell lists for the new classes, the symbols (C), (D), (I), and (MU) are used to denote spells drawn from the standard cleric, druid, illusionist, and magic-user lists, respectively. The descriptions of these spells are not repeated in this book; the *Labyrinth Lord Advanced Edition Companion* must be consulted.



# SPECIALIST WIZARDS & MAGIC-USERS

The basic *Labyrinth Lord* rules describe a single type of arcane magic, usable by magic-users and elves. The *Advanced Edition Companion* and other books, such as this, add further, more specialised wizardly classes: illusionists, elementalists, necromancers, etc. In campaigns with multiple different types of arcane spell-caster (i.e. wizards), it pays to give some thought as to how they inter-relate.

It is important that the Labyrinth Lord consider to what degree characters of the various wizardly classes are able to use spells from the spell lists of others. Traditionally, in Advanced era games, the two types of arcane spell-caster—illusionists and magic-users—practised entirely different kinds of magic and, apart from a few small areas of overlap, were unable to cast spells from each other's list. The classes presented in this book continue with that premise: they are designed to be competent adventurers in their own right, with a different balance of strengths and weaknesses when compared to classical magic-users. They are able to stand on their own and do not require access the standard magic-user spell list.

Some Labyrinth Lords may, however, prefer the boundaries between the different types of wizard to be less strict, with some possibility of casting spells from each other's spell lists. If this is allowed, it will clearly increase the power of each class to a significant degree, as they will gain access to a broader selection of spells and types of magic. Some possible approaches in this direction, listed in ascending order of permissiveness, are described on the following page. Whatever is decided, this should always be a two-way decision—standard magic-users must be treated in the same manner as all other types of wizard.





**Fallible scroll-use:** All types of wizard may cast scrolls of spells from other spells lists (for example, a magic-user may cast from an illusionist scroll). They are unable to truly *learn* these “foreign” spells but have sufficient arcane knowledge to be able to activate magic encoded on scrolls. When casting such “off-list” spells from scrolls, there is a 10% chance of failure per level of the spell being cast. Failure indicates that the scroll is wasted and, if the Labyrinth Lord wishes, may cause some kind of backfire. In this way, low-level spells may be cast fairly reliably but high-level spells will remain the sole province of the appropriate specialist.

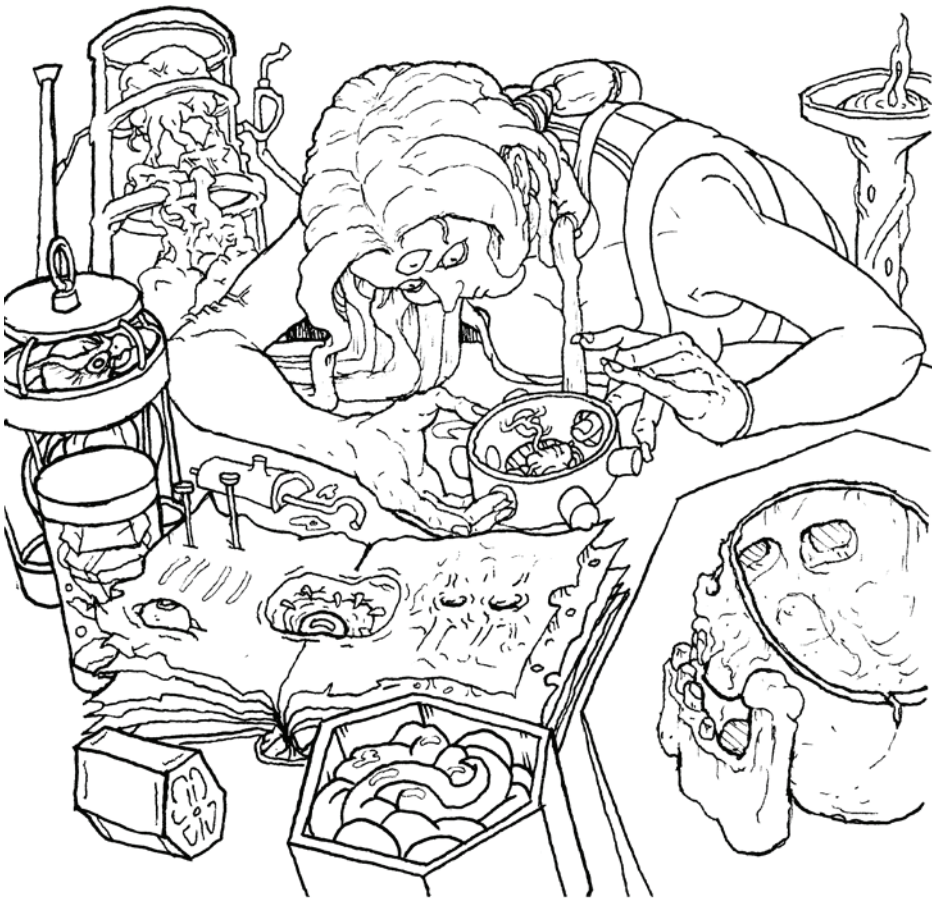
**Reliable scroll-use:** Off-list scrolls may be cast without risk of failure. This allows the boundaries between the different types of specialist wizard to be blurred slightly, but only in the (presumably somewhat special) situation when magical scrolls are acquired as treasure.

**Limited learning:** In addition to allowing foreign spells to be cast from scrolls (either with or without a risk of failure), another possibility is to allow wizards to also learn a smattering of them—one per level of spells which can be cast. (For example, a 7th level wizard may cast spells of up to 4th level. Using these rules, she could thus learn four spells from specialist areas not covered by her standard spell list.) This system allows wizards to diversify their spell repertoire and have a few tricks up their sleeve, while maintaining the clear separation between the different types of specialist.

**Reduced chance to learn:** This is an option for games where the Advanced “chance to learn spell” rules are used. Wizards may cast foreign spells from scrolls (as above, with or without a risk of failure) and may also attempt to learn an unlimited number of off-list spells, but with a reduced chance of success. A 25% penalty is applied to the chance to learn foreign spells. The Labyrinth Lord may also stipulate the additional requirement of a period of research: one week per spell level, at a cost of 250gp per week. Under this system, it is likely that wizards will end up having a significant number of off-list spells in their spell books, as their careers progress. This is the most flexible system before the boundaries between different wizardly classes are collapsed completely.

# spell acquisition

The exact limits which govern wizardly characters' learning of new spells are not clearly presented in the core *Labyrinth Lord* rules. The following page provides optional guidelines on this subject, which may be used to clarify the procedure of spell acquisition.



For games in the vein of the traditional **Basic** rules, the following guidelines may be used:

- Wizards begin the game knowing *read magic*, one randomly selected spell, and one spell of the player's choice, from the appropriate class spell list.
- The number of spells a wizard can know (i.e. record in his spell book) is limited to no more than double the number that he can memorize. For example, a 5th level magic-user can memorize two 1st level, two 2nd level, and one 3rd level spell. Such a character could have at most four 1st level, four 2nd level, and two 3rd level spells in his spell book.
- Upon gaining an experience level, if the wizard does not already have spells available to learn (e.g. from scrolls or captured spell books), he may choose to automatically acquire knowledge of one new spell, selected randomly from a level of the player's choosing.

*Design Note:* In the original **Basic** rules, magic-users and elves were limited to knowing one single spell at 1st level—not even *read magic* was “free”—and could never record more spells in their spell books than the number they could memorize each day. Personally, while I find this system charming in its simplicity, I feel it is too restrictive and use the system described above in my own games. Other groups may, however, prefer to stick with the original rules.

**Advanced** era games are more generous with the number of spells known and may use the following guidelines:

- Wizards begin the game knowing *read magic*, two randomly selected spells, and two spells of the player's choice, from the appropriate class spell list.
- The number of spells a wizard can know (i.e. record in his spell book) is limited by his INT (see the *Advanced Edition Companion*).
- Upon gaining an experience level, if the wizard does not already have spells available to learn (e.g. from scrolls or captured spell books), he automatically acquires knowledge of one new spell, selected randomly from a level of the player's choosing. This spell must be learnt according to the normal rules for spell learning, again dependent on the character's INT.



# SPELLS AS TREASURE

It is assumed that all classes of wizard acquire new spells in the same manner as the standard magic-user: by finding spell books or scrolls in treasure hoards. Ideally, then, in the name of fairness to the players of different character classes, the number of spells discovered which are castable by each type of wizard should be roughly balanced—when it is determined that a treasure hoard contains scrolls of magic-user spells, it is desirable that spells usable by specialist wizards also be (at least some of the time) present. Thus, except when using the very permissive “reduced chance to learn” rules for off-list spell learning (described previously), the standard allocation of spells in treasure hoards will require some adjustment, if all wizardly classes are to be treated equally.

One way of handling this is to multiply the number of spells present in the hoard (as indicated by the treasure tables) by the total number of wizardly classes in the campaign, then to assign each spell an equal (random) chance of being taken from the list of each class. For example, in a campaign with magic-users, elementalists, and illusionists, the number of spells found in a hoard would be multiplied by three and each spell would have a 1 in 3 chance of being taken from the standard magic-user list, a 1 in 3 chance of coming from the illusionist list, and a 1 in 3 chance of being from the elemental list. The Labyrinth Lord ensures, in this way, that the balance of spells available to characters of different spell-using classes remains fair and consistent.

Note that, as some spells are shared between the different classes, these guidelines will, in fact, slightly increase the number of spells available. It is also worth bearing in mind that, even if an adventuring party discovers scrolls of spells that they cannot cast themselves, such scrolls still have value and may be sold to or bartered with NPCs who can put them to use.







# the elementalist

Elementalists are magicians who devote their careers to studying the raw building blocks of the physical universe: the elements of air, earth, fire, and water. Mastery of this volatile, elemental magic grants great power to manipulate and transmute physical matter and energies, as well as power over beings made of pure elemental matter. Some elementalists become planar explorers, drawn towards the mysteries of the elemental planes and beyond. Others, choosing to remain in the prime plane, are respected for their power over the forces of nature, becoming wardens, fearsome war-wizards, or explorers in harsh regions of the world.

While elementalists are the undisputed masters of elemental force, magic-users and druids also study aspects of this magic. Consequently, elementalists share a large number of spells with those other classes, in addition to their own unique spells.

## Deeper Elemental Lore

*The Complete Elementalist*, forthcoming from **Necrotic Gnome Productions**, greatly expands the elementalist class, adding dozens of unique new spells and magic items, more elemental monsters, and rules for specialising in the mastery of a single classical element.

## Other Elemental Planes

In addition to the planes composed of the four classical elements (air, earth, fire, and water), a number of other elemental planes exist. Elementalists have access to spells which summon the unique elementals of these planes. These new types of elemental are detailed in the *Monsters* section.

*Design Note:* The exact nature of the cosmological connection between the classical elemental planes and these new planes is left for the Labyrinth Lord to decide. It could be that they are simply lesser (or lesser-known) elemental planes. They may alternatively be viewed as sub-planes which are formed where two of the classical planes meet—for example, the plane of lava might exist at the intersection between the planes of fire and earth. The choice also exists as to whether the standard magic-user spell *conjure elemental* can be used to summon these new creatures, or whether their summoning is the sole domain of elementalists.



# elementalist spell list

## 1st level

1. Burning hands (MU)
2. Create water (rev.) (C)
3. Crystal resonance
4. Feather fall (MU)
5. Firelight
6. Lasting breath
7. Manipulate fire (MU)
8. Purify
9. Ray of fire/ice
10. Read magic (MU)
11. Resist cold (C)
12. Seasong/windsong/firesong
13. Shapes
14. Sound the deeps
15. Summon/banish lesser elementine
16. Wall of vapour (I)

## 2nd level

1. Dweomerfire
2. Elemental cancellation
3. Fire trap (MU)
4. Fog cloud (I)
5. Incinerate (rev.)
6. Produce flame (D)
7. Pyrotechnics (MU)
8. Resist fire (C)
9. Sea lust
10. Summon/banish greater elementine
11. Tidal force

## 3rd level

1. Banish elemental
2. Fireball (MU)
3. Fly (MU)
4. Gust of wind (MU)
5. Heat metal (rev.) (D)
6. Protection from fire (D)
7. Stone shape (D)
8. Summon elemental I
9. Vacuum
10. Water breathing (D)

## 4th level

1. Contact elemental spirit
2. Fire shield (MU)
3. Flash fire (rev.) (D)
4. Ice storm (MU)
5. Lower water (D)
6. Move earth, lesser (MU)
7. Summon elemental II
8. Summon elemental horror
9. Temperature control (D)
10. Wall of fire (MU)
11. Wall of ice (MU)





## 5th level

1. Atmosphere bubble (MU)
2. Command elemental I
3. Cone of cold (MU)
4. Contact other plane (MU) \*
5. Control winds (D)
6. Distort distance (MU)
7. Elemental plane protection
8. Flame strike (C)
9. Gaseous form (q.v. necromancer spell list)
10. Passwall (MU)
11. Summon elemental III
12. Transmute rock to mud (rev.) (MU)
13. Wall of stone (MU)

## 6th level

1. Command elemental II
2. Control weather (MU)
3. Freezing sphere (MU)
4. Move earth (MU)
5. Part water (MU)
6. Stone to flesh (rev.) (MU)
7. Summon aerial servant (C)
8. Summon greater elemental kin

## 7th level

1. Command elemental III
2. Control weather, greater (D)
3. Delayed blast fireball (MU)
4. Earthquake (D)
5. Elemental plane protection, 10' radius
6. Fire storm (rev.) (D)
7. Statue (MU)
8. Wind walk (C)

## 8th level

1. Castaway
2. Elemental portal
3. Elemental wrath
4. Incendiary cloud (MU)
5. Meld elemental
6. Power word petrify
7. Skyland

## 9th level

1. Brimstone monolith
2. Demand
3. Gate (MU) \*
4. Elemental portal, greater
5. Imprisonment (MU)
6. Meteor swarm (MU)
7. Pact of brass

The standard spells marked with an asterisk may be learned and cast by elementalists, but with a more limited effect. These restrictions are described in the spell listing, in the following section.



# elementalist spells

## **Banish Elemental** 3rd level [Abjuration, Summoning]

*Duration: Instant*

*Range: 120'*

*Elements: All*

This spell targets creatures which are native to the elemental planes, causing them to return to their plane of origin. A single elemental of any number of Hit Dice is affected. Mindless or controlled elementals are automatically banished but free-willed beings from the elemental planes are allowed a saving throw versus spells to resist the effect.

## **Brimstone Monolith** 9th level [Dimensions, Evocation, Summoning]

*Duration: 4d6 rounds*

*Range: 30'*

*Casting Time: 3 rounds*

*Elements: Earth, Fire*

This powerful and dangerous spell creates a short-lived dimensional rift, summoning forth the destructive powers of the elemental planes of fire and earth. During the three rounds which it requires to cast, the following effects occur:

- **1st round:** An *earthquake*, as the 7th level spell, centred on the caster.
- **2nd round:** A monolith of brimstone rips through the fractured surface of the earth within range of the caster. The monolith is approximately 20' high and 10' in diameter. All creatures within 60' of the monolith, including the caster, but excluding those with immunity to fire, suffer 2d6 hit points damage per round due to the searing heat and flames which surround it.
- **3rd round:** Upon the final round of the incantation, the dimensional gateway is opened, summoning forth violent elemental creatures (see following table). The summoned creatures are not under the caster's control and are bent on causing as much destruction as possible.

*continued...*



While the caster is not immune to any of the effects invoked during the three rounds of casting, damage incurred by these sources does not disrupt the casting. If the casting of the spell is interrupted in any other way, however, the effects described for any subsequent rounds do not occur.

Once the casting is complete, the monolith begins to shudder, emitting a deafening roar and shooting out jets of magma and sheets of flame for the full duration—

4d6 rounds. Every round, there is a 1 in 4 chance of a randomly chosen target within 100' being hit by one of the monolith's emissions, causing 5d6 damage (save versus wands for half).

To determine which creatures pass through the dimensional rift, roll 2d6 and consult the table below. The gateway allows travel both ways between the connected planes; it can thus be used as a means of gaining entry into the elemental planes of fire or earth.

*Brimstone monolith, summoning results*

2d6	Creature(s) Summoned
2	Imix, prince of evil fire creatures *
3-5	1 efreeti + 1d4 elementals **
6-8	1d4 flame terrors (see <i>Monsters</i> )
9-11	1d4 flame salamanders
12	1 flame salamander + 1 efreeti + 1d4 elementals **

\* see the AD&D *Fiend Folio*

\*\* 8HD fire/lava elementals, see *Monsters*



When the spell's duration comes to an end, the monolith recedes into the earth, all summoned creatures disappear, and the dimensional rift closes.

In addition to the dangers inherent in casting this spell, there is a 20% chance that the gaze of Imix is cast upon the elemental-ist. The attention of this being is seldom sympathetic.



## **Castaway** 8th level [*Charm, Oceanic, Translocation*]

*Duration: Instant*

*Range: 30'*

*Elements: Water*

A banishment of great potency, this spell causes the translocation of a single target to a distant shore. If the target fails a saving throw versus spells, he or she disappears in a spray of sea foam, only to wash up on the shore of a distant land at dawn 1d4 days later. The target's destination, which may be at most 1,000 miles distant, may be freely chosen by the caster.

The location of the target of this spell during the period between its disappearance and reappearance is a mystery, but those affected report memories, as if from a dream, of floating in dark waters, sometimes accompanied by merfolk or great leviathans.

## **Command Elemental I** 5th level [*Charm*]

*Duration: 1 turn per level*

*Range: 120'*

*Elements: All*

This spell has two possible effects, chosen by the caster in the moment he casts the spell. Firstly, it may be used to take control of an elemental of up to 8HD within 120'. A free-willed elemental is allowed a saving throw versus spells to resist, but if it fails it must obey the caster's commands unflinchingly for the spell's duration. If the targeted elemental is already under the control of another wizard (either by use of this spell or as the result of a summoning), there is a base 50% chance that the caster gains control of it. The chance of success is modified by 5% per experience level difference between the caster and the controlling wizard, in the same way as *dispel magic*.

Alternatively, the spell may be used to augment a subsequent casting of *summon elemental I*, cast within the duration of 1 turn per level. In this case, the duration of the summoning is reduced to the remaining duration of this spell, but the elemental can be controlled without concentration and without any risk of it turning on the caster.



## **Command Elemental II** *6th level [Charm]*

*Duration: 1 turn per level*

*Range: 120'*

*Elements: All*

This spell works in the same way as *command elemental I*, but can either be used to gain control of an elemental of up to 12HD or to augment a casting of *summon elemental II*.

## **Command Elemental III** *7th level [Charm]*

*Duration: 1 turn per level*

*Range: 120'*

*Elements: All*

This spell works in the same way as *command elemental I*, but can either be used to gain control of an elemental of up to 16HD or to augment a casting of *summon elemental III*.

## **Contact Elemental Spirit** *4th level [Divination, Summoning]*

*Duration: 1 turn*

*Range: 120'*

*Elements: All*

With this spell, the elementalists may awaken the latent elemental spirits which inhabit natural features on the prime material plane, such as lakes, rivers, great vistas, mountains, and volcanoes. An elemental spirit of the land—friendly to the caster—is summoned. The caster is then able to converse with it for the duration of the spell. The elemental cannot serve the caster in any way except to divulge information the caster desires to know which is within its feasible sphere of knowledge.

## **Contact Other Plane** *5th level [Dimensions, Divination]*

*Duration: Special (see description of magic-user spell)*

*Range: 0*

*Elements: All*

Elementalists may only use this spell to contact powerful beings on the elemental planes.



## **Crystal Resonance** *1st level [Enchantment, Illusion]*

*Duration: Special*

*Range: 30'*

*Casting time: 1 turn*

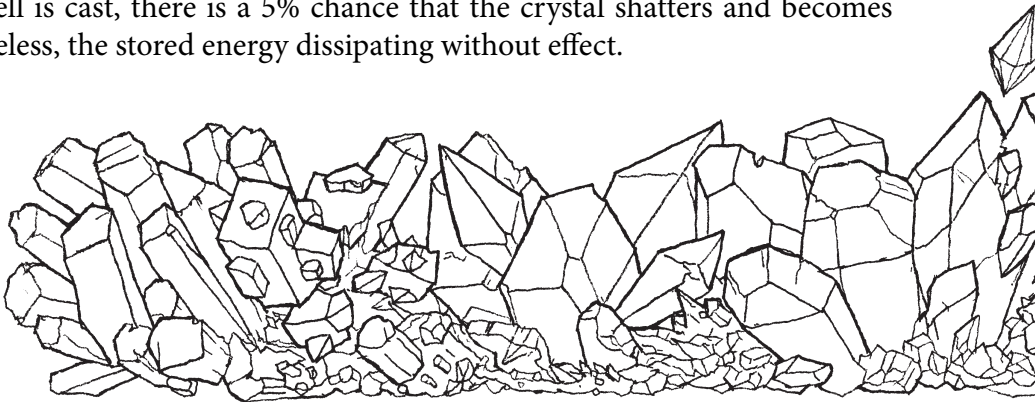
*Cost: 75gp (crystal)*

*Elements: Earth*

A specially attuned crystal (costing 75gp), in combination with this spell, allows the elementalist to absorb certain energies from his surroundings. The energies which may be absorbed are listed below. Once an energy has been impressed into the crystal's resonance, a second casting of this spell causes it to reproduce the stored energy in whatever environment it now occupies. One of the following energies may be absorbed into the crystal:

- **Light:** the lighting qualities of an environment may be absorbed and reproduced, causing an area of light, gloom, shadow, and so forth to be emitted from the crystal for 1 turn per level of the caster.
- **Images:** a static snapshot of the crystal's environment can be attuned for later examination. The image is reproduced for 1 turn.
- **Sound:** any sound emitted during the 1 turn casting time may be recorded and reproduced.
- **Temperature:** ambient warmth or cold may be absorbed into the crystal and re-emitted for 1 turn per level of the caster.

A crystal which has been attuned with this spell retains the absorbed energy indefinitely. Each crystal can, however, only be attuned to a single energy—subsequent attunements replace the original. Each time this spell is cast, there is a 5% chance that the crystal shatters and becomes useless, the stored energy dissipating without effect.



**Demand** 9th level [*Invocation*]

*Duration:* Instant

*Range:* 60'

*Elements:* Air, Fire

Cast in the presence of a summoned djinni or efreeti, this spell forces the creature to grant the caster a single *wish* (as the 9th level magic-user spell). The creature cannot deny the caster's demand, but will always attempt to twist the intent of the wish by fulfilling it to the letter. Once the *wish* has been granted, the summoned creature is released and has a 75% chance of returning to its home plane and a 25% chance of immediately attacking the caster. The granted *wish* itself cannot be used to prevent the possibility of the summoned creature attacking the caster.

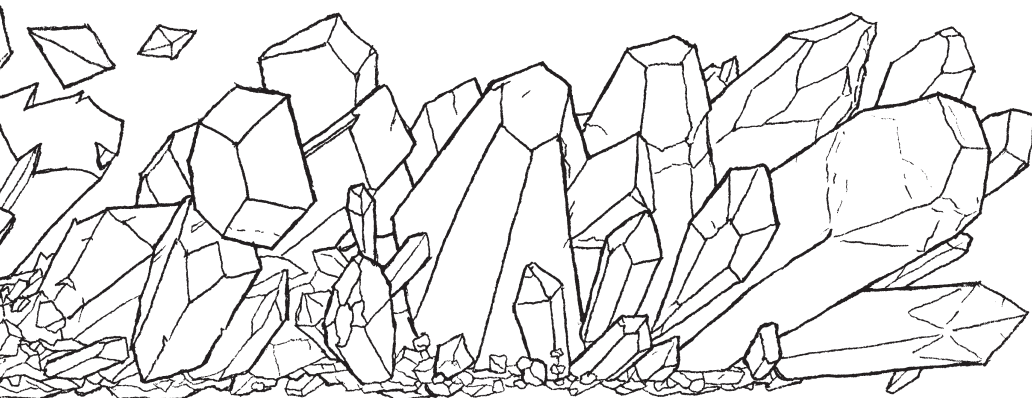
**Dweomerfire** 2nd level [*Enchantment, Meta-magic*]

*Duration:* 1 turn per level

*Range:* 60'

*Elements:* Fire

Spells, enchanted items, and other magical effects within range are wreathed with flickering, multicoloured flames. The flames give off no heat and are thus harmless. To one versed in the theories of magic (including all types of wizard), the colours of the flames indicate the type and potency of magic present. Ranged spells which are cast in the area of *dweomerfire*'s influence produce a streak of fire emanating from the spell's caster to its target, leaving no doubt as to the origin of the effect.



## **Elemental Cancellation** 2nd level [Abjuration, Meta-magic]

*Duration: Permanent*

*Range: 120'*

*Elements: All*

Similar to the 3rd level magic-user spell *dispel magic*, this spell allows an elementalist to nullify ongoing, elemental-based magical effects. When invoking this spell, the caster must choose which of the four cardinal elements (air, earth, fire, or water) will be affected. Magical effects of the chosen element within a 20' cube may be negated. Spells, no matter what their origin, are automatically negated if the elementalist is of equal or higher level than the caster. For each level an opponent is above the caster, there is a cumulative 5% chance that *elemental cancellation* does not function. For example, if a 7th level elementalist attempts to cancel the effects of a spell cast by a 10th level character, there is a 15% chance that *elemental cancellation* fails.





## **Elemental Plane Protection** 5th level [Abjuration]

*Duration: 1 day*

*Range: Touch*

*Elements: All*

A target under this spell's effects is impervious to the hazardous natural environment of one of the elemental planes (chosen when the spell is cast). The target gains the ability to breathe and to move freely through the matter of the chosen plane and is unharmed by any pervasive damaging effects such as the omnipresent flames on the plane of fire. The spell has no effect outside of the elemental planes.

## **Elemental Plane Protection, 10' Radius** 7th level [Abjuration]

*Duration: 1 day*

*Range: 10'*

*Elements: All*

This spell grants protection from the harmful effects of one elemental plane, in the same manner as the 5th level spell *elemental plane protection*. All creatures remaining within range of the caster are protected.

## **Elemental Portal** 8th level [Dimensions]

*Duration: 1 hour per level*

*Range: 30'*

*Elements: All*

This spell opens a connection from the prime material plane directly to one of the elemental planes, as chosen by the caster. The portal is 10' in diameter and allows creatures to travel both ways—the caster and allies may use it to enter the elemental plane, but it also allows elemental creatures to enter the material world. The portal can only be created in a location where there is an abundance of the appropriate element—a volcano, an ocean, a mountain top, etc.



## **Elemental Portal, Greater** 9th level [*Dimensions*]

*Duration:* See below

*Range:* 30'

*Elements:* All

Similar to the 8th level *elemental portal*, this spell allows the caster either to open a permanent portal to an elemental plane or to open a temporary portal in a location without an abundance of the appropriate element. In the latter case the portal lasts for 1 hour per caster level.

## **Elemental Wrath** 8th level [*Summoning*]

*Duration:* 1 turn per level

*Range:* 120'

*Casting Time:* 8 hours

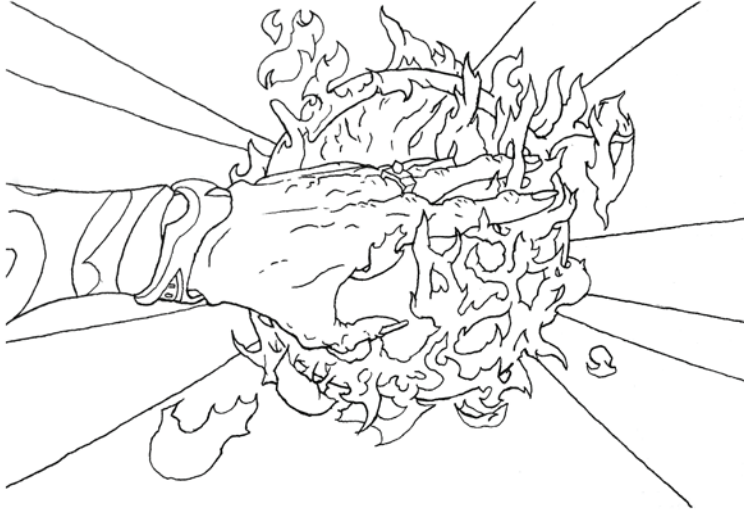
*Cost:* 1,000gp (gems)

*Elements:* All

This dangerous spell unleashes a powerful and violent elemental being which embodies the wild and destructive nature of the elements. The spell requires an 8 hour ritual to cast, including the sacrifice of 1,000gp worth of rare gems, and can only be cast in the presence of a large quantity of the appropriate element—a huge fire or volcano, a hurricane, a waterfall or raging ocean, a barren mountain side. (An *elemental portal* may also be used as a source.) The summoned being has the qualities of a normal 16HD elemental, with the following differences: 32HD, AC -4, double movement rate, can only be damaged by +3 or greater enchanted weapons, 6d8 damage per attack, 1d8 automatic damage per round to any creature coming within 20'.

The conjured being is 100' tall, non-intelligent, and incredibly violent, with the sole aim of causing as much destruction as possible during the duration of its summoning. It cannot be controlled or banished by the caster or by any spell or magic item short of an artefact. Wise casters seldom use this spell and those who do ensure that they have some readily available means of escaping from the path of the summoned creature. Even if the caster avoids the creature's wrath, casting this spell is extremely taxing and there is a 5% chance that the caster's Constitution will be permanently reduced by 1d4 points.





**Firelight** *1st level [Conjuration]*

*Duration: 1 hour, +1 turn per level*

*Range: 90'*

*Elements: Fire*

The elementalist conjures forth a ball of flickering flame, shedding light but not heat. The ball of flame may be manifested around the caster's hand, around an object he holds (e.g. a staff), or floating above his shoulder.

The flame produced cannot be used to ignite other objects and cannot cause damage. However, at any point during the spell's duration, the caster may cause the flame to flare suddenly, dazzling any creatures within 30' who fail a saving throw versus spells. Dazzled creatures suffer -2 to attack rolls for two rounds. The caster is not affected by the flare, but his allies may be, unless warned to shut their eyes. After the *firelight* is caused to flare, it disappears and the spell ends.

**Gate** *9th level [Dimensions, Summoning]*

*Duration: See magic-user spell description*

*Range: 30'*

*Elements: All*

Elementalists may only use this spell to summon powerful beings from the elemental planes.



## **Incinerate (reversible)** 2nd level [*Alteration, Enchantment*]

*Duration: Special*

*Range: 20'*

*Casting Time: See below*

*Elements: Fire*

This spell is cast as part of a ritual resulting in the transformation of an object into a pile of enchanted ashes. The ashes can then later be reinstated with the reversed form of the spell. To create the enchanted ashes, the elementalist must produce a fire of some kind (through either magical or normal means) into which the object must be cast. Any single non-living, non-magical object can be affected, although it must fit completely within a 5' cube. The affected object need not be normally combustible—the magic of the spell can consume any substance.

The spell must be cast as the object is placed into the fire and the elementalist must continue the ritual casting until the fire has died down and the burned object has crumbled to ash (usually after 1d4 hours). At this point the ashes should be collected and stored in a suitable container. The enchanted ashes strongly radiate elemental magic.

At a later date, using the reversed form of the spell—known as *uncinerate*—enchanted ashes can be transformed back into the original object as it existed before it was burned. The reinstatement takes 1d6 rounds, during which time an eerie black fire surrounds the ashes. The fire causes 1d4 hit points damage to any creature in contact with it.

## **Lasting Breath** 1st level [*Enchantment*]

*Duration: 1 turn*

*Range: 10'*

*Elements: Air, Water*

The creatures touched gain the ability to go without oxygen for the duration of the spell. This enables water-breathing creatures to function in an air medium and air-breathing creatures to function underwater, for example. One creature per level of the elementalist can be affected.





**Meld Elemental** 8th level [Alteration]

*Duration: 1 turn*

*Range: 60'*

*Elements: All*

Cast in the presence of two elementals of differing elements, this spell causes the two individuals to merge into a single being, unifying the disparate and possibly contradictory elements. The melded elemental has the combined hit points of both individuals and the immunities of both. Each round, it must choose between the attacks and special abilities of one of its constituent elements.

If the elementalist does not already command them, he does not specifically gain control of the elementals as a result of this spell. Free-willed elementals may make a saving throw versus spells to resist being melded.



## **Pact of Brass** *9th level [Charm]*

*Duration: 101 days*

*Range: 0*

*Cost: 8,000gp (two brass amulets)*

*Elements: Fire*

This powerful spell allows a caster to bind a summoned efreeti into service for 101 days, as detailed in the creature's description. The efreeti must first be summoned with another spell or magic item. The binding of the pact requires the caster to prepare two brass amulets—one which he must wear and one to be worn by the efreeti. These amulets must be inscribed with magical script and cost at least 4,000gp each. The power of the spell is such that the summoned efreeti cannot deny the pact and must accept the wizard's amulet. Once the pact is made, it can only be broken if either of the amulets leaves its owner's possession. The bound efreeti cannot discard its amulet of its own accord; however, they are intelligent, chaotic, and wily creatures and a bound individual will attempt to trick the elementalists to command it to discard the amulet, thus breaking the pact. If the pact is broken before its proper end, the efreeti is 90% likely to attack the wizard who bound it. A wizard may only bind one efreeti to service at a time.

## **Power Word Petrify** *8th level [Alteration, Evocation]*

*Duration: 1d6 turns or permanent*

*Range: 20'*

*Elements: Earth*

Uttering a secret word of elemental power, the caster causes one or more creatures within range to turn to stone. The spell has two forms, which may be selected at the time of casting:

- Multiple beings, each with 12 hit points or less, may be permanently petrified, with no saving throw allowed. Creatures with a combined total of 100 hit points may be targeted.
- A single being with up to 60 hit points may be petrified for 1d6 turns, or permanently if a save versus petrify is failed.

Creatures of elemental earth or stone are unaffected by this spell.



**House Rule:** In the traditional Advanced rules, one of the primary advantages of the *power word* spells was their casting time of 1, allowing a powerful magical effect to be manifested in an instant. *Labyrinth Lord* and other games inspired by the traditional Basic rules have no concept of casting time, thus this aspect of the *power word* spells is lost. To make up for this, the referee may wish to use the following house rules:

- It is never possible to interrupt the casting of a *power word*, whatever the cycle of initiative and actions may state.
- A *power word* may be cast as reaction, requiring a successful DEX check on 1d20 in order to interrupt another action.

## **Purify** 1st level [Abjuration, Alteration]

*Duration: Instant*

*Range: 30'*

*Elements: All*

This spell has the effect of purifying a quantity of an elemental substance. It can affect matter of all four elements, the exact target chosen as the spell is cast. The effect of the spell varies depending on the element upon which it is cast, as follows.

- **Air:** Poisons are removed from the air in a 10' radius. Alternatively, stale air in a 10' radius area may be refreshed with oxygen, making it once more breathable.
- **Earth:** Impurities in a 2' cubic area of earth, stone or metal are removed. Valuable ores and minerals can thus be cleanly extracted.
- **Fire:** The heat of a single normal (i.e. non-magical) fire of up to one cubic foot per caster level is intensified, burning fuel at twice the normal rate. The affected fire, when used in combat, thus inflicts +1 damage and gains the ability to harm creatures which are only affected by magic. This effect lasts until the original fuel is burned up (fuel added later does not increase the duration). The flame of a burning torch counts as one cubic foot of fire. Purified fire is also required by certain magical procedures.
- **Water:** Up to four gallons of liquid per caster level are rendered safe to drink. Poisons and toxins of all sorts are removed. Alternatively, murky or cloudy water (up to ten cubic feet per level of the caster) may be cleared.



## **Ray of Fire/Ice** *1st level [Evocation]*

*Duration: 2 rounds, +1 round per 3 levels*

*Range: 40'*

*Elements: Fire, Water*

A jet of flame or icy cold shoots from the elementalists's fingertip, causing 1d8+2 hit points damage to a target in range, if a successful attack roll is made. The ray may be used to attack once per round of the spell's duration and can be targeted against a new opponent each round.

The caster must choose which effect to create (fire or ice) when memorizing the spell.

## **Sea Lust** *2nd level [Charm, Oceanic]*

*Duration: 1 night or permanent*

*Range: 60'*

*Elements: Water*

The homes of men are founded upon the earth but their hearts are with the seas. Many a wanderer, upon his first glimpse of the ocean, is smitten with a lifelong yearning for the waves and the mysteries of the deeps.

This spell plays upon these deep-rooted instincts, awakening a lust for the ocean deeps in a person of the elementalists's choice. Typically humans are the only race which may be affected with a *sea lust*, but the Labyrinth Lord may rule that other races in the campaign are susceptible to this charm. Two effects are possible, as follows. (In both cases, a successful saving throw versus spells negates the enchantment.)

**Consort with Deep Ones:** When cast at the sea's shore at night, in the presence of denizens of the deep (merfolk, locathah, sahuagin, or other races of "deep ones"), the spell's target enters into a state of delirious infatuation in which he or she will consort with the creatures, engaging in whatever rituals or rites of communion they may desire. This state lasts for a single night. Only vague memories of the events which transpired under the enchantment remain to the victim. Women who are victim of this magic sometimes later give birth to children who bear odd marks hinting at their sea-blood heritage.

*continued...*





**Lost Love:** Alternatively, the elementalists may use this spell to abuse the heart of a lovestruck victim, inflicting them with a glamour of great potency and permanent duration. This usage of the spell requires the heart of the object of the victim's love, removed from the body, whether living or dead. The heart must be thrown into the waves of the sea as the spell is cast. The victim is inflicted with the delusion that their love has gone across the seas and will do whatever is in their power to follow. The charm will thus drive the victim to a life of futile wandering and searching, forever yearning after their lost love.

### **Seasong/Windsong/Firesong** 1st level [Enchantment]

*Duration:* See below

*Range:* 30'

*Elements:* Air, Fire, Water

This spell weaves a subtle enchantment into the natural sounds of wind, sea, rivers, waterfalls, or fire. A source of such sound must already be present—the spell does not artificially create or enhance it.

The enchanted sound takes on a hypnotic song-like quality which can affect creatures in range in one of three possible ways (chosen by the elementalists upon casting the spell):

- **Drowsiness:** The spell can be used to lull all creatures failing a saving throw versus spells into a state of drowsiness and non-alertness. This effect lasts for 1 turn per level of the caster.
- **Soothing sleep:** The spell can bring about a soothing and refreshing sleep in willing targets, allowing them to heal 1d3hp of damage after a full night's rest.
- **Alertness:** The elemental song can dispel sleepiness in willing targets, enabling them to remain wakeful for up to 8 hours.

All effects function only within the area of the spell and end if the target leaves this area or if the enchanted sound ceases (if an enchanted fire dies out, for example).



## **Skyland** 8th level [Enchantment]

*Duration: Permanent*

*Range: 0*

*Casting Time: 1 hour*

*Elements: Air, Earth*

The ground beneath the elemental's feet rumbles, grinds, and, at the end of the hour-long ritual, cracks and rends as a rough hemisphere of earth and stone separates from the surrounding matter and ascends into the sky. The size of the hemisphere depends on the elemental's experience level: a 40' diameter area at 15th level, increasing in overall breadth by 20' per level above 15th (a 20th level elemental may thus levitate a 140' diameter hemisphere). (It may, at the Labyrinth Lord's discretion, be possible to further increase the size of the *skyland* by augmenting the ritual with sacrifices of magical items or precious substances of great value.)

Once untethered, the rocky hemisphere floats at a height of 150' above the surface of the earth. Casting this spell underground has no effect and, even when above ground, the presence of any form of building in the affected area prevents the enchantment from taking hold. Buildings may, however, be constructed freely upon the surface of the hemisphere once it is afloat.

An elemental of 7th level or greater who stands atop a *skyland* may command it to move through the air. This requires the summoning (by use of an appropriate spell or magic item) of an air elemental of 8 or more Hit Dice. Once summoned, the elemental is magically bound into the floating hemisphere for a period of 24 hours. During this time, by concentrating, the summoner may cause the *skyland* to move in any direction (including vertically) at a rate of 110' per turn (3 miles per day). It requires one full turn of concentration to cause the *skyland* to stop or to change course. After 24 hours have passed, the bound air elemental escapes and the *skyland* ceases to move.

While moving through the air, the floating hemisphere emits an ominous droning sound which may be heard from half a mile distant.



**Shapes** 1st level [Alteration]

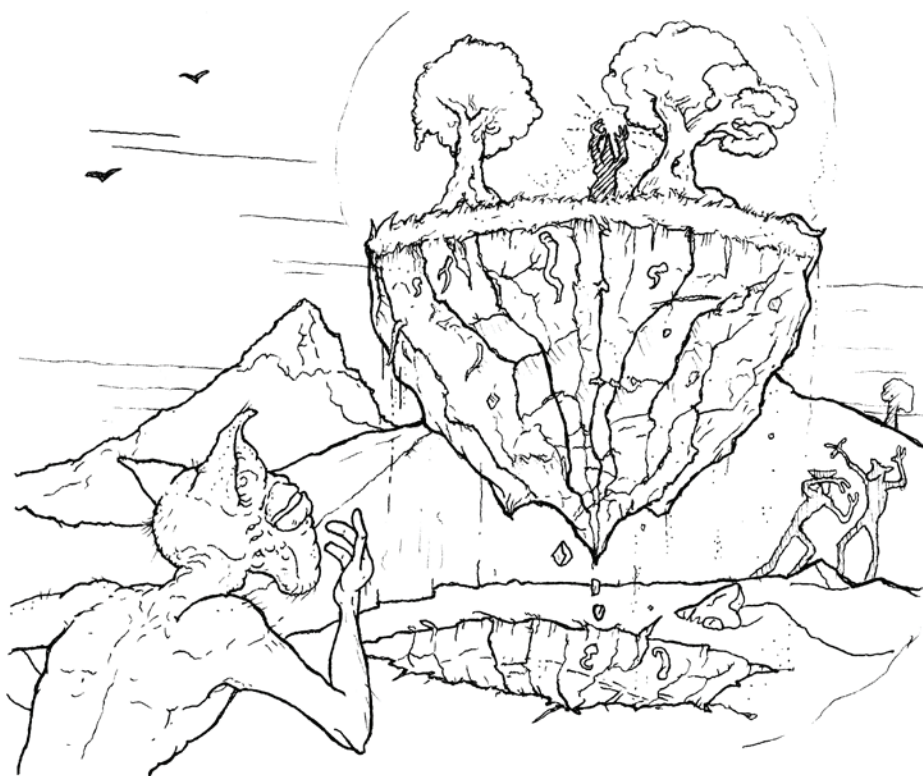
*Duration: Concentration*

*Range: 20'*

*Elements: All*

This spell gives the caster the ability to form patterns and shapes in a malleable elemental substance within range. Typically this spell is used to create forms in the motion of flames, the flow of water, or the spiralling of smoke; or to inscribe patterns in soft earth or dust. The forms created have no magical effect, but may be used to entertain or frighten on-lookers or perhaps to pass messages.

The spell's effect lasts as long as the elementalists maintains concentration and performs no other actions.



## **Sound the Deeps** 1st level [Divination, Invocation]

*Duration: Instant*

*Range: Touch*

*Elements: Earth, Water*

The elementalist invokes a dolorous boom to echo through a body of water or rock which he touches with his hand or staff. The returning tremors of the sound allow the caster to precisely divine the depth to which it travelled. Thus, the caster can determine the extent and approximate shape of bodies of water, chasms, shafts, clefts, mountain peaks, caverns, passages, and so forth.

In addition to this divinatory function, a *sound the deeps* spell may optionally be used to arouse slumbering beings in the affected area, up to 50' distant per level of the caster. Creatures in a natural state of sleep are awakened to alertness and unnatural entities such as dormant undead, constructs, or planar beings may also be aroused.

Casting this spell always incurs a wandering monster check, as nearby creatures may come to investigate the source of the booming.

## **Summon/Banish Lesser Elementine** 1st level [Abjur., Summoning]

*Duration: Permanent*

*Range: 60'*

*Elements: All*

This spell summons a minor elemental spirit—an *elementine* (see *Monsters*)—to appear within range. When casting the spell, the caster may choose to make a summons to one of the four classical elemental planes. The elementines of each plane will only respond to the casting of this spell once per day, meaning that it may be cast a maximum of four times by the elementalist—once per type of elementine.

The caster has complete control over the elementine as long as he maintains concentration. While concentrating, the elementalist may only move at half his normal movement rate and may not perform any other actions. The elementine may be commanded to attack nearby foes or perform other tasks within its capabilities. Should the caster's concentration be disrupted, the elementine will turn to attack the caster for 1d6 rounds, before returning to its plane of origin.

*continued...*



As long as the elementine is under the caster's control, it may be safely dismissed at any time. An elementalists may also cast this spell to banish an elementine, returning a single elementine in range to its plane of origin. No saving throw is allowed. Similarly, *dispel magic* or *dispel evil* targeted against an elementine forces it to return to its plane of origin.

*Design Note:* The traditional spells *flaming sphere* and *unseen servant* are, to a certain degree, included within the potential of *summon/banish elementine*, via the capabilities of fire and air elementines. See *Monsters*.

### **Summon/Banish Greater Elementine** 2nd level [Abjur., Summ.]

*Duration:* Permanent

*Range:* 60'

*Elements:* All

This spell functions in an identical manner to the 1st level *summon/banish lesser elementine*, but summons a greater elementine.

The limit to summoning one elementine from each elemental plane per day applies jointly to both spells (e.g. if a lesser fire elementine has already been summoned, it is not possible, until the next day, to summon a greater fire elementine).

When cast to banish an elementine, this spell affects those of either power level, both lesser and greater.

### **Summon Elemental I** 3rd level [Summoning]

*Duration:* Permanent

*Range:* 240'

*Elements:* All

This spell functions in the same way as the 5th level magic-user spell *conjure elemental*, but summons an elemental of the weakest type—with 8HD. In addition to the standard air, earth, fire, and water elementals, elementalists are also able to summon elementals of ash, frost, lava, mud, and steam (see *Monsters*) using this spell.



## **Summon Elemental II** *4th level [Summoning]*

*Duration: Permanent*

*Range: 240'*

*Elements: All*

This spell functions in the same way as the 3rd level *summon elemental I*, but summons an elemental of the middle type—with 12HD.

## **Summon Elemental III** *5th level [Summoning]*

*Duration: Permanent*

*Range: 240'*

*Elements: All*

This spell functions in the same way as the 3rd level *summon elemental I*, but summons an elemental of the greatest type—with 16HD.

## **Summon Elemental Horror** *4th level [Summoning]*

*Duration: 1 turn per level*

*Range: 120'*

*Elements: All*

This spell allows the elementalists to conjure forth a variety of evil creatures from the elemental planes. The caster can choose to summon one of the following, which is bound to serve unerringly for the duration: a fluid beast, a soil fiend, a flame terror, a wind horror (see *Monsters*).

## **Summon Greater Elemental Kin** *6th level [Summoning]*

*Duration: 1 turn per level*

*Range: 120'*

*Elements: All*

This spell allows the caster to conjure forth a variety of creatures from the elemental planes. At 11th level the caster can choose to summon a djinni, sea serpent, wind walker, or xorn. At 13th level he may summon a flame salamander. At 15th level he may summon a frost salamander and at 17th level an efreeti.

The summoned creature is bound to serve the caster unerringly for the duration.



## **Tidal Force** 2nd level [*Alteration, Oceanic*]

*Duration: 1 round per level*

*Range: 60'*

*Elements: Water*

This spell evokes an amplified tidal force which enables the caster to influence the movements of bodies of water and creatures whose physical structure is water-based (this includes most humanoids, plants, and animals). Each round, the caster must choose which direction the *tidal force* will push. All affected creatures in range must make a saving throw versus spells or be pushed 20' in the chosen direction. Creatures of human-size or smaller are lifted briefly off the ground, as if caught in a wave.

## **Vacuum** 3rd level [*Abjuration*]

*Duration: 1 round per level*

*Range: 240'*

*Elements: Air*

This spell causes the instantaneous removal (and on-going expulsion) of all forms of gas, including air, from a spherical volume of 5' radius per level of the caster. The removal of gas creates a pure vacuum in the affected area. Creatures inside the vacuum suffer 1d4 damage per round due to de-pressurization, but may move freely. Air-breathing creatures suffocate if they remain in the affected area, perishing within 1d6 rounds. As sound cannot propagate through a vacuum, an area of absolute silence is created. When the spell's duration comes to an end, the surrounding air rushes back in, filling the vacuum.

Due to its gas-removing effect, this spell is occasionally useful as a defence against spells such as *cloudkill*.



# Elementalist Magic Items

## Amalgam of Air and Earth

An esoteric substance manufactured by advanced alchemical processes whereby quantities of the cardinal opposite elements—air and earth—are caused to combine in a semi-stable form. In this state, the amalgam appears as a misty, green sphere about 1' in diameter. Its surface feels stone-like, but it is as light as wool. An elemental, holding the amalgam, may manipulate its unusual, dual nature, causing it to undergo a transformation into a shape of his or her design. The maximum possible dimensions of the resulting object are dependant on the elemental's level: either a solid object fitting within a sphere of 1' diameter per caster level or a flat, 1" thick plane covering a 5'-square area per caster level. The transformation takes one minute, after which the amalgam remains in the new form for one turn.

Upon each transformation, the amalgam's nature is determined by selecting one property from each of the following four categories:

### *Amalgam of air and earth, object properties*

Property	Airy	Earthy
Solidity	Insubstantial	Solid
Mass	Weightless	Heavy
Visibility	Invisible	Opaque
Breathability	Breathable	Suffocating

If the amalgam is shaped into a weapon, it may be wielded according to the normal proficiency rules. It behaves as a +2 weapon of the chosen type.

Each time the amalgam returns to its stable state, after being transformed, there is a 1 in 20 chance of its magic expiring, its form becoming henceforth immutable.





## Amalgam of Fire and Water

An esoteric substance manufactured by advanced alchemical processes whereby quantities of the cardinal opposite elements—fire and water—are caused to combine in a semi-stable form. In this state, the amalgam appears as a shimmering, brown sphere about 1' in diameter. Its surface feels icy and yet warm to the touch. An elemental, holding the amalgam, may manipulate its unusual, dual nature, causing it to undergo a transformation into a volatile state where it may exhibit properties of either or both its constituent elements. When transformed, the amalgam's volume expands to a 1' diameter sphere per level of the elemental. The transformation takes one minute, after which the amalgam begins to move—either flickering and rising like flame, flowing like water, or setting like ice.

Upon each transformation, the amalgam's nature is determined by selecting one property from each of the following four categories:

*Amalgam of fire and water, object properties*

Property	Fiery	Watery
Temperature	Hot	Cold
Motion	Rising	Flowing
Flammability	Burning	Smothering
Brightness	Radiant	Dull

The amalgam may be transformed such that its extreme temperature (either burning hot or freezing cold) causes 2d6 damage to anyone in contact with it.

Each time the amalgam returns to its stable state, after being transformed, there is a 1 in 20 chance of its magic expiring, its form becoming henceforth immutable.



## Ashes of Leng

The ancient city of Leng was famed for its extravagant holy library, said to contain the amassed wisdom of sixteen cultures. In the days following the sacking of Leng and the incineration of the library, a group of priest-librarians returned to the ruins and gathered the ashes of the burned books. Portions of these ashes remain to the present day and are known to contain residues of the long-lost secrets of the ancient library. An elemental may coax the ashes to reveal their secrets by crumbling a handful into the wind whilst speaking a question. The dust of the ashes, as it is swept away, will briefly coalesce into an image denoting an answer to the question, if an answer did indeed lie within the ancient library. The Labyrinth Lord must determine which questions may be answered by using the ashes of Leng and what form the dust-images take.



Claytonian 2016  
after Warwick  
Gobel



## Orb of Sunlight and Moonlight

A 6" sphere of milky-white crystal inlaid with patterns of scintillating silver lines (these depict either astrological correspondences or a lunar map). Once per day, an elementalist may command the orb to emit light in a 60' radius, for up to an hour. The light has either the soft, lambent quality of the full moon or the bright, searing quality of the summer sun. The light produced by the orb is of sufficient intensity to trigger effects conditional on sunlight (e.g. damage to vampires) or moonlight (e.g. causing lycanthropes to transform), as appropriate.



## Ring of Elemental Storage

A silver ring topped with a cluster of four cut gemstones: hematite, carnelian, aquamarine, and quartz. An elementalist who wears the ring may, by stroking the crystals, trigger its enchantment. Once per day, the ring may be commanded to either absorb and store a volume of elemental matter or to release a volume which has been previously stored. A volume of matter up to 5' cubed may be stored in the ring.

If the wearer of the ring is caught within the area of a damaging elemental effect (e.g. a spell or breath weapon), he or she may attempt to use the ring's power to absorb the attack, avoiding damage. The player must state this intention before making the normal saving throw against the effect. If the save succeeds, the ring's power was activated in time and a portion of the elemental effect absorbed into the ring, leaving the elementalist unharmed. Effects thus absorbed, when released, cause 2d6 damage to any within a 5' cubed area.



## Snow Globe

A sphere of perfect crystal, 5" in diameter, within which a wintry scene, covered in drifts of snow, may be espied. Shaking the globe disturbs the snow, sending it swirling and cascading within the crystal and, once the globe is again stable, slowly drifting back down. The scene within the globe is, in fact, a frozen moment of time.

A command word, which may be spoken at most once a day, causes the globe to release its contents, bringing them once more into existence in the real world.

A second command word (also usable at most once per day) triggers the reverse process: matter within a limited area is sucked into the crystal prison of the empty globe, vanishing from existence. The size of the area which is affected depends on the level of the elementalist who speaks the command word: a 5' radius area for a wizard of up to 10th level, a 10' radius area for a character of up to 15th level, and a 20' radius area for those of higher level. Once trapped inside the globe, the contents are frozen in time, neither ageing nor changing.

Creatures within the area may save versus spells to avoid the entrapment. If the saving throw succeeds, the magic is redirected at the one who activated the globe, who must then also save or be trapped inside.

Occasionally, an empty globe may be discovered, containing nothing but drifting snowflakes.

## Staff of Passage

A gnarled, wooden staff topped with a tarnished brass orb. Spending one of the staff's charges, a *knock* spell may be cast. For two charges:

- An opening in a wall (equivalent to a normal-sized doorway—roughly a 5' square) may be sealed over with stone for one hour.
- A 5' square opening in a wall (of up to 1' thick) may be created, remaining for one hour.

For three charges, a 5' square opening in a floor or ceiling may be sealed or created for one hour.



## Wand of Runes

An 18" iron rod, flaking with rust. The tip of the rod, although it glows a deep orange, as if fresh from the forge, is cool to the touch. However, in the hands of an elementalist, the wand may be used to engrave lines, patterns, and symbols into stone, as easily as a quill and ink may be used to write upon parchment. Expending one of the wand's charges, a magical *symbol* (per the spell) of the elementalists's choice may be engraved.





# THE NECROMANCER

Of those individuals who delve obsessively into matters occult, the men and women whose passion lies in the mysteries of death and the after-life—a path which leads inevitably into taboo, heresy, and horror—are often the most reviled. Meddling with the forces of death—and its supernatural counterpart, undeath—per se draws the pursuants' mind away from society and the concerns of fellow mortals and toward matters more macabre. Within this dark, forbidden realm of study, however, lie secrets most enthralling, for those who can glimpse them, and great power, for those with the stomach to wield it. The people who pursue this path of dark sorcery are known as necromancers.

Magic which treats with death and the undead is highly specialised; the necromancer's secrets are closely guarded. Some few spells are shared with magic-users while others are the mirror image of clerical magic: where a cleric invokes blessing and weal, the necromancer breeds agony and woe.

## Reversed Spells

The following spells are reversed clerical or magic-user spells; necromancers cannot cast the normal (non-reversed) form: *cause light wounds* (reverse of *cure light wounds*), *cause disease* (reverse of *cure disease*), *bestow curse* (reverse of *remove curse*), *cause serious wounds* (reverse of *cure serious wounds*), *cause critical wounds* (reverse of *cure critical wounds*), *harm* (reverse of *heal*), *destruction* (reverse of *resurrection*), *drain energy* (reverse of *restoration*), *necrosis* (reverse of *regenerate*).



# NECROMANCER SPELL LIST

## 1st level

1. Cause light wounds (C)
2. Command dead
3. Command undead (rev.)
4. Darkness globe (MU)
5. Detect disease
6. Detect undead
7. Dying words
8. Exterminate
9. Haunting
10. Locate remains
11. Pass undead
12. Preserve dead (rev.)
13. Ray of enfeeblement (MU)
14. Read magic (MU)
15. Scare (MU)
16. Chill touch
17. Skeletal servitor
18. Summon necromantic familiar
19. Unseen servant (MU)

## 2nd level

1. Choke
2. Corpse visage
3. Death recall
4. Detect magic (MU)
5. Feign death (MU)
6. Rigor mortis
7. Lend strength or fortitude (rev.)
8. Ray of pain
9. Resist turning
10. Seal tomb (rev.)
11. Speak with dead (C)
12. Spectral hand
13. Summon vermin
14. Zombie servitor

## 3rd level

1. Animate dead (MU)
2. Cause disease (C)
3. Fear (MU)
4. Hold person (MU)
5. Skull sight
6. Skull speech
7. Summon monster I (MU) \*
8. Unhallow (rev.)
9. Valour in death
10. Vampiric enslavement
11. Zone of sinister stillness





## 4th level

1. Bestow curse (MU)
2. Cause serious wounds (C)
3. Charm monster (MU) \*
4. Inter (rev.)
5. Curse of rotting
6. Raise dead, lesser
7. Reassemble
8. Summon monster II (MU) \*
9. Swarm transformation

## 5th level

1. Cause critical wounds (C)
2. Death spell (MU)
3. Gaseous form
4. Guardian spirit
5. Magic jar (MU)
6. Portent of doom
7. Summon monster III (MU) \*
8. Summon shadow (I)
9. Wall of gloom
10. Zone of creeping terror

## 6th level

1. Bind spirit
2. Contact spirit
3. Curse of undeath
4. Harm (C)
5. Knowledge of life
6. Grip of death
7. Sacrificial resurrection
8. Spiritwrath (MU)
9. Summon monster IV (MU) \*

## 7th level

1. Death geas
2. Destruction (C)
3. Drain energy (C)
4. Necrosis (C)
5. Summon demon (MU) \*
6. Summon monster V (MU) \*
7. Undead regeneration
8. Zone of weakness

## 8th level

1. Clone (MU)
2. Power word blind (MU)
3. Skeletal army
4. Summon monster VI (MU) \*
5. Symbol (MU) \*
6. Trap the soul (MU)

## 9th level

1. Power word kill (MU)
2. Raise dead (C)
3. Reinstate spirit
4. Steal life force
5. Summon monster VII (MU) \*
6. Zone of death

The standard spells marked with an asterisk may be learned and cast by necromancers, but with a more limited effect. These restrictions are described in the spell listing, in the following section.



# NECROMANCER SPELLS

## **Bind Spirit** 6th level [Necromancy, Summoning]

*Duration: Special*

*Range: Touch*

*Casting time: 2 hours*

*Cost: 500gp (rare oils, cremation ashes)*

The necromancer summons a spirit from beyond the grave and binds it into an object. The bound spirit imbues the object with the power of one of the following necromantic spells: *darkness globe, exterminate, haunting, preserve dead, unseen servant, feign death, resist turning, seal tomb*.

The enchanted object radiates magic and is treated as undead. The imbued power moves with the object and lasts as long as the spirit remains bound. There are various ways in which the spirit may be released:

- If the necromancer is within 60' of the imbued object, he may choose to release the spirit at any time.
- The necromancer may choose to assign a command word to the enchanted object. Speaking the command word within 30' of the object causes the trapped spirit to be released.
- A *dispel magic* or a successful turning attempt against the object (treat as a 6HD undead, for this purpose) will release the bound spirit.
- There is also a 2% chance per month that the bound spirit will escape of its own accord.

If released, the spirit manifests as a free-willed wraith, not under the caster's control. The enchantment on the object ends and the spirit cannot be returned to it.

The summoning and binding of the spirit takes the form of a two hour ritual, and requires the use of an elixir composed of 500gp worth of rare oils and the ashes of six cremated humans.



**Charm Monster** 4th level [*Charm, Necromancy*]

*Duration: Special (see description of magic-user spell)*

*Range: 120'*

Necromancers may only use this spell to charm undead.

**Chill Touch** 1st level [*Enchantment, Necromancy*]

*Duration: 3 rounds, +1 round per level*

*Range: Touch*

The necromancer's hands are enveloped with a chilling, blue miasma which disrupts the life energy of creatures which come into contact with it. The necromancer is immune, but any other living creature touched suffers 1d4 hit points damage and the loss of one point of STR. The touched creature is allowed a saving throw versus spells to avoid the effects of the chill touch. Creatures which do not have a rated STR score instead suffer a -1 penalty to attacks each time they are touched. Lost points of Strength are recovered at a rate of one per hour.

**Choke** 2nd level [*Conjuration, Necromancy*]

*Duration: 1 round per level*

*Range: 90'*

A pair of spectral hands are conjured and proceed to clasp around the throat of a single target and begin choking them. While the spell lasts, the victim suffers a -2 penalty to attack rolls and automatically takes 1d4 damage per round. The victim is allowed a saving throw when the spell is cast, with success reducing the choking damage by half (rounded up).

Due to the ghostly nature of the choking hands, it is not possible for the victim to wrench them away. However, the spell is negated if the necromancer is killed or knocked unconscious.



## **Command Dead** *1st level [Necromancy]*

*Duration: 1 turn*

*Range: 60'*

The words of this incantation cause up to 2d6 HD of recently deceased creatures to rise, reanimating for a short time as undead under the necromancer's control.

The reanimated dead are mindless and are fully under the caster's control. They have 1 hit point each, fight as monsters with HD equal to those they had in life, and can be turned as zombies. The caster cannot command the reanimated creatures to use any special abilities (poison, breath weapons, magical abilities, etc.) or to make more than one attack per round. When the duration expires, the deceased fall immediately back into the grip of death.

## **Command Undead (reversible)** *1st level [Charm, Necromancy]*

*Duration: See below*

*Range: 60'*

This spell allows the necromancer to attempt to control undead creatures, binding them to his will.

A roll on the cleric's Turning Undead Table is made, as a cleric of the caster's level. A success indicates that the affected creature(s) will obey the caster's commands for 1d4 rounds. An automatic turning result (T) means they will obey the caster's commands for 1d4 hours and a result of D means that they can be commanded for 1d4 days. In any case, the spell's effect is broken if the controlled creatures are successfully turned or commanded by another.

*Turn undead*, the reverse of *command undead*, allows a necromancer to attempt to turn undead creatures in the same way as a cleric. (The reversed version may not be available in some campaigns, at the Labyrinth Lord's discretion.)



## **Contact Spirit** 6th level [Divination, Necromancy]

*Duration: See below*

*Range: Unlimited*

Working in similar manner to *Speak with Dead*, this spell allows the necromancer to communicate with the spirit of any deceased being whose name is known. The duration, number of questions, and maximum age of the spirit depend on the caster's level, exactly the same as with *Speak with Dead*.

The spirit communicates as a faint voice from beyond the grave, audible to all characters within 30' of the location where the spell is cast. Powerful spirits may be allowed a saving throw versus spells to resist being contacted.

## **Corpse Visage** 2nd level [Alteration, Necromancy]

*Duration: 1 day per level*

*Range: Touch*

Touching the face of the corpse of a person who has died within the last week, the necromancer's own face and voice change into a replica of those of the corpse. The caster's face reflects the exact state of the corpse and will decay as it decays. Nonetheless, the spell is often enough to achieve the desired deception.



**Curse of Rotting** 4th level [Enchantment, Necromancy]

*Duration: 1 round per level*

*Range: Touch*

Any creature touched by the necromancer is afflicted with a hideous curse of rotting flesh similar to that transmitted by the touch of the mummified dead. The victim cannot receive the benefit of magical healing and heals naturally at one tenth of the normal rate. The curse can be cured with the spell *remove curse*.

**Curse of Undeath** 6th level [Enchantment, Necromancy]

*Duration: Permanent*

*Range: 30'*

The necromancer places a curse on a single target in range, declaring that their fate upon death is to rise again as undead. The target may make a saving throw versus spells to resist. If the save fails, the victim's soul is forfeit and the doom is inevitable. It may only be dispelled by *remove curse* or *limited wish*.

The exact form of undead which the victim becomes depends on the victim's level or Hit Dice and is determined by the Labyrinth Lord.

**Death Geas** 7th level [Charm, Necromancy]

*Duration: See below*

*Range: 30'*

Similar to the cleric spell *quest*, this spell compels the target to undertake a quest determined by the caster. The *death geas* functions identically to the *quest* spell, save for one addition: if the victim dies while performing the quest, he or she will rise as undead and not rest until the quest is fulfilled. The type of undead the victim rises as depends on the victim's level or Hit Dice and should be determined by the Labyrinth Lord.



## **Death Recall** *2nd level [Divination, Necromancy]*

*Duration: 1 turn*

*Range: Touch*

Upon casting this spell and touching the body of a creature which has died within the last 24 hours, the necromancer enters a trance. While in the trance, the caster experiences a vision of the last 10 minutes of the creature's life, ending with its death, at which point the caster awakes. The vision is experienced from the point of view of the target and overwhelms the necromancer's own senses for the duration.



## **Detect Disease** *1st level [Divination]*

*Duration: Instant*

*Range: 30'*

This spell enables the necromancer to detect whether a single object or creature carries a disease. The presence of both normal and magical diseases can be detected and there is additionally a 5% chance per caster level of identifying the exact disease carried.

## **Detect Undead** *1st level [Divination, Necromancy]*

*Duration: 3 turns*

*Range: 60'*

This spell enables the necromancer to detect the presence of undead creatures within range. The spell indicates neither the precise location nor the type of any undead detected, only their direction. It is blocked by 1 foot of stone, 3 feet of earth, or a thin layer of metal.



## **Dying Words** *1st level [Evocation, Illusion, Necromancy]*

*Duration: See below*

*Range: 60'*

This spell causes the dead remains of a person to speak, uttering a short phrase (up to a maximum of a few sentences) as determined by the caster. While the spell is often used to put words into the mouths of a recently deceased cadaver, the remains to be affected may be of any age or condition—even a skull may be made to speak.

The affected remains may either be caused to speak immediately as the spell is cast or enchanted to deliver the necromancer's message when any intelligent being other than the caster comes within 10'.

## **Exterminate** *1st level [Evocation, Necromancy]*

*Duration: Instant*

*Range: 15'*

This spell instantly kills vermin creatures, including small rodents, insects, and spiders. If used against extremely small creatures (1 hit point or less), all creatures in an area of up to 1 cubic foot per level of the caster are killed. Larger creatures (up to 6 hit points), including giant versions of normal vermin, can also be targeted but are allowed a saving throw versus death. The caster is able to kill one such creature per level.

Summoned familiars and creatures of greater than animal intelligence are not affected.

## **Gaseous Form** *5th level [Alteration]*

*Duration: Special*

*Range: 0*

The necromancer and everything he is carrying transforms into a cloud of mist. While in this state, the caster can only be harmed by magic and can neither attack nor cast spells. The caster can drift at a rate of 20' per round and can pass through small cracks and holes.

The spell lasts as long as the necromancer desires, however, once he has left *gaseous form* and returned to corporeality, the spell ends.





## **Grip of Death** 6th level [Enchantment, Necromancy]

*Duration: 1 round per level*

*Range: Touch*

The necromancer's touch has the power to inflict 1d10 points of cold damage and permanent paralysis. A saving throw versus paralysis is permitted to avoid the latter effect. Those who succumb are alive but barely able to breathe, typically perishing of thirst. The paralysis can only be cured by magic (e.g. *remove curse* or *dispel magic*).

## **Guardian Spirit** 5th level [Necromancy, Summoning]

*Duration: 1 day per level*

*Range: 0*

*Casting Time: 2 hours*

*Cost: 250gp (dust of skulls and black opal)*

The necromancer summons a lost soul from the underworld and tasks it to guard the location where this spell is cast. Once summoned, the spirit lies dormant and invisible in the locale to be protected, but will manifest when any living being enters the area. When casting the spell, the necromancer must choose from the following options:

- The spirit manifests as a wraith and attempts to fight off intruders.
- The spirit manifests in the necromancer's current location, warning of the intrusion.
- The spirit manifests as a chilling fog, having the same effects as the *fog cloud* spell, but additionally causing 1hp of cold damage per round.

The *guardian spirit* will only manifest once, after which the spirit is released from its task.

The summoning and binding of the *guardian spirit* takes the form of a two hour ritual and requires three humanoid skulls and a black opal worth 250gp. These components are ground into a fine dust which must be sprinkled throughout the area as the spell is cast.



**Haunting** 1st level [*Necromancy, Summoning*]

*Duration: 1 turn per level*

*Range: 60'*

This spell summons a restless spirit and temporarily binds it to the material plane, causing the area where the spell is cast to exhibit signs of being haunted. At the necromancer's choice, objects may rattle or fall of their own accord, phantasmal noises may be heard, or a ghostly form may manifest.

A haunting may be dispelled by the cleric spell *bless* and is susceptible to turning, as a 1 HD monster.

**Inter (reversible)** 4th level [*Alteration, Necromancy*]

*Duration: Permanent*

*Range: 60'*

Inter causes a target within range to be pulled into the earth over the course of 2d4 rounds. A save versus death is allowed to resist the spell and the interment may be prevented if the victim is aided by four or more creatures of average STR. Otherwise, the victim is dragged 10' down and has no means of escape.

The reversed spell, *exhume*, causes buried bodies within range to rise to the surface of the earth. The caster may optionally choose which bodies are exhumed (for example, by reading names from gravestones). Corpses buried deeper than 20' cannot be exhumed.

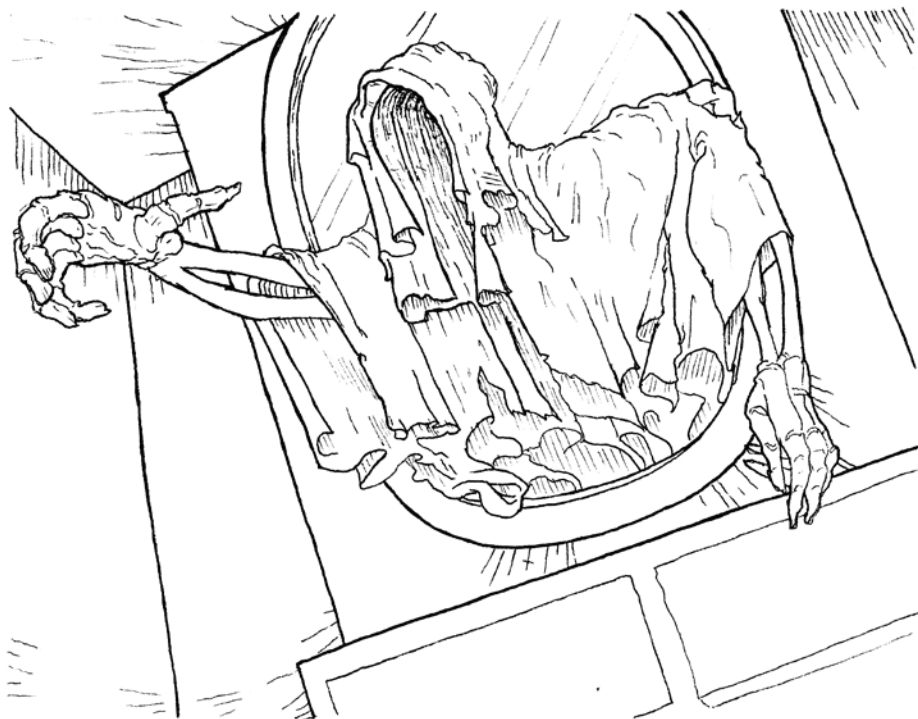
**Knowledge of Life** 6th level [*Divination, Necromancy*]

*Duration: Instant*

*Range: 60'*

The necromancer gains an instant insight into the former life of an undead creature within range. A broad picture of the creature's history and its personality during its former, mortal life are gained. Additionally, the objective answer to one specific question may be gleaned, although secrets known only to the target cannot be divined. Very powerful undead such as vampires or liches may make a saving throw to resist.





### **Lend Strength or Fortitude (reversible)** 2nd level [Alt., Necro.]

*Duration: 1 turn per level*

*Range: Touch*

This spell allows the necromancer to transfer his physical strength or constitution to another person. The caster temporarily loses up to 1 point of STR or CON per three experience levels and the subject gains the same number of points in the same attribute.

The reversed version of the spell, *leech strength or fortitude*, allows the caster to attempt to steal the physical strength or constitution of another being, who must be touched. The target is allowed a saving throw versus paralysis, which, if failed, results in the loss of 1 point of STR or CON per three levels of the caster. The necromancer temporarily gains the leeches attribute points.

This spell has no effect on undead creatures.



**Locate Remains** *1st level [Divination, Necromancy]*

*Duration: 1 turn, +1 per 2 levels*

*Range: 60'*

This spell allows the necromancer to divine the location of the remains of any dead creatures in range. This includes corporeal undead such as skeletons, zombies, and ghouls, although the caster cannot distinguish them from normal corpses.

Alternatively, if the caster possesses a personal item or small body part of a specific individual, then that individual's remains can be sought with this spell. In this case the remains of other creatures are not detected.

**Pass Undead** *1st level [Charm, Illusion, Necromancy]*

*Duration: 1 turn per level*

*Range: Touch*

The creature touched is rendered completely undetectable to undead, as long as it takes no hostile actions against them. If the target attacks any undead creatures, his presence is revealed, but even then only to the individuals which were attacked. Undead with greater than 5 Hit Dice are allowed a saving throw to detect anyone protected by this spell. Undead with 9 or more Hit Dice are never deceived by the spell.

**Portent of Doom** *5th level [Enchantment, Invocation, Necromancy]*

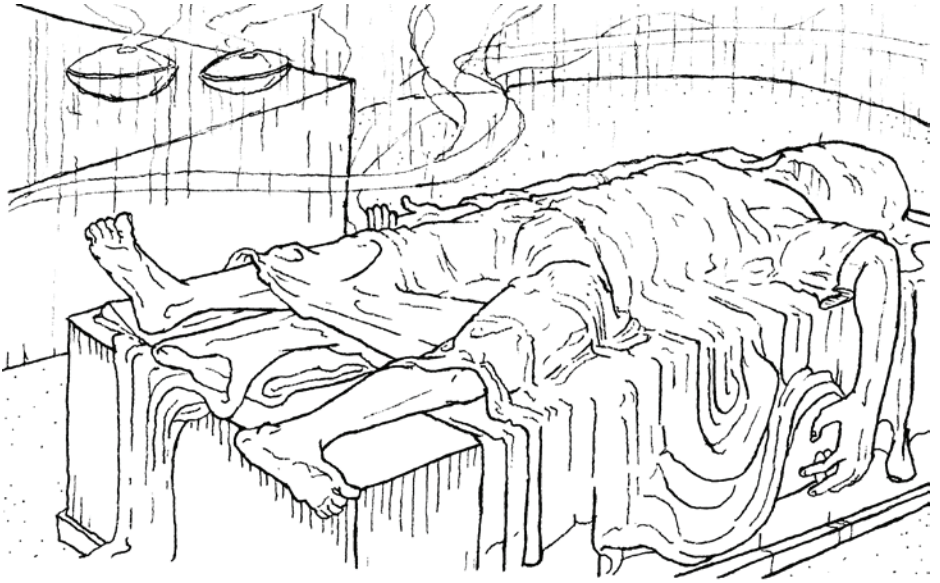
*Duration: 1 day per level*

*Range: 60'*

The necromancer invokes the demon lord Orcus, prince of the undead, to afflict a single target within range with a powerful curse. The target is allowed a saving throw versus spells to resist. If the saving throw fails, the victim falls under a deathly curse whereby he or she is attacked by a series of undead assailants until the curse is dispelled or its duration expires.

While the curse lasts, the victim receives daily visitations by minions of the demon lord—undead beings of Hit Dice equal to the victim's level, up to a maximum of 6HD (spectres). The deathly assassins appear out of nowhere within 60' of the victim, pronounce the victim's doom, and proceed to attack. The time of their appearance each day cannot be predicted.





**Preserve Dead (reversible)** 1st level [Enchantment, Necromancy]

*Duration:* 1 day per level

*Range:* 30'

This spell prevents the onset of decay in one or more dead bodies within range. One corpse may be affected for every two levels of the necromancer. The enchantment has the following effects upon a corpse:

- Natural processes of decay are suspended, preserving the body in its current state.
- The corpse cannot rise as undead, except with the express permission of the necromancer who cast this spell.
- For the purposes of *raise dead*, the corpse does not age. For example, the body of a creature which has been deceased for ten days which is then preserved by this spell for another ten days would count as only having died ten days ago, not twenty, if *raise dead* is cast upon it.

This spell can also be used in conjunction with *animate dead* in the creation of zombies. Corpses which are first preserved and then animated gain one additional hit point per Hit Die.

The reverse of this spell, *rot*, causes the flesh of an equal number of corpses to rot completely away over the course of a turn, leaving only bones.



## Raise Dead, Lesser *4th level [Necromancy]*

*Duration: Permanent*

*Range: 120'*

Similar to the clerical spell *raise dead*, this spell enables the necromancer to bring the dead back to life. However, unlike the true *raise dead*, this spell lacks the power to permanently reunite spirit and flesh. The raised creature suffers the fortnight of weakness, as described in *raise dead*, and may then act as normal for one day per level of the caster. Once this grace period has passed, the resurrected spirit becomes restless and the body begins to weaken, spiralling toward a second, inevitable death. The subject must roll each day on the following table, with a cumulative +3% modifier per day.

### *Raise dead, lesser, daily effects*

d%	Result
01–24	Lose 1d4 hit points.
25–34	Lose one point of CON.
35–44	Lose one point of DEX.
45–54	Lose one point of STR.
55–59	Fingers, teeth, or hair start rotting away or falling out. CHA reduced by one.
60–64	A limb dies and drops off.
65–69	Lose one experience level.
70–73	Overcome with murderous lust.
74–78	Overwhelmed with sorrow.
79–83	Lose the will to eat—starvation begins unless force-fed.
84–87	Can only gain sustenance through cannibalism.
88–91	Become semi-corporeal—AC improves by 2 points, but unable to manipulate fine objects.
92–94	Become fully incorporeal—can only be harmed by magical weapons, but cannot affect the physical world in any way.
95–99	Become undead (the Labyrinth Lord decides which type).
00+	Death.



## **Ray of Pain** 2nd level [Evocation]

*Duration: Instant*

*Range: 15' per level*

A ray of shadowy energy leaps from the necromancer's hand towards a single living target, who must make a saving throw versus spells. If the save is successful, the victim takes 1d4 hit points of damage. If the save fails, the victim suffers 1d6 points of damage plus one point per level of the caster and is afflicted by a wracking pain lasting until the end of the next round. The pain causes a -1 penalty to attack rolls, saving throws, Armour Class, and ability checks.

## **Reassemble** 4th level [Alteration, Necromancy]

*Duration: Instant*

*Range: 60'*

This spell allows a necromancer to repair damage done to all forms of corporeal undead. A total of 1d6 hit points per three levels of the caster can be repaired. The hit points may be divided between any number of undead within range. Note that—unlike the application of clerical healing spells to the living—this magic has the power to repair even fatal damage which has reduced an undead creature to 0 or lower hit points.



## Reinstate Spirit *9th level [Necromancy, Summoning]*

*Duration: Permanent*

*Range: Unlimited*

*Casting Time: 1 hour*

With this ritual, the necromancer may summon the spirit of a deceased being whose name is known and to cause it to be reinstated into a corpse which is in the caster's presence. The spirits of long-deceased beings dwell in the more distant realms of death and are less easily tempted back to life—as the necromancer increases in experience, he may successfully send his summons to spirits of ever more advanced age, as shown in the table below.

Reinstated in the new body, the spirit becomes an undead creature equivalent to a wight. It does, however, retain its personality and all knowledge of its life (and beyond).

The newly undead creature is not necessarily in any way favourably disposed towards the caster and may, indeed, resent being forcibly brought into a state of undeath. Powerful spirits may, at the Labyrinth Lord's discretion, be allowed a saving throw versus spells to resist being reinstated.

The casting of this spell to revive the spirits of the long-dead is extremely taxing on the necromancer's sanity. When reinstating a spirit which has been deceased for 70 years or more, the caster must make a saving throw versus spells or permanently lose one point of WIS. For spirits of 140 years or older, the save at a -2 penalty and, for those of 1,000 years or older, a -4 penalty applies.

*Reinstate spirit, maximum age of spirit*

Caster Level	Time Deceased
17	7 years
18	70 years
19	140 years
20	1,000 years
21+	Unlimited





## **Resist Turning** 2nd level [Enchantment, Necromancy]

*Duration: 2 rounds per level*

*Range: 15' radius*

This spell affords undead creatures in the area of effect some protection against being turned by a cleric or by the reversed form of *command undead*. The spell is effective against a single successful turning attempt made within the duration. The turning attempt has a base 50% chance of being nullified, modified by 5% per experience level difference between the necromancer and the turner—if the necromancer is of higher level, the chance of the turning attempt being nullified increases, if he is of lower level, the chance is reduced.

The spell's effects can be centred on the caster, another creature, or on a chosen object or location.

## **Rigor Mortis** 2nd level [Enchantment, Necromancy]

*Duration: 1 round per level*

*Range: Touch*

Any humanoid whom the necromancer touches must save versus spells or be paralysed for 2d4 turns. Elves and humanoids larger than ogres are not affected by this spell.

## **Sacrificial Resurrection** 6th level [Necromancy]

*Duration: Permanent*

*Range: Touch*

By making a bargain with the powers of death, the necromancer can exchange one soul for another, bringing a dead creature back to life in return for a sacrifice of equal magnitude. The spell functions in basically the same manner as *raise dead*, but requires the sacrifice of one or more intelligent beings, whose total Hit Dice must equal that of the creature being revived.



## **Seal Tomb (reversible)** 2nd level [Abjuration, Necromancy]

*Duration: See below*

*Range: 60'*

This spell places a magical seal upon a single crypt door within range, causing it to close and become magically locked in the same manner as the magic-user spell *hold portal*. The necromancer himself may pass through the door unhindered and may also grant access to undead, if he wishes. The spell may also be used to seal a single sarcophagus or coffin lid closed. The seal lasts for one year.

The reversed version, *open tomb*, causes a crypt door or coffer lid to open, bypassing any warding magic of less than 5th level which enchants it. Spells such as *seal tomb* and *arcane lock* are simply dispelled, while other warding spells are nullified for 1 turn.

## **Skeletal Army** 8th level [Necromancy]

*Duration: 1 hour per level*

*Range: 120'*

Cast in a graveyard or at the site of a battle, this spell causes up to 1d6 HD of skeletons per level of the caster to reanimate and rise up from the earth, ready to do the caster's bidding. The skeletal legion are equipped with whatever weapons and arms they were buried with. When the duration ends, the raised skeletons and their weaponry crumble to dust.

## **Skeletal Servitor** 1st level [Necromancy]

*Duration: 6 turns, +1 turn per level*

*Range: Touch*

A single humanoid skeleton is reanimated under the caster's control for the duration of this spell. Apart from the short duration and the limitation of a single skeleton, it functions in the same way as *animate dead*.





**Skull Sight** 3rd level [Divination, Necromancy]

*Duration: 1 turn*

*Range: Unlimited*

*Cost: 500gp (rare herbs + eyeball of undead being)*

The necromancer gains the power to see through the eye sockets of a skull which he has specially prepared. The preparation of the skull requires it to be finely engraved with arcane symbols and anointed with a philtre made from rare herbs (costing 500gp) and the eyeball of an undead creature.

If the caster has anointed several skulls for use with this spell, he can freely switch between them within the spell's duration.

**Skull Speech** 3rd level [Divination, Necromancy]

*Duration: 1 turn*

*Range: Unlimited*

*Cost: 500gp (rare herbs + tongue of undead being)*

The necromancer gains the power to hear (within a range of 20') and speak through a skull which he has specially prepared. The preparation of the skull requires it to be finely engraved with arcane symbols and anointed with a philtre made from rare herbs (costing 500gp) and the tongue of an undead creature. It is not possible to cast spells through the enchanted skull.

If the caster has anointed several skulls for use with this spell, he can freely switch between them within the spell's duration.

**Spectral Hand** 2nd level [Evocation, Necromancy]

*Duration: 2 rounds per level*

*Range: 100', +10' per level*

A glowing, ghostly hand formed of the necromancer's own life force manifests at his side. By concentrating, the necromancer is able to direct the hand, within range, moving it at a rate of 60' per round. The hand can be used to deliver touch attacks, including spells of up to 4th level which are delivered by touch. The hand attacks with the necromancer's normal to-hit probability and a +2 bonus.

*continued...*



Controlling the hand requires the caster's full concentration. If he performs any other actions during the spell's duration, the hand returns to hover at his side. The one exception is that, as mentioned above, it is possible to cast a touch spell via the hand without causing it to return.

As the hand is formed of the caster's life force, it is vulnerable to attack. It can only be harmed by magical weapons or spells and has an Armour Class of -2. If the hand is damaged it disappears, ending the spell, and the caster suffers 1d4 hit points of damage.

### **Steal Life Force** 9th level [Necromancy]

*Duration: Permanent*

*Range: Touch*

An energetic conduit is opened between the necromancer and another sentient, living being. The subject must save versus death or be aged 1d10 years. If the subject is aged beyond his natural life-span, it dies.

The energy drained from the victim is channelled into the necromancer, who is rejuvenated by an equal number of years (restoring him to a state of at most young adulthood). Some evil necromancers make use of this spell to indefinitely extend their life-span by stealing the lives of victims.

Each time this spell is used, there is a 1 in 6 chance that the caster will permanently lose one point of CON. When the number of CON points lost equals the necromancer's original CON ability score, he enters an undead state.

### **Summon Demon** 7th level [Summoning]

*Duration: Special (see description of magic-user spell)*

*Range: 10'*

Necromancers may only use this spell to summon servants of the demon lord Orcus, prince of the undead.



**Summon Monster I** 3rd level [Summoning]

*Duration: 2 rounds +1 round per level*

*Range: 30'*

A necromancer casting this spell can only summon skeletons.

**Summon Monster II** 4th level [Summoning]

*Duration: 3 rounds +1 round per level*

*Range: 40'*

A necromancer casting this spell can only summon ghouls or zombies—determined at random.

**Summon Monster III** 5th level [Summoning]

*Duration: 4 rounds +1 round per level*

*Range: 50'*

A necromancer casting this spell can only summon wights or leprous dead (see *Monsters*)—determined at random.

**Summon Monster IV** 6th level [Summoning]

*Duration: 5 rounds +1 round per level*

*Range: 60'*

A necromancer casting this spell can only summon ghosts or wraiths—determined at random.

**Summon Monster V** 7th level [Summoning]

*Duration: 6 rounds +1 round per level*

*Range: 70'*

A necromancer casting this spell can only summon mummies.

**Summon Monster VI** 8th level [Summoning]

*Duration: 7 rounds +1 round per level*

*Range: 80'*

A necromancer casting this spell can only summon spectres.



## **Summon Monster VII** 9th level [Summoning]

*Duration: 8 rounds +1 round per level*

*Range: 90'*

A necromancer casting this spell can only summon vampires.

## **Summon Necromantic Familiar** 1st level [Necromancy, Summoning]

*Duration: See description of magic-user spell*

*Range: 10' per level*

*Casting Time: 1-24 hours*

*Cost: 100gp (rare herbs)*

This spell works in a similar way to the magic-user spell *summon familiar*, but with the following differences:

- The reanimated corpse of a creature from the normal familiars list may respond to the spell—an undead cat or raven, for example.
- Necromancers casting this spell may also summon gruesome creatures such as an unnaturally large spider or centipede.
- The probability of a special familiar remains at 5%, but only an imp or quasit will respond to this spell.

## **Summon Vermin** 2nd level [Summoning]

*Duration: Special*

*Range: 100'*

A seething mass of vermin creatures of a single type (the necromancer may choose) is conjured. Creatures such as bats, rats, spiders, flying insects, centipedes, and so on may be summoned with this spell.

The swarm fills a 10' cubic area which can move, under the necromancer's direction, at a rate of up to 20' per round. Any creatures engulfed by the swarm suffer 1d4 points of damage per round due to the numerous bites or stings inflicted by the vermin. Victims can choose to forgo all other actions, including movement, to reduce the swarm's damage to 1.

The swarm can only be damaged by fire or other area effects and it disperses after taking 2 points of damage per level of the caster. Otherwise, it remains as long as the necromancer maintains complete concentration. If the caster's concentration lapses, the swarm disperses after two rounds.



## **Swarm Transformation** 4th level [Alteration]

*Duration: Special*

*Range: 0*

Upon casting this spell, the necromancer is instantaneously transformed into a swarm of rats, spiders, or insects. While in this form, the necromancer can move at 20' per round and can attack by engulfing victims, who suffer 1d4 damage per round (as per the 2nd level *summon vermin*, the damage may be reduced to 1 point, if a victim takes no other actions). The caster is immune to normal damage, but can be harmed by fire, spells, or area attacks.

The necromancer may remain in the form of a swarm for as long as he wishes. Any damage inflicted on the swarm is reflected on the caster's body when he returns to normal. If the caster dies while under the effects of this spell, he reverts to his natural form. Once the caster has returned to his normal form, the spell ends.

## **Symbol** 8th level [Abjuration, Enchantment]

*Duration: Special (see description of magic-user spell)*

*Range: Touch*

Necromancers may only inscribe symbols of death, fear, insanity or pain.

## **Undead Regeneration** 7th level [Enchantment, Necromancy]

*Duration: 1 round per level*

*Range: 60'*

Up to 2d8 HD of undead creatures of the necromancer's choosing within range are enchanted so as to be indestructible for the duration. The affected creatures may be damaged as normal and appear to perish upon reaching 0 hit points or lower. However, the following round they will rise again, regaining 2d8 hit points.

Enchanted undead which are destroyed by a cleric's turning ability (the D result), or by very powerful magic such as the *disintegrate* spell are unable to regenerate. Otherwise, the creatures' bodies will reform, enabling them to continue fighting.

This spell cannot be used to enchant creatures of greater than 3 Hit Dice.







**Unhallow (reversible)** 3rd level [*Abjuration, Meta-magic, Necromancy*]

*Duration: Permanent*

*Range: 60'*

This spell permanently dispels any magical wards in the affected area which protect against the entry or creation of undead.

The reversed version, *hallow*, is rarely used by necromancers. It effects a permanent ward which prevents the remains of the deceased from rising as undead while within the protected area. It has no effect on existing undead.



## **Valour in Death** 3rd level [*Necromancy*]

*Duration: Special*

*Range: Touch*

Cast in the midst of a battle, the body of one slain during the combat (at most one turn ago) is called back from the clutches of death to rise and continue fighting. The risen combatant is not considered undead and is not controlled by the caster, maintaining its own goals and personality. A creature raised by this spell has the sole purpose of participating in the ongoing battle—it will perform actions to no other ends.

The raised creature will use whatever abilities it deems most helpful in the situation and may cast spells or use magic items as normal, if such are available for use. The creature is also immune to all fear effects and possesses an eerie strength, granting +1 to melee attacks and damage.

The spell lasts either until fighting stops or the affected creature reaches -20 hit points. At this point, the target drops to the ground, truly dead. Characters reanimated by this spell suffer a -10% adjustment to their chance of surviving a subsequent resurrection attempt.

## **Vampiric Enslavement** 3rd level [*Charm, Necromancy*]

*Duration: One month*

*Range: Touch*

Enchanting a quantity of his own blood (causing a loss of one point of CON for 24 hours), the necromancer creates a potion having effects similar to the magic-user spell *charm person*.

The enchanted blood is fed—presumably either by force or subterfuge—to a humanoid subject who must save versus spells or come under the charm for one month. During this time, the charmed victim views the necromancer as a trusted friend, but also develops a craving for his blood, which increases as the month-long duration progresses. At the end of this period, the necromancer must cast this spell again to provide more blood for the victim and renew the enchantment. If the spell's duration ends without it being renewed, the charm dissolves but the lust to consume the necromancer's blood lasts for a further month. During this time, the victim is likely to attack the necromancer to satisfy this urge.



## **Wall of Gloom** 5th level [Conjuration, Illusion, Necromancy]

*Duration: Concentration, +6 turns*

*Range: 60'*

The necromancer summons forth a sinister barrier of pure darkness, 5' thick, 20' high, and up to 20' long per caster level. Anyone touching the wall must save versus spells or be affected by *fear* (as per the 4th level magic-user spell). Creatures unaffected by the *fear* may attempt to pass through the wall, however doing so incurs a second saving throw. If this save fails, the creature is paralysed as per *hold person* and remains stuck in the darkness of the wall until its duration ends.

The caster, all undead creatures, and creatures with an affinity for darkness or shadow are unhindered by the wall.

The spell lasts as long as the caster concentrates and performs no other actions. Once concentration ends, the wall persists for 6 turns.

## **Zombie Servitor** 2nd level [Necromancy]

*Duration: 6 turns, +1 turn per level*

*Range: Touch*

This spell causes a single humanoid corpse to reanimate as a zombie under the necromancer's control for the duration. Apart from the short duration and the limitation of a single zombie, it functions in the same way as *animate dead*.

## **Zone of Creeping Terror** 5th level [Enchantment, Necromancy]

*Duration: Permanent*

*Range: 60'*

This spell enchants the area where it is cast, causing it to take on an atmosphere of dread. Any living creature spending longer than one minute inside the zone must make a save versus spells or be overcome with terror and the desire to leave the area as soon as possible. The caster is immune.



**Zone of Death** 9th level [Enchantment, Necromancy]

*Duration: Permanent*

*Range: 60'*

This spell enchants the area where it is cast, causing it to become inimical to life. Any living creature (excluding the caster) within the zone suffers 1d4 points of damage per round. A zone of death is often littered with corpses of its victims.

**Zone of Sinister Stillness** 3rd level [Enchantment, Necromancy]

*Duration: Permanent*

*Range: 60'*

This spell enchants the area where it is cast, causing it to take on an unsettling air of silence. Sound is not magically suppressed in the zone, but characters (except the caster) within its bounds feel that any sound they make is disturbing something which is better left in peace. Inside the zone, fear effects are more difficult to resist (-2 to saves) and morale boosting effects cannot function.



**Zone of Weakness** 7th level [Enchantment, Necromancy]

*Duration: Permanent*

*Range: 60'*

This spell enchants the area where it is cast, causing all living creatures to be affected by a crippling weakness while they remain within (the caster is immune). A save versus spells is allowed to resist the effect, with failure causing a 5 point reduction of STR while within the zone. Creatures without a rated STR score suffer -2 to attacks and damage. A creature whose STR is reduced to less than 3 becomes crippled and unable to move.



# NECROMANCER Magic Items

## Black Hands of Perranagg

These shrivelled human hands have undergone a necromantic ritual of burning, transforming them into potent magical charms. Each hand comes wrapped in cloth and is activated by revealing it. The first character to lay eyes on the hand must save versus paralysis or be affected by *hold person* or *feign death* (selected at random, though a necromancer who knowingly reveals the hand may choose).

After it is revealed, the power of the hand expires. Naturally, one making use of such an item must take care to not cast his own glance upon it.

## Blood Jewel of Orcus

This ruby, engraved in intricate script with an appeal to the demon lord of the undead, grants several powers to one who possesses it. Firstly, the owner gains infravision to 60'. Secondly, once per day, for six turns, the owner may pass among undead creatures completely unnoticed, as per the necromancer spell *pass undead*. Lastly, the gem may be sacrificed in order to summon aid from the demon lord directly, according to the following table. Summoned creatures remain for 2d6 turns and are loyal to the summoning necromancer, as far as his commands are in line with the goals and whims of their infernal master.

*Blood Jewel of Orcus, summoning results*

d00	Summoned Aid
01-20	2d8 skeletons
21-40	2d6 zombies
41-45	1 vampire
46-55	2d4 mummies
55-70	2d4 ghosts
71-80	1 spectre
81-90	1 marilith demon
91-99	1 glabrezu demon
00	Orcus, Prince of the Undead



## Death Ward Ring

This ring grants the wearer the ability to cheat death a limited number of times—it typically has 1d4 charges when found. When the wearer of the ring reaches 0 or lower hit points, a charge of the ring is automatically expended. Each time a charge is used, the Labyrinth Lord should roll on the following table to determine the effect.

### *Death ward ring, effects of usage*

d10	Effect
1–5	Wearer revived to 1hp.
6	Wearer revived to 1hp but permanently loses 1 point of CON or WIS.
7	Wearer revived to 1hp but becomes resistant to <i>raise dead</i> , which has a 50% chance of failure the next time it is cast.
8	Wearer revived to 1hp but unconscious for 2d4 days.
9	Wearer does not suffer the damage which would have caused death; it is instead reflected to its source.
10	Wearer becomes undead (perhaps a ghoul, wight, or zombie).

## Grave Shroud

A coarse cloak, dyed midnight black in cremation ashes and woven from the hair of those who rose from the grave as undead. The wearer is protected from the level draining attacks possessed by certain undead creatures and from the effects of the clerical/necromancer spell *drain energy*. Each shroud can protect against a total of 1d6 levels of energy drain before losing its magic.

## Hand of Glory

The preserved hand of a murderer, treated so that it can be ignited and will slowly burn, like a candle. This item holds great power when used by a necromancer: a hand of glory, when placed by the side of a sleeping person and lit, causes the victim to be overcome with a permanent paralysis. Persons so affected typically die of thirst. A save versus paralysis is allowed to resist the hand's sinister effect.



## Shrunken Head

These gruesome, fist-sized heads, often found in sets of 1d6, have been shrunk by a process of mummification and steeped in blood and rare inks. In the hands of a necromancer, they have several uses, as follows. Each head may only be used once.

**Ward:** When three or more heads are placed in formation around an area to be warded and their magic activated, they project a powerful aura of fear. Any living creature coming within 60' of the ward must make a save versus spells or be overcome with terror and flee as fast as possible for 1 turn. The ward is effective for 24 hours.

**Guardian:** A single head may be placed to act as a guardian, its stitched-shut eyes tearing open. Anyone except the necromancer who comes into the head's field of view will cause it to begin to emit a loud groaning sound. The guardian head is effective for 24 hours.

**Messenger:** A head may be instructed to relay a message, either upon repetition of the correct command word or when anyone comes into its presence. The message may be up to 100 words and is repeated but once.

## Skeleton Key

These magical keys, carved from thin bones, grant access to crypt doors or crypt vaults, bypassing any form of mundane or magical lock, trap, or ward. The keys are only effective in the hands of a necromancer and each key can only be used once, crumbling to dust afterwards.

## Skeleton Teeth

These enchanted teeth are usually found as a set of 2d6, either laced onto a necklace or kept in a pouch. The teeth are typically human, but may be of any species. When a tooth is taken and thrown onto the ground, an animated skeleton bearing a sword springs up immediately. If the person throwing the tooth is a necromancer, he can command the skeleton to do his bidding. Characters of other classes have a 75% chance of being able to command the conjured skeleton; otherwise the creature will turn and attack the one who summoned it. The skeletons and their swords crumble to dust after 6 turns.







# the vivimancer

Vivimancers (sometimes also known as bio-sorcerers, biomancers, flesh-crafters, etc.) are magicians who study the arcane manipulation of biological life. They are, however, not “nature wizards” and seldom take on the role of protectors of the natural world. Rather, vivimancers typically evince the qualities of cold, scientific inquiry and ruthless dedication, seeking, through their studies and experiments, to dominate the processes of life, twisting them to their own ends.

The specialised field of vivimancy has a multitude of spells focussing on mutation, transformation, and flesh warping. The vivimancer spell list is largely unique, sharing only a small number of spells with the druid and magic-user classes.

Some vivimantic spells take the form of laboratory procedures which effect the creation of new life-forms, either by cloning, vat growth, or genetic manipulation. The building and maintenance of a laboratory to pursue their research is thus of great importance to many vivimancers. Laboratory-based spells often have a casting time of several days (or longer), during which the vivimancer must remain in the vicinity of the lab, overseeing the procedure. Pauses to eat and to catch brief moments of sleep are permitted, while such a spell is underway, but adventuring or more focussed downtime activities such as research may not be combined with a laboratory procedure.

## Deeper Vivimantic Lore

*The Complete Vivimancer*, from **Necrotic Gnome Productions**, greatly expands the vivimancer class, more than doubling the number of unique spells, adding dozens of new magic items, and providing rules for the establishment of a laboratory and its use in experimental procedures. The book also contains appendices with rules for psionic powers and mutation tables for animals, plants, and fungi.



# VIVIMANCER SPELL LIST

## 1st level

1. Detect poison
2. Edibility (rev.)
3. Entangle (D)
4. Jump (MU)
5. Natural weaponry
6. Read magic (MU)
7. Reptilian metabolism
8. Skin transformation
9. Sleep (MU)
10. Speak with animals (D)
11. Spider climb (MU)
12. Spore cloud
13. Summon familiar (MU)
14. Vitality surge

## 2nd level

1. Accelerated healing
2. Accelerated immune system
3. Accelerated metabolism
4. Arcane sight
5. Drone
6. Fungal growth
7. Infravision (MU)
8. Instinct
9. Life energy protection
10. Minimus replication
11. Polyvorousness
12. Staunch blood flow
13. Symbiotic familiar
14. Venom
15. Water breathing (MU)
16. Warp wood (D)
17. Web (MU)

## 3rd level

1. Cannibalize
2. Divide body
3. Feign death (MU)
4. Hibernate
5. Insect swarm (D)
6. Natural weaponry, improved
7. Neutralize poison (D)
8. Overgrow (rev.)
9. Paralysis
10. Repel vermin (D)
11. Revert biology
12. Vats of creation



## 4th level

1. Animate vegetation or fungus (rev.)
2. Chimera I
3. Detach (rev.)
4. Hive mind
5. Hive sight
6. Immunity to disease
7. Plant metabolism
8. Plant symbiosis
9. Polymorph others (MU)
10. Polymorph self (MU)
11. Speak with plants (D)
12. Spore blast
13. Swarm transformation (q.v. necromancer spell list)

## 5th level

1. Animal growth (D)
2. Anti-plant shell (D)
3. Devolution
4. Divide mind
5. Immunity to poison
6. Regeneration
7. Transfer pregnancy
8. Venomous blood
9. Wall of thorns (D)

## 6th level

1. Anti-animal shell (D)
2. Charm plants (MU)
3. Chimera II
4. Flesh blast
5. Impregnate
6. Life cycle
7. Organ transference
8. Reincarnate (MU)
9. Repel wood (D)
10. Transformative pupation
11. Virus

## 7th level

1. Parasitic implantation
2. Regeneration, greater
3. Replicate life-form
4. Vats of creation, greater
5. Xenogamy

## 8th level

1. Chimera III
2. Clone (MU)
3. Explosive growth
4. Mass devolution
5. Organ transference, greater
6. Regenerative pupation
7. Shape change (MU)
8. Survival of the fittest

## 9th level

1. Artificial intelligence
2. Creeping doom (D)
3. Extraordinary regeneration
4. Extinction
5. Genesis
6. Temporal stasis (MU)



# VIVIMANCER SPELLS

## **Accelerated Healing** 2nd level [Enchantment, Vivimancy]

*Duration: 2 turns per level*

*Range: Touch*

This spell enhances the natural healing process of the recipient's body, granting the ability to heal physical damage at a rate of 1 hit point per turn. If the subject's CON score is above 12, it also instantly regains a number of hit points equal to its CON bonus, as the spell is cast.

Creatures without a natural capacity for self-healing (undead or constructs, for example) gain no benefit from this spell.

## **Accelerated Immune System** 2nd level [Enchantment, Vivimancy]

*Duration: 1 turn per level*

*Range: Touch*

This spell enhances the functioning of the recipient's immune response, granting +4 to saving throws versus diseases. If the recipient is already suffering from a disease, it gains a new saving throw immediately, including the +4 bonus.

Creatures without an immune system (undead or constructs, for example) gain no benefit from this spell.

## **Accelerated Metabolism** 2nd level [Enchantment, Vivimancy]

*Duration: 1 turn per level*

*Range: Touch*

This spell enhances the metabolic rate of the recipient. The target's increased metabolism enables the quick flushing of toxins from the system, granting a +4 bonus against poison saves and a new saving throw against any existing poisons (including the +4 bonus). The target burns energy at such a heightened rate that it is ravenously hungry when the spell's duration is up.

Creatures without a metabolism (undead or constructs, for example) gain no benefit from this spell.



**Arcane Sight** 2nd level [*Enchantment, Meta-magic, Vivimancy*]

*Duration: 1 turn per level*

*Range: 60'*

The caster's optic system is enhanced to be able to detect the subtle radiations of magic. All enchanted items, creatures, or locations within range become visible to the caster, highlighted with a coloured haze.

The Labyrinth Lord may optionally allow this spell to also reveal additional details about magical forces detected—their age, type of enchantment, intensity, etc.

**Animate Vegetation or Fungus (rev.)** 4th level [*Alt., Vivimancy*]

*Duration: 2 rounds per level*

*Range: 80'*

This spell may be used to animate all forms of non-intelligent plant and fungal life. Animated plant or fungal material within range clumps together to form a mobile entity under the caster's control. The animated vegetation or fungal matter can be moulded into any form the caster wishes. The size and strength of the animated being depend on the available quantity of vegetable matter. The caster can animate a single vegetable construct with a maximum HD equal to his level, if sufficient matter is available—a 3' cubic area of matter is required per Hit Die. If the animated matter is commanded to attack, it deals 1d4 damage per three Hit Dice, either as one attack per d4 or as a single attack dealing all dice of damage.

The reversed version of this spell, *hold vegetation or fungus*, may be used to magically immobilize plant and fungal matter within range. Affected life-forms are rendered immobile, except by natural, external means, such as wind. Magical animation is ineffectual. Intelligent or monstrous plants or fungus are entitled to a saving throw versus spells to negate the effect. The caster may affect up to 70 square feet of plant-covered terrain, or up to four mobile plant- or fungus-based beings. If fewer than four creatures are affected, each creature receives a -1 to the save versus spells for each creature fewer than four. Thus, if only one is affected, it saves at -3, -2 for two creatures, and -1 for three creatures.



## **Artificial Intelligence** 9th level [*Enchantment, Mentalism*]

*Duration: Permanent*

*Range: Touch*

*Casting Time: 1d4 days*

One of the most elusive properties in the vivimancer's quest to create life is human-level intelligence. This strange and powerful spell brings about the creation of a disembodied intelligence, which the caster can choose to imbue into an object or a location. It is sometimes used by vivimancers during the creation of powerful magic items or to create spies, assistants, companions, or sentient libraries. The spell requires the caster to concentrate continuously for 1d4 days, as tiny extracts of his consciousness are gathered and imbued into the target. After the casting, the vivimancer must rest for 1d4 days and cannot cast spells.

The Labyrinth Lord should roll 3d6 to determine the INT, WIS, and CHA scores of the magically created mind, then roll 1d20 and consult the table on the adjacent page to determine additional characteristics of the mind. The mind's alignment should also be randomly determined. The *artificial intelligence* is able to see and hear (by magical means) within a 60' radius and can speak with a disembodied voice.



### *Artificial intelligence, mind characteristics*

d20	Mind Characteristics
1–2	Insane (harmless)
3	Insane (subtly psychotic)
4–5	Unfathomable and alien
6	Obsessed with a certain goal
7	Impressionable—picks up personality traits of those whom it first encounters
8	Capable of learning to cast spells
9	Claims to be a reincarnation
10–11	Has an innate detection power (roll on the table for sapient swords, LL p.122)
12–13	Has an innate spell-like power (roll on the table for sapient swords, LL p.122)
14	Completely empty—can learn, but has no pre-formed knowledge or personality
15	Expert in an obscure field
16	Driven and manipulative
17	Hateful
18	Replica of the caster's mind
19	Roll twice (re-roll further results of 19 or 20)
20	Roll three times (re-roll further results of 19 or 20)

### **Cannibalize** *3rd level [Vivimancy]*

*Duration: Instant*

*Range: Touch*

This gruesome spell enables a vivimancer to magically absorb the living tissue of other creatures and transmute its energy to regenerate damage to her own body. Unless the target is willing or helpless, a successful attack roll is required in order to touch the target. If the attack roll succeeds, the caster's touch inflicts 2d6 points of damage, ripping flesh from the victim's body. This damage can only be healed by magical means. There is a 2 in 6 chance that the damage causes a randomly determined limb to be torn off and cannibalized. The caster instantly regenerates an equal number of hit points to the damage taken by the target.



## Chimera I *4th level [Summoning]*

*Duration: 2 rounds, +1 round per level*

*Range: 30'*

In the round this spell is cast, a formless, throbbing blob of flesh appears at the chosen location within range. Over the course of the next two rounds, the blob grows and mutates, rapidly forming into a bizarre, hybrid creature that will do the caster's bidding, understanding simple verbal commands. The creature is genetically unstable and will dissolve into a pool of protoplasm when the spell's duration expires.

The mutant creature is adapted to survive in whatever environment it is created in. For example, if this spell is cast in an aquatic environment, the *chimera* will have gills to breathe and fins to swim. It has 2d4 HD and a movement rate of 90' (30'). Its form, Armour Class, and abilities are determined by rolling a d12, d10, d8, and d6 and consulting the tables below and on the adjacent page. (For convenience, the dice may be rolled simultaneously.)

Chimera are generally around 2' long, tall or wide (depending on their exact form) per Hit Die. The Labyrinth Lord and players should feel free to add any further descriptive details desired.

*Chimera, body type*

d12	Body Type	AC
1	Blubbery	6
2	Fungoid	7
3	Furry	6
4	Insectoid	5
5	Mossy	8
6	Ooze-like	5
7	Ribbed	3
8	Scaly	2
9	Segmented	6
10	Serpentine	4
11	Transparent	7
12	Worm-like	7

*Chimera, head type*

d10	Head Type	Damage
1	Bear	1d8
2	Bull	1d6 (gore)
3	Frog	1d4
4	Insect	1d6
5	Lion	1d6
6	Lizard	1d6
7	Rat	1d4
8	Snake	1d6
9	Spider	1d6
10	Wolf	1d6





### *Chimera, head attacks*

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**d8 Head Special Attacks**

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- 1 None.
  - 2 Blood-sucking—attaches after a successful attack and causes 1d4 damage automatically in following rounds, until killed.
  - 3 Gaping maw—swallow attack on a natural 20.
  - 4 Giant tongue—may attack up to 10' with tongue, doing 1d4 damage. A successful attack indicates the target is dragged to the mouth on the next round and suffers a bite attack for automatic damage, unless it can successfully attack the tongue before then.
  - 5 Breath attack (fire, cold, gas) causing 2d6 damage. Can be used once.
  - 6 Poisonous bite—save versus poison or suffer 2d6 additional damage.
  - 7 Two heads, each able to attack once per round.
  - 8 Three heads, each able to attack once per round.
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### *Chimera, appendages*

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**d6 Appendages**

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- 1 Two claws which can attack for 1d6 damage.
  - 2 Many legs—120' (40') movement rate.
  - 3 Wings—can fly.
  - 4 Tentacles—1d6 tentacles which can each attack for 1d3 damage.
  - 5 Suckers or grippers—can climb walls.
  - 6 Springing—can make a jumping attack up to 30' distant, gaining +2 to hit.
- 



## **Chimera II** 6th level [Summoning]

*Duration: 2 rounds, +1 round per level*

*Range: 30'*

This spell works in a similar manner to the 4th level *chimera I*, creating a blob of tissue from which mutant life emerges. This enhanced version may either be used to create a single monster with 2d4 + 4 HD or two identical 2d4 HD creatures.

## **Chimera III** 8th level [Summoning]

*Duration: 2 rounds, +1 round per level*

*Range: 30'*

This spell works in a similar manner to the 4th level *chimera I*, creating a blob of tissue from which mutant life emerges. This enhanced version may either be used to create a single monster with 2d4 + 6 HD or three identical 2d4 HD creatures.

## **Detach (reversible)** 4th level [Vivimancy]

*Duration: See below*

*Range: Touch*

Casting this spell and touching a body part causes it to detach from its owner, who can then control the part as an independent entity. Thus, hands may crawl around, legs may hop, and even heads can be detached and rolled. If the target is unwilling, a save versus spells is allowed to resist.

The detached body part can be controlled for up to 1 turn per level of the caster, after which it must be retrieved and reattached to the body (which happens automatically). If the body part is not reattached during the spell's duration, it dies.

Using the reversed version of the spell, *graft*, body parts lost in any way may be replaced either by reattaching the missing part or by grafting on replacement parts cut from another living or recently dead creature. It is entirely possible to graft body parts from incongruous species together. The graft is permanent, but the recipient (which may be the caster himself) must make a transformative shock roll. If the roll fails, the graft does not take and will wither and fall off in 1d6 weeks.



## **Detect Poison** 1st level [Divination]

*Duration: 1 turn per level*

*Range: 10'*

This spell enables the caster to detect whether living creatures, inanimate objects, or substances are poisonous or venomous. The presence of natural, artificial, and magical poisons can all be detected and the caster has a 5% chance per level of detecting the exact type of poison present. Analysis of a target takes one turn.



## **Devolution (reversible)** 5th level [Alteration, Vivimancy]

*Duration: Permanent*

*Range: 60'*

This spell causes a single intelligent target to undergo an evolutionary regression, reverting to a primitive ancestral form and behaviour. A human, for example, would regress to an ape-like state, incapable of understanding speech or performing complex tasks of planning or visualisation. The target's INT is reduced to 3, while its STR and CON are both increased by one point (to a maximum of 18).

A save versus spells is allowed to resist the effect. If the save fails, the spell can be reversed with *dispel magic*, *revert biology*, or *remove curse*. Magical creatures, which have no evolutionary ancestors, cannot be affected.

The reversed version of the spell, *evolutionary leap*, grants human-level intelligence to a target life-form of animal or lower intelligence. The affected being does not gain the ability to communicate, though it may be able to learn in time. The newly formed sentience does not in any way alter the creature's attitude towards the caster.



**Divide Body** 3rd level [*Alteration, Vivimancy*]

*Duration: 1 turn per level*

*Range: 0*

This spell causes the vivimancer to physically split into two identical copies, which can be controlled individually. During the first turn of the spell's effect, the caster undergoes a horrific process of transformation, during which her body swells and mutates. At the end of this period, a second body splits away, leaving the caster with two separate, identical forms.

Each body can be controlled completely independently and both may engage in speech and spell-casting, sharing all knowledge and experience. As the two bodies share one mind, they effectively have a continuous telepathic link, each experiencing everything that the other does. The two bodies share the caster's hit points, having half of her current total each. If either body is killed while the spell is in effect, the remaining body must make a saving throw versus death or fall unconscious for 2d6 turns.

When the spell comes to an end, one of the two bodies (chosen at random) weakens and dies. The hit points possessed by the dead body are not regained and must be regenerated by natural or magical means.



## **Divide Mind** 5th level [Alteration, Mentalism]

*Duration: 1 turn per level*

*Range: Touch*

This spell allows the caster to imbue a fragment of her living consciousness into another being. The target must be touched and is allowed a saving throw versus spells to resist.

Once the mind fragment is imbued, the caster experiences everything the target does, in addition to the perceptions of her own body, and is able to communicate telepathically with the target. The caster can also attempt to control the target's body, overriding the mastery of its own mind. Each round, the caster has a base 50% chance of being able to control the target's body, modified by 5% per point of difference in INT scores.

It is only possible to control the target's body; the caster has no access to its mind and it is thus not possible, for example, to force the target to reveal information or to cast spells (though spells in the vivimancer's mind *may* be cast through the target).

If the target dies during the spell's duration, the caster must make a save versus death or fall unconscious for 1d6 turns. If the caster's own body is killed while her mind is divided, she must make a saving throw versus spells. Failure indicates that the mind fragment imbued in the target also dies. If the save succeeds, however, the caster's mind takes refuge in the target and continues to exist beyond the normal duration of this spell. In this case, the caster's mind may be retrieved from the target's body by spells such as *magic jar* or *limited wish*, and will automatically return to the caster's real body if she is raised from the dead.



## **Drone** 2nd level [Charm]

*Duration: Special*

*Range: 120'*

Mimicking the organisational structure of hive insects, this spell causes a single humanoid creature to become a bound *drone* of the caster. The effects are similar to the magic-user spell *charm person*, with the difference that the *drone* generally defers its own opinions and goals to that of the caster and takes on an odd, mindless manner when not in the presence of its master or carrying out his instructions. Similarly to *charm person*, the caster does not have complete control of the *drone*, rather having the status of a trusted friend.

The target gains a saving throw against the effects of the spell when it is cast and then at intervals depending on its INT, like with *charm person*.

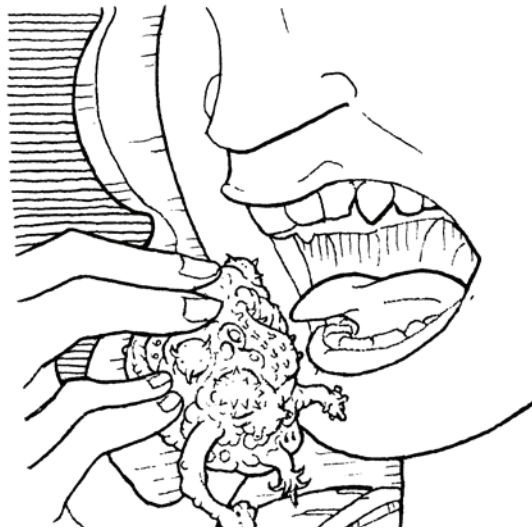
## **Edibility (reversible)** 1st level [Alteration]

*Duration: Permanent*

*Range: Touch*

This spell transforms a quantity of inedible plant or animal matter into edible and nourishing food. Toxins and poisons in the affected material are rendered harmless and non-nutritive or indigestible substances such as bark or grass become nourishing. A quantity of matter sufficient to feed one human for a day is transformed per level of the caster.

The reversed version of the spell, *inedibility*, renders normally edible food toxic. Anyone consuming food transformed by this spell must make a save versus poison or be afflicted by an illness of shaking and vomiting lasting for 1d6 days.



## **Explosive Growth** 8th level [*Alteration, Vivimancy*]

*Duration: See below*

*Range: 120'*

A single target in range begins to grow at a rapid and alarming rate, potentially reaching gigantic proportions within a matter of rounds. During the spell's duration, a target of normal human stature will grow in size and unarmed damage potential as follows:

*Explosive growth, effects per round*

Round	Height	Unarmed Damage
1st	10'	1d8
2nd	12'	2d6
3rd	14'	3d6
4th	16'	4d6
5th	18'	5d6
6th	20'	6d6
7th	22'	7d6

The maximum size is maintained after the 7th round for one additional round per level of the caster above 15. Subsequently, the target will return to its normal size, shrinking one step on the size scale per round.

Clothes or armour worn by the affected creature are destroyed in the first round and, if it is in a confined space, the creature's body will either break out of the confinement or be crushed to a pulp.

The target is allowed a saving throw versus paralysis to avoid the effect.

## **Extinction** 9th level [*Necromancy*]

*Duration: Instant*

*Range: 240'*

This spell brings about the instantaneous death of living creatures of a single named species within range. Up to 40 Hit Dice of creatures are affected. If greater than 40 Hit Dice worth of individuals of the chosen species are within range, the affected targets should be determined randomly—the caster is not able to choose. Each target may make a saving throw versus death to completely avoid the effect.

Magical creatures and those with greater than 8HD cannot be affected.





### **Extraordinary Regeneration** 9th level [Alteration, Vivimancy]

*Duration: 1 round per level*

*Range: 0*

This spell grants the vivimancer immunity to all physical damage, poison, and disease for the duration. While the spell lasts, the vivimancer can only be harmed by spells or magical weapons. All other damage is regenerated at a startling rate—wounds heal over instantly, severed limbs regrow, and so on.

### **Flesh Blast** 6th level [Vivimancy]

*Duration: Up to 6 rounds*

*Range: 60'*

The living tissue of a single target within range is caused to swell, bulge, and pulsate. This process causes the target 2d4 hit points' damage per round and is accompanied by agonising pain, preventing the target from performing any actions, including movement.

The vivimancer can choose to maintain the process of flesh distortion for up to 6 rounds. After this period elapses (or immediately if the target dies,) the target's swollen flesh explodes outwards to a 20' radius. The explosion is fatal to the target (if it is not already dead) and causes 2d6 damage to others in range. A save versus spells reduces damage by half.

The target may make a saving throw versus paralysis to resist the spell's effects. If the save succeeds, the target avoids the eventual explosion of its body, is able to resist the pain of the swelling process, and is able to act during the initial period. However, even on a successful save, damage is still suffered. Creatures of more than 8HD cannot be targeted by this spell.





## **Fungal Growth** 2nd level [Conjuration]

*Duration: Permanent*

*Range: 60'*

A patch of vivid, mutant fungus erupts in a 10' diameter area as indicated by the caster. The conjured fungal growth is formed of a wide variety of species of mushrooms and moulds, of diverse form and colour. Contained within the patch are 1d4 monstrous fungi, selected at random on the adjacent chart.

*Fungal growth, type conjured*

1d4	Fungus Type
1	Giant death cap *
2	Monstrous fly agaric *
3	Shrieker
4	Violet fungus

\* see *Monsters*

## **Genesis** 9th level [Conjuration]

*Duration: Permanent*

*Range: 30'*

This spell instantly conjures living beings of any natural species desired or any unnatural type which the caster has seen personally. Up to 2HD of creatures per level of the caster may be conjured, in any combination of species. The conjured creatures are typical examples of their race—the spell cannot be used to summon specific individuals. The conjured creatures are not in any way bound to obey the caster and will follow their natural behaviour.

## **Hibernate** 3rd level [Enchantment]

*Duration: Up to 6 months*

*Range: Touch*

This spell puts a single animal into a deep sleep wherein its metabolism is reduced to the barest minimum. The target can survive in this way without food or water for up to 6 months. An unwilling target may make a saving throw versus spells to resist. The caster may cast this spell on herself. During its hibernation, the creature can be awakened by force and will awaken automatically if it is harmed in any way.



## **Hive Mind** 4th level [Mentalism]

*Duration: 1 turn per level*

*Range: Unlimited*

This spell can be cast in two forms. The first enables the caster to communicate telepathically with any creatures who are currently bound to him under the effects of the *drone* spell. In this way, the vivimancer is able to instruct his minions.

*Hive mind* may alternatively be used to grant telepathic communication to a group of clones. The spell is cast on a single individual, which must be in the vivimancer's presence.

## **Hive Sight** 4th level [Divination]

*Duration: 1 turn per level*

*Range: Unlimited*

This spell can be cast in two forms. The first enables the caster to see through the eyes of any creatures who are currently bound to him under the effects of the *drone* spell.

*Hive sight* may alternatively be used to allow a group of clones to see through each others' eyes. The spell is cast on a single individual, which must be in the vivimancer's presence.

## **Immunity to Disease** 4th level [Enchantment]

*Duration: 1 turn per level*

*Range: Touch*

The spell's recipient gains complete immunity to all forms of disease for the duration.

## **Immunity to Poison** 5th level [Enchantment]

*Duration: 1 round per level*

*Range: Touch*

The spell's recipient gains complete immunity to all forms of poison for the duration.



## **Impregnate** 6th level [*Alteration, Vivimancy*]

*Duration: Permanent*

*Range: Touch*

*Casting Time: 1 hour*

This spell provides an arcane means of bypassing the norms of sexual reproduction. The caster must first select the female who is to be impregnated and the male who is to be the sire. Neither of the pair need be willing participants in this spell and no saving throw is allowed. The pair may be of any species and, in this manner, it is possible to create unusual hybrids. In the case of highly disparate species, the Labyrinth Lord may wish to impose a chance of the foetus or the impregnated female dying.

The spell must be cast twice—firstly on the male (or on a sample of tissue from the male) and again, within one week, on the female. In both cases, the spell takes the form of an hour-long ritual, during which the target must be within touch range of the caster.

## **Instinct** 2nd level [*Charm, Mentalism, Vivimancy*]

*Duration: 1 round per level*

*Range: 60'*

This spell unleashes a surge of frenzied instinct from the deep subconscious mind of targets within range. Up to one Hit Die of creatures may be affected per level of the caster. As the spell is cast, the vivimancer may choose to awaken one of the following instincts:

- **Feeding frenzy:** The targets are overcome with a ravenous hunger and will consume any suitable food available.
- **Fight:** Blood lust causes the targets to attack the closest creature with deadly force.
- **Flight:** The targets flee, if possible, or become completely paranoid and defensive.
- **Mating instinct:** The targets' senses are overwhelmed by sexual lust, which they will consummate in any conceivable manner.

While under the effects of this spell, affected creatures will defend themselves normally if attacked, but are otherwise completely overcome by the triggered instinct. A save versus spells is allowed to resist the *instinct*.



## **Life Cycle** 6th level [*Alteration, Vivimancy*]

*Duration: Permanent*

*Range: Touch*

This spell allows the vivimancer to advance a single target to the next stage in its life cycle. For example, an advancement of life cycle may cause an egg to hatch, a caterpillar to pupate, a plant to bear fruit, a foetus to be born, or a child to become an adult.

In the case of humans and other animals with a natural ageing process, the following stages of life are treated as separate life cycles, for the purpose of this spell: foetus, childhood, adulthood, decrepitude, death. It is thus possible to cause the death of a target of advanced years. An adult who is advanced to old age typically suffers a 50% reduction of maximum hit points and all physical attributes (STR, CON, DEX).

A save versus paralysis is allowed to resist the effect.

## **Life Energy Protection** 2nd level [*Abjuration*]

*Duration: 6 turns*

*Range: Touch*

The target's life energy is augmented for the duration, granting a resistance to energy draining attacks. All forms of energy drain are counteracted, including the attacks of undead creatures and the *drain energy* spell. During the spell's duration, up to one level of energy drain per three levels of the caster can be resisted, having no effect whatsoever.

## **Mass Devolution (reversible)** 8th level [*Alteration, Vivimancy*]

*Duration: Permanent*

*Range: 60'*

This spell causes all creatures of a single named species in range to be affected by the 5th level spell *devolution* or its reversed form *evolutionary leap*. The targets may make saving throws, as specified by *devolution*.



## **Minimus Replication** 2nd level [Vivimancy]

*Duration: Permanent*

*Range: Touch*

*Casting Time: 3 days*

Suspended in a vat of electrically charged nutrient fluid, the genetic material of a tissue sample is distilled and grows, forming a miniaturised clone of the being from which the tissue originated. The clone is mindless, non-sentient, and does not survive beyond the three days over which it develops, but represents an exact physical likeness of its progenitor. In this way, the vivimancer may be able to identify careless intruders or unknown life forms.

Unlike most spells which require a tissue sample, this procedure functions perfectly well on inert biological matter such as bone, hair, shell, teeth, etc.

## **Natural Weaponry** 1st level [Alteration]

*Duration: 6 turns*

*Range: 0*

The vivimancer's body develops bestial weaponry—such as spines, claws, talons, horns, fangs, or mandibles—usable in hand-to-hand combat. The caster is able to make three unarmed attacks per round with the newly developed weaponry, each attack inflicting 1d4 damage.

## **Natural Weaponry, Improved** 3rd level [Alteration]

*Duration: 6 turns*

*Range: 0*

This spell causes the vivimancer to develop natural weapons in the same way as the 1st level spell *natural weaponry*. The improved version of the spell increases the damage inflicted by the unarmed attacks to 1d6. It also grants the ability to exude poison from the newly gained claws or fangs, once per three levels of the caster, within the spell's duration. The vivimancer must choose to exude poison *before* an attack roll is made. If the attack hits, it causes death in 1d10 rounds if a saving throw is failed.





## **Organ Transference** 6th level [Vivimancy]

*Duration: Permanent*

*Range: Touch*

*Casting Time: 1 turn*

This spell enables the transplantation of various bodily organs from one being to another. The affected creatures must both be alive, but may be of different species. The organs to be transferred must be physically cut from the bodies of the subjects and transplanted—this spell only causes the fusing of the new organs into place and the healing of any wounding inflicted by the process.

Commonly transferred organs include the eyes and the heart, but any organ except the brain may be transferred. Transplanting a healthy heart can restore CON lost due to ageing, disease, or magic.

Unless some kind of anaesthesia is used, the procedure causes extreme pain to both subjects who usually pass out. It is thus not normally possible for a vivimancer to cast this spell upon himself.

The caster has the option of actually exchanging the organs of both creatures or of simply removing an organ from one and transferring it to the other (presumably causing the death of the donor).

## **Organ Transference, Greater** 8th level [Vivimancy]

*Duration: Permanent*

*Range: Touch*

*Casting Time: 1 turn*

This spell functions in the same way as the 6th level *organ transference*, but additionally enables the transplantation of the brain from one being to another, essentially causing a permanent body swap.





### **Overgrow (reversible)** 3rd level [Alteration]

*Duration: Permanent*

*Range: 160'*

*Overgrow* causes a 20' square area per level of normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) or fungus within range to become thick and overgrown. The vegetation entwines to form a thicket or jungle that creatures must hack or force a way through. Movement drops to 10', or 20' for large creatures. The area must already contain suitable plants or fungi for this spell to take effect. This spell has no effect on plant- or fungal-based monsters.

The reverse of this spell, *wither*, causes normal plants or fungus in a like area to become feeble and thinned out. Normal passage through otherwise overgrown areas becomes possible. If *wither* is cast on an area which has been enchanted with *overgrow*, there is only a 50% chance of the spell being effective. This percentage is modified by 5% for every level difference between the caster of *wither* and the caster of *overgrow* (+5% per level if the caster of *wither* is higher level, -5% per level otherwise).

### **Paralysis** 3rd level [Enchantment]

*Duration: 2 rounds per level*

*Range: 90'*

The muscles of creatures chosen by the caster seize up, paralyzing those affected. Up to two Hit Dice of living creatures may be affected per level of the vivimancer. Each target is allowed a saving throw versus paralysis to resist the effect. Note that the muscles which control breathing and circulation are not affected by this spell—victims are unable to move, but will not die from asphyxiation. Non-living targets as well as creatures without any form of musculature (plants, for example) cannot be affected.



## Parasitic Implantation *7th level [Vivimancy]*

*Duration: Permanent*

*Range: Touch*

With a subtle touch, the vivimancer infects the subject with a magical parasite that will grow inside its host, causing one of a variety of effects. The subject is allowed to make a save versus poison to resist the implantation of the parasite; however, if the save fails, the parasite will take hold and begin to grow. For the first 1d6 days after the subject is infected, no noticeable effects occur. However, once this initial period has passed, the presence of the parasite cause one of the following effects, chosen by the caster at the time of casting.

- **Spying:** The parasite sends its subject's sensory experiences to the vivimancer telepathically, enabling the caster to spy on every moment of the subject's life.
- **Geas:** The subject is compelled to complete a certain task, in the same manner as the *quest* spell, with the one difference that the target is not consciously aware of the *quest* with which it is tasked. Instead, it receives a series of sub-conscious urges pushing it in the desired direction. If the target resists these urges, the parasite will inflict internal pains, causing the target to lose 1d4 points of CON or DEX per day of resistance. If the task is completed, the parasite will die.
- **Death:** The subject must make a saving throw versus death once every 24 hours or meet its doom.
- **Suggestion:** The presence of the parasite gives the caster great influence over the subject, allowing her to make a suggestion to the subject once per day. If the suggestion is worded in such a way so as to sound like a reasonable course of action, the subject will obey without question.

All types of parasite can be detected by spells which detect disease or magic, but can only be removed by *dispel magic*, *revert biology*, *limited wish*, or the clerical *heal*.





## **Plant Metabolism** 4th level [*Alteration, Vivimancy*]

*Duration: 1 day per level*

*Range: Touch*

The targeted creature's metabolism is modified so that it can survive by photosynthesis—the production of energy purely by absorbing sunlight. This means that the subject can survive without food while the spell's duration lasts, as long as sunlight and water are available. On the other hand, a creature under this spell's effects that is kept underground, away from sunlight, will slowly starve to death, no matter how much it may eat. A saving throw versus paralysis is allowed to resist this spell's effects.

## **Plant Symbiosis** 4th level [*Alteration, Vivimancy*]

*Duration: 1 day per level*

*Range: Touch*

The caster is able to meld his physical body with nearby plants. While in this symbiotic state, the vivimancer can survive without food or water, being nourished purely by the root systems of the host plants. At the caster's option, he may meld his body completely so that it disappears inside the plants, may leave sensory organs exposed so that he can still see or hear while in symbiosis, or may choose to leave larger portions of his body outside of the host.



Optionally, this spell may be used to target a single intelligent plant-based creature, providing it is of at least twice the caster's volume. The creature is allowed a saving throw versus paralysis to resist the symbiosis, but if it fails, it is affected by a charm (in the same way as *drone*) while the caster remains in symbiosis.

The caster can end the symbiosis at any time during the spell's duration.



## **Polyvorousness** 2nd level [*Alteration, Vivimancy*]

*Duration: Permanent*

*Range: 30'*

With this spell, a vivimancer can alter the nature and dietary preferences of a single living creature. The targeted creature is allowed a saving throw versus paralysis to resist the effect.

A carnivorous creature targeted by this spell will lose any natural weapons such as teeth and claws and become docile in nature, only using violence to defend itself. Males may grow horns which can be used to inflict 1d6 damage.

A herbivore, on the other hand, will develop the ripping teeth and claws of a meat eater—capable of inflicting 1d6 damage—taking on an aggressive, predatory nature.

Creatures such as humans that are naturally omnivorous can be pushed to one extreme or the other, developing natural weaponry appropriate to a herbivore or carnivore.

Despite the radical transformation, the affected creature is completely able to subsist on its new dietary preferences, though it may not be able to continue to function normally in the social structure of its species (a herbivorous lion, for example, would have no place in its pride).

*Polyvourousness* may also be cast on a plant, causing it to lose its natural ability to photosynthesise and instead rely on consuming other plants or animals for sustenance. The affected plant will develop some means of trapping prey, perhaps similar to the jaws of a Venus flytrap. Likewise, a carnivorous plant may be turned docile by means of this spell.

## **Regeneration** 5th level [*Enchantment, Vivimancy*]

*Duration: 1 round per level*

*Range: 0*

While under the effects of this spell, the caster regenerates 1 hit point of damage per round. Even if reduced to 0 hit points or less, while the spell's duration lasts, the caster will continue to regenerate damage and may return to life. Additionally, the caster can reattach severed body parts by simply holding them together.



## **Regeneration, Greater** 7th level [Enchantment, Vivimancy]

*Duration:* 1 round per level

*Range:* 0

This spell functions in the same way as the 5th level *regeneration*, except that the caster regenerates at the faster rate of 3hp per round.

## **Regenerative Pupation** 8th level [Alteration, Vivimancy]

*Duration:* Permanent

*Range:* 0

*Cost:* 4,000gp (giant spider silk)

Similar to the 6th level *transformative pupation*, this spell causes the caster to enter a state of pupation lasting 1d6 weeks. While in the pupa, the caster undergoes a process of regeneration, having one of several effects. Firstly, up to three levels lost due to energy drain may be regained. Secondly, any physical damage, including lost limbs or disease, may be healed. Alternatively, the caster may rejuvenate himself—becoming 1d8 years younger.

Each time this spell is used for rejuvenation, there is a 1 in 6 chance that the caster will permanently lose one point of CON. When the number of CON points lost equals the caster's original CON ability score, the caster dies permanently.

## **Replicate Life-Form** 7th level [Conjuration, Vivimancy]

*Duration:* Permanent

*Range:* Touch

With the use of a tissue sample taken from a living creature, this spell causes a new creature of the same species to spring into existence by a process of instantaneous genetic replication. The newly formed creature is a typical example of the species from which the tissue sample was taken—it is not an exact recreation of the original, making this spell ineffective as a means of resurrection. The caster is able to replicate a creature with HD no greater than her level. The replicated creature behaves as a typical adult of its species, but has no knowledge of complex behaviours which are typically learned over many years, such as language, limiting the spell's usefulness in replicating creatures of greater than animal intelligence.



## **Reptilian Metabolism** 1st level [*Alteration, Vivimancy*]

*Duration: 3 days, +1 day per level*

*Range: Touch*

This spell modifies the metabolism of a single mammalian creature (including humans and demi-humans) causing it to metabolise like a reptile for the duration. A creature affected by this spell can survive with one-tenth of its normal food requirements and, unless in a state of starvation before the spell was cast, suffers no ill effects from not eating at all. However, the target becomes far more susceptible to temperature, suffering a -1 penalty to attacks when in a cool environment (such as underground) and a -4 penalty to saves versus cold.

## **Revert Biology** 3rd level [*Alteration, Meta-magic, Vivimancy*]

*Duration: Instant*

*Range: 60'*

Cast upon a living target which has undergone a mutation, shape-changing, or flesh-warping effect of magical origin, this spell causes the transformation to end and the target to return to its natural form. The spell can also cause the dissolution of unnatural life-forms which were created by magic.

Effects or creatures created by spells of 3rd level or lower are automatically cancelled. Higher level spells have a base 50% chance of being dispelled, adjusted by 5% for each level difference between the vivimancer and the character who created the effect to be reverted.

Note that while this spell is able to cure diseases of magical origin, it has no effect on naturally occurring diseases. The bacteria or viruses which cause disease are as natural as the biology of the host that suffers from their presence.

*Design Note: Revert biology is essentially the vivimantic equivalent of the magic-user spell *dispel magic*. A very large number of vivimancer spells manipulate organic tissue or genetic structures; all of these spells may be nullified by *revert biology*. The lack of a true means of dispelling *all* magic highlights the primary weak point of vivimantic magic: its almost total inability to influence inorganic matter or energies.*



## **Skin Transformation** *1st level [Alteration]*

*Duration: 6 turns*

*Range: Touch*

The target's skin undergoes a rapid mutation and gains one of the following features, chosen as the spell is cast:

- **Camouflage:** The target's skin gains the ability to change colour to match its surroundings. The camouflage takes several rounds to adapt to a new situation and is only effective for areas of the target's skin which are exposed (i.e. not covered with armour or clothing). If sufficient skin is exposed, a camouflaged creature which is silent and immobile has a 5 in 6 chance of remaining unnoticed.
- **Protection:** The target's skin becomes hard and scaly, granting a natural Armour Class of 5 (modified by DEX). Characters already wearing chain mail or better armour gain a +1 AC bonus from the extra protection granted by their scaly skin.
- **Spines:** A mass of sharp spines or thorns emerge from the target's skin. The spines will rip through the target's clothing (armour prevents them from emerging). Any creature which attacks the target with natural weapons or a very short weapon such as a dagger suffers the risk of being stabbed by the spines. The spine-covered target may, in this situation, make an attack roll in return (in addition to any other actions taken this round). If successful, the attacker suffers 1d6 damage from the spines.

## **Spore Blast** *4th level [Conjuration]*

*Duration: 1 round per level*

*Range: 240'*

This spell conjures a cluster of fungal spores anywhere in range. The spores can be triggered to explode at any time in the spell's duration from the second round onwards (or will explode automatically once the duration ends). The explosion causes 1d6 damage to any creatures within 20'. Creatures in the blast radius must also make a saving throw versus poison or die from choking in six rounds.



## **Spore Cloud** 1st level [Conjuration]

*Duration: 2d6 rounds*

*Range: 60'*

A cloud of sickly, yellow mould spores erupts from a point within range, filling a 10' radius volume. All creatures in the affected area must make a saving throw versus poison or be overcome with coughing and choking, unable to attack, speak, or perform any action more complex than staggering or crawling at half movement. Upon emerging from the cloud, or once the spell's duration ends and the spore cloud dissipates, affected creatures regain the ability to act after 1d4 rounds.

## **Staunch Blood Flow (reversible)** 2nd level [Alteration, Vivimancy]

*Duration: 1 round per level*

*Range: Touch*

This spell causes the recipient's blood to flow less rapidly, making the effects of wounds less severe. The spell can instantly cure 1d4 hit points of damage from existing wounds and, while the duration lasts, any further wounds inflicted on the target by piercing or cutting attacks are reduced in severity by one hit point.

The reverse of this spell, *bleeding wounds*, causes the recipient's blood to flow more freely. This results in an instant loss of 1d4 hit points from any existing wounds and increases the damage of further wounds by one point while the duration lasts.

## **Survival of the Fittest** 8th level [Necromancy]

*Duration: Instant*

*Range: 60'*

This reckless spell forces all living creatures within range, including the caster and allies, to make a saving throw versus death or die immediately.



## Symbiotic Familiar 2nd level [Summoning, Vivimancy]

Duration: Permanent

Range: 0

Casting Time: 1-24 hours

Cost: 100gp (rare herbs)

This spell has two distinct uses. Firstly, it can behave as a variation of the 1st level *summon familiar*, which, instead of binding a familiar to the caster, causes one to grow within his own body. In this way, the caster can acquire a plant or fungal familiar which lives within and on the surface of his body. Some possible *symbiotic familiars*, and the advantages they grant the caster, are given in the table below. The caster gains 2d4 hit points due to the presence of the familiar, as described in *summon familiar*.

The second use of this spell is to allow an existing animal familiar to meld with the caster's body, concealing itself within the caster's own flesh. The *symbiotic familiar* is able to freely enter and leave the caster's body.

When the caster takes damage while in symbiosis with a familiar of either type, there is a 1 in 4 chance that one point of the damage will be subtracted from the familiar's total, rather than the vivimancer's. A *symbiotic familiar* is also treated separately for the purposes of area attacks and should make its own saving throw. The death of the familiar is handled in the manner described in the standard *summon familiar* spell.

The degree to which the presence of the *symbiotic familiar* alters the caster's appearance is left to the imagination of the player and Labyrinth Lord.

### *Symbiotic familiar, vegetative familiars*

Familiar	Advantage
Mimosa	Sensitivity to vibrations in the air up to 60' distant.
Deadly nightshade	+2 to saves versus plant-based poisons.
Blue mould	Immunity to the negative effects of fungal or mould spores.
Yellow mould	Cast <i>spore cloud</i> once per day, centred on self (caster is immune).
Toadstools	-1 reaction adjustment to fey creatures.
Creepers or ivy	Close range entangle effect once per day, up to 10'.
Nettles	Anyone touching the caster suffers 1 hp damage.
Fly agaric	Cast <i>insect swarm</i> once a day. The swarm inflicts only 1 hp damage per round.



## **Transfer Pregnancy** 5th level [*Alteration, Vivimancy*]

*Duration: Permanent*

*Range: Touch*

*Casting Time: 1 hour*

*Cost: 100gp (alchemical balm)*

This sinister spell effects the transference of an unborn child from its mother to the womb of another female. Females of any species can be affected, and both the original and the receiving mother must be present as the vivimancer casts the spell.

The casting requires an hour-long ritual and the use of a glowing, blue balm which must be applied to the body of the original mother. This balm must be produced in advance, by an alchemist, and costs 100gp.

It is possible to use this spell to transfer a baby to the womb of a creature of another species. In this situation, it is up to the Labyrinth Lord whether the child survives. If it does, it may exhibit unusual qualities related to its second mother.





## **Transformative Pupation** 6th level [*Alteration, Vivimancy*]

*Duration: Permanent*

*Range: 0*

*Casting Time: 1d6 weeks*

*Cost: 4,000gp (giant spider silk)*

By means of this spell, a vivimancer can permanently alter his physical form to that of any humanoid race of approximately equal size.

Casting this spell requires the possession of a large quantity of magical silk, such as that produced by certain species of monstrous giant spiders. Usually, the silk must be acquired by adventuring, but some vivimancers prefer to maintain captive spiders to provide a supply of the silk or to breed less dangerous silk-producing creatures via special laboratory procedures. Such silk is also, occasionally, available for sale in large cities, where specialist businesses may exist to cater to the obscure needs of magic-users. If purchased from a third party, the silk is likely to cost in the region of 4,000gp.

Once a quantity of silk has been procured, the vivimancer may begin the spell. Over a period of several hours, the caster becomes entwined within the silken threads, finally entering a pupa-like state in which he will remain for 1d6 weeks. While in the pupa, the caster is unconscious and vulnerable to attack—anyone wishing to harm the caster can easily cut the pupa open, killing the semi-transformed wizard.

When the pupation period is over, the caster emerges in the new form. The exact appearance can be chosen, including: sex, height, weight; eye, skin, and hair colour; facial appearance. It is even possible for the caster to accurately mimic the appearance of another, although very close scrutiny has a 10% chance of revealing some slight difference.

It is also possible for the caster to modify his ability scores during a pupation. He may choose to redistribute the sum of his physical attributes (STR, DEX, CON) amongst themselves in any way he desires. He may also choose to subtract points from his mental attributes (INT, WIS, CHA) in order to increase his physical attributes, but not the other way around. In any event, it is not possible to increase an attribute to greater than 16 using this spell.



## **Vats of Creation** *3rd level [Vivimancy]*

*Duration: 1 week per level*

*Range: Touch*

*Casting Time: 1d4 weeks, +1 per Hit Die*

With the use of this spell and a special laboratory, a vivimancer is able to create any life-form which she can dream up. Creatures of animal or plant intelligence of up to one Hit Die per caster level can be grown with ease. The process takes 1d4 weeks plus one week per Hit Die, during which the new life-form grows in a vat of liquid. The creation of creatures of greater intelligence may also be attempted, but the procedure is somewhat elusive, having only a 3% chance of success per level of the caster above 4th. If the caster succeeds in an attempt at creating an intelligent life-form, she is also able to predetermine its personality and disposition, although there is a 10% chance of this going awry. The results of failed attempts to create intelligent life-forms are left to the Labyrinth Lord's imagination.

In general, the caster can choose the exact appearance of the created life-form, though attempts to exactly replicate an existing individual are 90% likely to fail. There is also a 10% chance that the creature emerges from the vat with an unexpected mutation (determined by the Labyrinth Lord).

Creatures with magical properties may be created by this spell, but this typically either reduces the maximum Hit Dice of the creature or requires the use of additional special ingredients, perhaps including body parts of creatures with like properties, which must be acquired by adventuring. The exact details are left to the Labyrinth Lord's judgement.

Creatures created by this process are genetically flawed, and, after emerging from the vat, only live for one week per level of the caster.

## **Vats of Creation, Greater** *7th level [Vivimancy]*

*Duration: Permanent*

*Range: Touch*

*Casting Time: 1d4 weeks, +1 per Hit Die*

This spell works in the same manner as the 3rd level spell *vats of creation*, but produces stable life-forms which will live to a normal, natural life-span.





## **Venom** 2nd level [Conjuration]

*Duration: Instant*

*Range: See below*

The caster can use this spell to create a variety of poisonous substances similar to those employed by venomous snakes and spiders. The spell has two different uses, chosen as it is cast.

Firstly, the spell can be used to envenom a single cutting or piercing weapon. Any creature damaged by the poisoned weapon must save versus poison or suffer 1d6 damage for the next three rounds. The poison is enough for one successful attack per three levels of the caster and evaporates after three turns if not used.

Alternatively, the caster can use this spell to emit a poisonous spray targeting up to one creature per three levels within a 45-degree arc, to a maximum range of 30'. The targeted creatures must save versus poison or suffer 2d6 damage.

## **Venomous Blood** 5th level [Alteration]

*Duration: 1 turn per level*

*Range: 0*

The vivimancer's blood undergoes a temporary mutation, taking on a venomous quality. Any creature which ingests the vivimancer's blood—including those attacking the vivimancer with a bite attack—must save versus poison or die. (Note that the vivimancer still suffers normal damage from such attacks.)

The vivimancer's blood may also be used to envenom weapons, if she is willing to allow it to be extracted. One weapon per 1d3 hit points' worth of blood extracted may be affected. The venomous effects of the blood wear off after a successful hit or at the end of the spell's duration.



## **Virus** 6th level [Enchantment, Vivimancy]

*Duration: 1 day per level*

*Range: Touch*

A single target that the caster touches is infected with a magical virus having one of several possible effects, chosen by the caster (see below). The target is allowed a saving throw versus poison to resist. If the save fails, the virus is successfully implanted. An infected victim suffers no effects for the first day, but 24 hours after the spell was cast, the virus causes one of the following effects, chosen by the caster.

- **Mutation:** The subject undergoes a gruesome physical mutation, chosen by the caster.
- **Instinct:** The subject is affected as per the 2nd level spell *instinct*, but with extended duration. The caster must choose which instinct the virus causes (feeding frenzy, fight, flight, mating instinct).
- **Transformation:** The subject is affected by a polymorph, transforming into a creature of up to 4 HD chosen by the caster.

Once the magical virus is active (after the first day), the subject also becomes a carrier and can spread it to any other beings that it comes into physical contact with (including engaging in combat), who must then in turn also make a saving throw or become a carrier. The virus can spread in this manner to up to 2HD of victims per level of the caster.

When the spell's duration comes to an end, the *virus* dissipates, returning victims to their normal state.

## **Vitality Surge** 1st level [Vivimancy]

*Duration: 6 turns*

*Range: Touch*

The subject gains an extra Hit Die, rolling to determine how many additional hit points are gained. If the subject is harmed, the damage is first subtracted from these additional hit points. The additional hit points remain until they have all been lost due to damage or until 6 turns have passed.



**Xenogamy** 7th level [Vivimancy]

*Duration: Permanent*

*Range: Touch*

*Casting Time: 2d4 weeks*

This spell enables the caster to create an infinite variety of hybrid creatures by a process of genetic melding. Two living creatures of any species may be selected and must be contained within a laboratory for a period of 2d4 weeks. During this period, the two creatures gradually begin to meld into a single being. Each week, there is a 10% chance that the hybrid creature will die. If the process is successful, the resulting creature will have qualities and appearance reflecting both of its “parents”. The Labyrinth Lord should determine which qualities are retained from each parent.

If creatures of greater than animal intelligence are melded, the resulting monstrosity has a 90% chance of being utterly insane.



# VIVIMANCER Magic Items

## Aquarium of Minification

A large (10' long, 4' wide, 4' deep), glass tank, reinforced with an elaborately worked bronze frame. Looking closely at the glass plates reveals that they are engraved with dizzyingly intricate geometric patterns, seemingly with more detail than the human eye can comprehend. Indeed, inspecting the engravings with a magnifying glass reveals deeper details; see below.

When filled with water, the tank's magical aeration system provides a perfect environment for aquatic life; normal plants and animals thrive. The aquarium's true magic is activated upon immersing a humanoid in its waters. Such a victim must save versus spells or be minified—transformed into a miniature (6") merman or mermaid. The victim's physical appearance is partially maintained, such that it is recognisable in a caricature-like way. The transformation also reduces the victim's intelligence to an animalistic level. Minified victims thus forget their former lives and live happily in the aquatic environment of the aquarium, providing amusement for the one who incarcerated them in this fashion. *Dispel magic* undoes the transformation, as normal.

When someone is minified in this way, a microscopic eulogy for them is magically inscribed into the glass in the form of an epic poem describing their life and deeds. One who inspects the glass with a magnifying glass is able to read these inscriptions and thus discover the identities of the ones contained. The aquarium's transformative powers may be used upon 2d6 victims before the magic expires.



## Blood Tree

This 12' tall tree appears to be a hybrid between plant and animal. From a distance it looks like a normal tree, bedecked with exotic yellow flowers. It is only upon close inspection that one may notice that the tree is actually covered in a network of blood vessels. Indeed, if the tree's flesh is cut, it will bleed, just like an animal.

Once per month, a *blood tree* produces a single mango-like fruit with remarkable properties. When consumed (a gruesome, bloody affair), the fruits of the blood tree are able to magically heal 1d6+1 hit points. Like the tree which produced them, the fruits have strange animal-like qualities: they are warm to the touch, throbbing with blood vessels.

## Brain Leeches

When not in use, these normal-looking leeches must be kept in a quantity of blood, which must be refreshed on a weekly basis. Their magical function is revealed when they are placed on the skull of a living creature. The leeches attach immediately and begin sucking blood from the victim. Over a period of one week, the leeches work their way into the victim's flesh, boring small holes into its skull, exposing the brain, from which they begin to feed. Left to their work for a further week, the leeches completely drain the victim's memory, before dying. An intelligent being put under the leeches can be thus rendered defenceless and pliable.

## Egg of Life

Magical eggs which come in many shapes and sizes. When an *egg of life* is cracked open and its contents allowed to fall onto the ground, a chain reaction of magical growth begins. Over the course of the following turn, a panoply of life springs into existence within a 120' radius, creating a full habitat complete with plants, insects, and small animals. Each egg creates a different type of habitat (forest, marsh, grasslands, etc.), as determined by the vivimancer who created the item.

Note that geological conditions such as soil or water sources are not created or modified by the magic of these eggs. Thus, while the life-forms conjured may reproduce and live to their natural life-span, they may perish more rapidly if created in an otherwise hostile environment.







### **Lens of Transparent Revelation**

These clear, 1' diameter lenses scintillate with rainbow hues that ripple across the surface. They are extracted from octopoid monstrosities which can only be grown in large vat-pools. Looking through this lens, the internals of solid objects are revealed, allowing their form to be studied. Objects larger than 2' cannot be fully penetrated by this lens' sight.



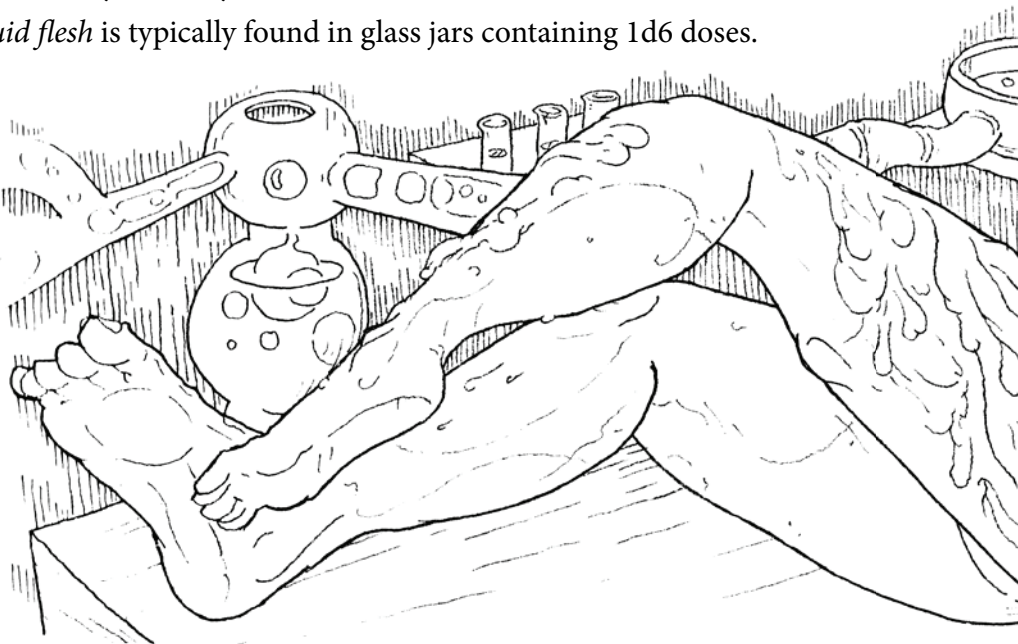
## Liquid Flesh

A slippery, semi-transparent gel-like substance of lurid, red-violet hue. When applied to damaged skin or flesh, the gel begins to bind itself with the wound, fizzing and releasing a pinkish smoke. Over the course of one minute, the *liquid flesh* integrates with the subject's own flesh, repairing 2d6 hit points of physical damage. *Liquid flesh* is not effective at curing diseases, although it may be used as a remedy for disease-symptoms which cause damage or irritation to the skin.

Each application of this substance carries certain risks:

- If the 2d6 roll for the number of hit points healed comes up as a total of 7, an unsightly cluster of purple nodules forms at the site where the gel was applied.
- If the 2d6 roll comes up as a total of 12, the gel infiltrates the subject's nervous system, with side-effects determined by a roll of 1d4: 1. a loss of 1d3 points of INT, 2. a major change of personality (e.g. a randomly determined alignment change), 3. a major emotional reversal—becoming either highly logical or irrational, 4. an overpowering desire to serve beings of an otherworldly race or culture (as determined by the Labyrinth Lord).

*Liquid flesh* is typically found in glass jars containing 1d6 doses.

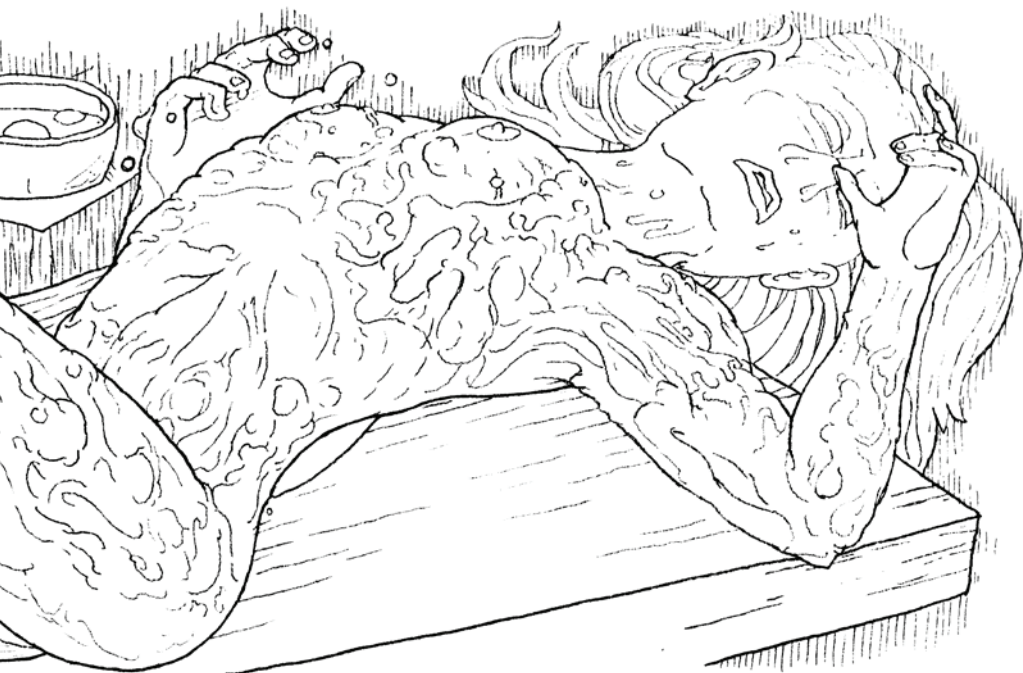


## Screaming Mandrake

A gnarled, 6" long root segment with a somewhat humanoid semblance. The mandrake's deadly power is the subject of many folk tales and is greatly feared. When planted under the light of the moon, the root comes to life and begins slowly to grow. Thenceforth, if the root is in any way disturbed (such as by digging or uprooting) it begins to scream, emitting a horrifying shriek audible to all within 60'. Those hearing the mandrake's scream must save versus death or perish. The screaming persists for 1d6 turns after the mandrake was disturbed, after which it dies.

## Solvent of Androgyny

Applied to the body of a living creature, this oily white solvent causes an agonising process of flesh melting and transfiguration over the course of 1d6 turns. Three varieties of the solvent are found, with the following different effects: changing the sex of the subject, causing the subject to become sexless, transforming the subject into a true hermaphrodite. All effects are permanent.





# MONSTERS

Various elemental, necromancer, and vivimancer spells refer to new monsters which are not found in the core *Labyrinth Lord* rule books. These new creatures are described in this section, along with their game statistics.

The Labyrinth Lord may also wish to place these monsters in adventures: either summoned as a result of a spell cast by an NPC wizard or as independent entities.

## Death Cap, Giant

<i>No. Enc.:</i>	1d8 (1d8)
<i>Alignment:</i>	Neutral
<i>Movement:</i>	0
<i>Armor Class:</i>	7
<i>Hit Dice:</i>	2
<i>Attacks:</i>	None
<i>Damage:</i>	None
<i>Save:</i>	F2
<i>Morale:</i>	12
<i>Hoard Class:</i>	VII
<i>XP:</i>	38



Giant death caps are pale, green-hued mushrooms growing up to 6' in height. They are immobile and have no form of attack, but emanate a sinister charm which entices creatures coming within 30' to approach the fungi and eat of their flesh. A saving throw versus spells is allowed to resist the charm. The mushrooms' flesh contains a potent poison, causing death within 1d6 rounds unless a successful saving throw is made.

The ground around giant death caps is often littered with the mycelium-riddled remains of previous victims, which may conceal treasure.



## Elementals

The denizens of some lesser-known elemental planes are given here, described in the same format as the classical elementals (see *Labyrinth Lord*), with three different sizes ranging from 8 to 16 Hit Dice.

### Frost

No. Enc.: 1 (1)  
Alignment: Neutral  
Movement: 120' (40')  
Armor Class: 2/0/-2  
Hit Dice: 8/12/16  
Attacks: 1  
Damage: 1d8 or 2d8 or 3d8  
Save: F8 or F12 or F16  
Morale: 10  
Hoard Class: None  
XP: 1,570/2,800/3,300

### Mud

No. Enc.: 1 (1)  
Alignment: Neutral  
Movement: 90' (30')  
Armor Class: 2/0/-2  
Hit Dice: 8/12/16  
Attacks: 1  
Damage: 1d8 or 2d8 or 3d8  
Save: F8 or F12 or F16  
Morale: 10  
Hoard Class: None  
XP: 1,570/2,800/3,300

### Ash

No. Enc.: 1 (1)  
Alignment: Neutral  
Movement: 120' (40')  
Armor Class: 2/0/-2  
Hit Dice: 8/12/16  
Attacks: 1  
Damage: 1d8 or 2d8 or 3d8  
Save: F8 or F12 or F16  
Morale: 10  
Hoard Class: None  
XP: 1,570/2,800/3,300

### Lava

No. Enc.: 1 (1)  
Alignment: Neutral  
Movement: 120' (40')  
Armor Class: 2/0/-2  
Hit Dice: 8/12/16  
Attacks: 1  
Damage: 1d8 or 2d8 or 3d8  
Save: F8 or F12 or F16  
Morale: 10  
Hoard Class: None  
XP: 1,570/2,800/3,300

### Steam

No. Enc.: 1 (1)  
Alignment: Neutral  
Movement: 180' (60')—flying  
Armor Class: 2/0/-2  
Hit Dice: 8/12/16  
Attacks: 1  
Damage: 1d8 or 2d8 or 3d8  
Save: F8 or F12 or F16  
Morale: 10  
Hoard Class: None  
XP: 1,570/2,800/3,300



**Ash Elementals:** Ash elementals appear as a creeping mass of black ash and smoke. For every Hit Die possessed, they are 2' in diameter and ½' high. Their attacks cause damage by desiccation and choking. Anyone within 20' of an ash elemental must save versus poison or suffer -2 to attack rolls due to the blinding smoke. The touch of an ash elemental is toxic to plants—normal plants wither and die, while plant-like monsters automatically suffer 1d8 hit points damage per round.

**Frost Elementals:** Frost elementals appear as humanoids made of frost and ice, 2' high for every Hit Die possessed. They freeze water on touch—up to 100 square feet per round, to a depth of 6 inches. When in contact with snow or ice, a frost elemental regenerates 1d6 hp per round. They suffer half damage from cold-based attacks and double damage from fire.

**Lava Elementals:** Lava elementals appear as giant, roughly-shaped humanoids made of magma and volcanic rock. They are 2' high for every Hit Die possessed. Lava elementals are surrounded by a 20' radius area of searing heat—causing metals to heat up. Upon the second round within range, characters using metallic weapons or armour suffer 1d4 hit points damage. On the third and subsequent rounds in the creature's presence, metal-using characters suffer 2d4 damage and others suffer 1d4 damage. Any wooden objects touching a lava elemental burst into flame.

**Mud Elementals:** Mud elementals appear as a seething, slimy mass of ooze and silt. For every Hit Die possessed, they are 2' in diameter and ½' high. They attack by lashing out with sticky waves of goo, attempting to drag victims into their ooze. A target which is successfully hit by a mud elemental will be pulled into its mass and automatically suffer smothering damage each round. Mud elementals can smother any number of victims, but can only make an attack against one new target per round.

A mud elemental's physical form is completely mutable, allowing it to move through very small spaces such as the gap beneath a door. They are equally at home on land or in water.

**Steam Elementals:** Steam elementals appear as an amorphous cloud of burning-hot steam approximately 2' in diameter per Hit Die. They attack by condensing around a target, causing damage by searing. The creature's heat is such that it kills any normal plants or insects it comes into contact with and causes 1d6 hit points damage to all creatures within 20'.

## Elementines

Elementines are semi-intelligent beings made of pure elemental matter. They are native to the elemental planes, but can be summoned to the prime plane by certain magical procedures. Elementines suffer only half damage from non-magical attacks.

There are two different power levels of elementines (referred to as lesser and greater) and the type present is determined by the means used to summon them. Lesser elementines have 1 HD, AC 4, and are around 2' in diameter, whereas greater elementines have 3 HD, AC 2, and are around 5' in diameter.

### Air

*No. Enc.:* 1 (1)  
*Alignment:* Neutral  
*Movement:* 120' (40')  
*Armor Class:* 4/2  
*Hit Dice:* 1/3  
*Attacks:* 1  
*Damage:* 0 (distraction/stun)  
*Save:* F1 or F3  
*Morale:* 10  
*Hoard Class:* None  
*XP:* 10/50

### Fire

*No. Enc.:* 1 (1)  
*Alignment:* Neutral  
*Movement:* 90' (30')  
*Armor Class:* 4/2  
*Hit Dice:* 1/3  
*Attacks:* 1  
*Damage:* 1d4/2d4  
*Save:* F1 or F3  
*Morale:* 10  
*Hoard Class:* None  
*XP:* 10/50

### Earth

*No. Enc.:* 1 (1)  
*Alignment:* Neutral  
*Movement:* 60' (20')  
*Armor Class:* 4/2  
*Hit Dice:* 1/3  
*Attacks:* 1  
*Damage:* 1d3/1d6  
*Save:* F1 or F3  
*Morale:* 10  
*Hoard Class:* None  
*XP:* 10/50

### Water

*No. Enc.:* 1 (1)  
*Alignment:* Neutral  
*Movement:* 90' (30')  
*Armor Class:* 4/2  
*Hit Dice:* 1/3  
*Attacks:* 1  
*Damage:* 1-2/1d6  
*Save:* F1 or F3  
*Morale:* 10  
*Hoard Class:* None  
*XP:* 10/50







**Air Elementines:** Air elementines are formed of powerful wind vortices and are usually only visible by the dust which they stir up as they move. They 'attack' foes by surrounding them with their chaotic air currents: not causing any damage, but potentially distracting and confusing the target. A creature successfully attacked by a lesser air elementine suffers -2 to its attacks due to the distraction and cannot cast spells. These effects last for one round. A creature attacked by a greater air elementine must also make a save versus paralysis or be stunned for two rounds, completely unable to move or act.

Outside of combat, an air elementine can also be directed to manipulate objects. It may open normal doors, drawers, lids, and the like, and may lift 20 pounds or drag 40 pounds.

**Earth Elementines:** Earth elementines take the form of squat, headless humanoids, roughly hewn from clay and stone. They are slow and lumbering, attacking with their club-like fists.

Outside of combat, earth elementines may be commanded to push or carry loads of up to 500lbs.

**Fire Elementines:** Fire elementines have the form of a whirling sphere of flame. They attack simply by making contact with opponents, causing burning damage as listed.

**Water Elementines:** Water elementines appear as a floating conglomeration of spherical or snake-like water globules. They attack by overwhelming opponents, causing damage by drowning. Creatures which can breathe water are unaffected by a water elementine's attacks, but fire-based creatures suffer double damage.

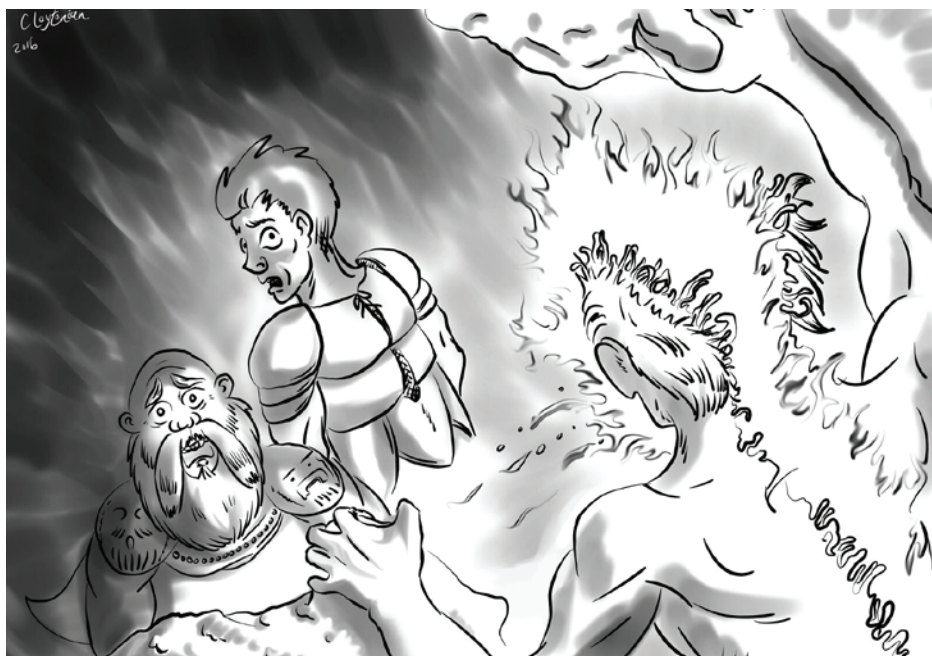


## Flame Terror

No. Enc.:	1 (2–8)
Alignment:	Neutral (Evil)
Movement:	150' (40')
Armor Class:	3
Hit Dice:	4+4
Attacks:	1 (flame gout)
Damage:	1d10
Save:	F4
Morale:	10
Hoard Class:	None
XP:	290

Flame terrors are evil creatures native to the plane of fire, where they are not uncommon. They are occasionally summoned to the prime plane by magic-users. They take one of several forms: a raging column of fire, a humanoid with flames in place of legs, or a bronze statue wreathed in flames.

In combat, flame terrors have the ability to *blink*, as per the spell. No fire-based or fire-affecting spells can function within 20' of a flame terror.





## Fly Agaric, Monstrous

<i>No. Enc.:</i>	1 (1-4)
<i>Alignment:</i>	Neutral
<i>Movement:</i>	0
<i>Armor Class:</i>	7
<i>Hit Dice:</i>	3
<i>Attacks:</i>	Spore cloud
<i>Damage:</i>	See below
<i>Save:</i>	F3
<i>Morale:</i>	12
<i>Hoard Class:</i>	None
<i>XP:</i>	80

The “toadstools” of folklore, these giant, red and white spotted fungi stand up to 6’ tall. While they have no form of direct attack, they present two dangers to adventurers. Firstly, they are typically host to a seething swarm of flies and maggots (see the *insect swarm* monster in the *Labyrinth Lord* book). Secondly, anyone coming within 5’ of a monstrous fly agaric must save versus poison or be affected by the mushroom’s spores, causing a series of hallucinations lasting for 1d6 turns. (The *Labyrinth Lord* may play out the PCs’ hallucinations, describing a series of outré visions, or may treat the effects as being similar to the *confusion* spell.)



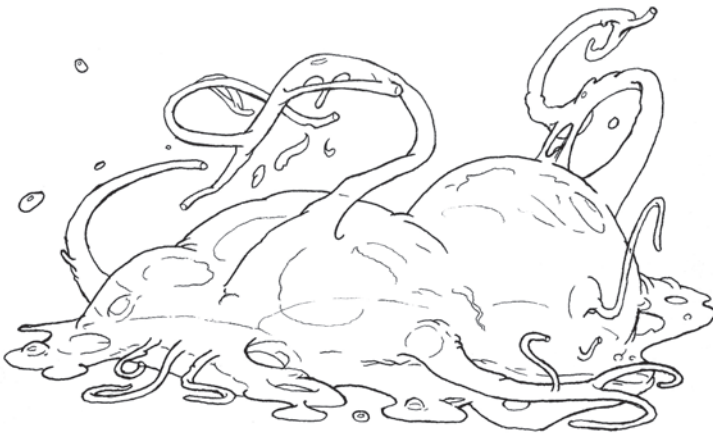
## Fluid Beast

*No. Enc.:* 1-3 (2-5)  
*Alignment:* Neutral (Evil)  
*Movement:* 60' (20') / 180' (60')—swimming  
*Armor Class:* 5  
*Hit Dice:* 6+6  
*Attacks:* 3 (2 jets, slam)  
*Damage:* 1d4/1d4/4d4  
*Save:* F6  
*Morale:* 10  
*Hoard Class:* None  
*XP:* 680

Fluid beasts are evil creatures native to the plane of water, but are sometimes encountered on the prime plane if summoned by magic. They have several possible forms, which they can switch between at will: a fountain or pool of water, a green-tinged cloud in a body of water, or a gelatinous blob covered in writhing tubes and tentacles.

On land they attack by expelling high pressured water jets, effective at up to 10' away, and having a 1 in 6 chance of blinding victims for 1d6 rounds. In the water their attack is deadlier, as they use their water jets to propel their huge bulk into their victims in a violent slamming attack.

No water-based or water-affecting spells can function within 20' of a fluid beast.



## Leprous Dead

<i>No. Enc.:</i>	1d6 (2d6)
<i>Alignment:</i>	Chaotic
<i>Movement:</i>	90' (30')
<i>Armor Class:</i>	6
<i>Hit Dice:</i>	3
<i>Attacks:</i>	2
<i>Damage:</i>	1d6 + disease
<i>Save:</i>	F 3
<i>Morale:</i>	12
<i>Hoard Class:</i>	None
<i>XP:</i>	80

Swathed in loose rags or bandages, the flesh of these undead monsters crawls and seethes in a strange state between life and death: rotting and necrotic but virulently alive with disease.

Each round of combat, leprous dead regenerate two hit points. Severed limbs can be reattached and even fatal damage taking the creature below 0hp can be regenerated. The only way they can be permanently killed is with fire.

In melee, the leprous dead attack with their fists. Each successful hit carries with it the risk of leprosy infection. The target must save versus poison, with a +3 bonus, or contract the disease. Infected victims suffer a loss of 2 points of CHA per month, dying when CHA reaches 0. Those who die from the disease will themselves become leprous dead.

Although they hoard and carry no treasure themselves, leprous dead are often found as guardians of ancient treasure troves, placed on their ageless vigil by necromancers of great power.



## Soil Fiend

*No. Enc.:* 1 (2-5)  
*Alignment:* Neutral (Evil)  
*Movement:* 120' (40')  
/ 30' (10')—burrowing  
*Armor Class:* 4  
*Hit Dice:* 5+5  
*Attacks:* 2 (claws)  
*Damage:* 1d8/1d8  
*Save:* F5  
*Morale:* 10  
*Hoard Class:* None  
*XP:* 860



Soil fiends are evil creatures native to the plane of earth, where they live in labyrinthine burrows. They are occasionally encountered on the prime plane when summoned by magic. Soil fiends usually appear as swine-like beasts with a grinning skull for a head and a back covered with sharp spines. They may also change into a rough humanoid form of slimy, lumpy clay.

Soil fiends are able to meld into bare earth or stone, leaving only a vague, moist outline. They can then leap suddenly to attack, surprising on a roll of 1-5.

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In combat, if a victim is successfully attacked by both of the fiend's claws in one round, then the creature manages to cling onto the target. Once a soil fiend is clinging to a target it automatically inflicts 2d6 damage per round and cannot be removed unless killed.

No earth-affecting magic can function within 40' of a soil fiend.



## Wind Horror

No. Enc.:	1 (2–8)
Alignment:	Neutral (Evil)
Movement:	30' (10') / 240' (80')—flying
Armor Class:	2
Hit Dice:	4
Attacks:	1
Damage:	3d4
Save:	F4
Morale:	10
Hoard Class:	None
XP:	190

Wind horrors are natives of the plane of air, but can be summoned to the prime plane by magic-users. They are normally invisible, being only noticeable as a strong gust of wind. In this form they move at 80' per round. In order to attack, a wind horror must coalesce, manifesting as a dense cloud of fog filled with lashing tentacles and sinister eyes.



The wind horror's attack takes the form of a blast of fine particles emitted from its whirlwind-like core. The blast can target a single creature up to 30' distant.

Wind horrors are immune to normal weapons, and are only able to be harmed by spells or magical weapons of +2 or greater enchantment. All air-affecting magic fails within 50' of a wind horror.



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