Invisibility to Undead / Spirit 3

**Description:**
This organizational spell of the Council of the Table of Bone allows the caster to become completely imperceptible and unaffected by undead. If the caster moves, casts, or speaks, the spell is broken.

**Invocation:**
I, <caster's name>, invoke SPIRIT BOLT!

**Description:**
Formerly used only by the Council of the Table of Bone, this spell allows the caster to hurl a small bolt of spiritual energy to damage a target. Spirit Bolt is represented by a black spellball. For undead, the Spirit Bolt acts like a Critical weapon hit. For living targets, the Spirit Bolt inflicts only a Light weapon hit. Spirit Bolt ignores but does not destroy armor and shields. A creature protected by the ninth level Body spell Protection from death is immune to this spell.

**Characteristics:**
- **Range:** throwing distance
- **Area:** one target
- **Duration:** instant
- **Material:** a black spellball
- **Incantation:** 30 words
- **Invocation:**
  
  I, <caster's name>, invoke SPIRIT BOLT!

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

After speaking the invocation, the caster must wear a black glove painted with a white circle on the palm to signify the activation of the spell. This spell ignores all armor but not shields.

**Invisibility to Undead / Spirit 4**

**Description:**
Blood Magic is a spell that allows the caster to become invisible to undead for up to 10 minutes. The caster must wear a black scarf painted with a white circle on the palm to activate the spell.

**Characteristics:**
- **Range:** touch
- **Area:** creature touched
- **Duration:** 10 minutes
- **Material:** a black scarf
- **Incantation:** 45 words
- **Invocation:**
  
  I, <caster's name>, hide from the eyes of the dead!

**Description:**
Upon invoking this spell, the caster becomes invisible to undead for 10 minutes or until broken. The caster must wear a black scarf painted with a white circle on the palm to signify the activation of the spell. This spell ignores all armor but not shields.

**Blood Magic / Spirit 4**

**Description:**
Blood Magic is a spell that allows the caster to heal a single Light or Critical wound to inflicting a like wound to himself or herself or to another living creature. The caster must touch the creatures to be affected by Blood Magic.

For example, if a creature has a Critical wound to the left arm, the caster can cast this spell to heal the wound but will inflict a Critical hit to his or her own left arm. This spell can be used to heal wounds on a creature or to protect a creature from damage inflicted by Blood Magic and thereby causing the spell to fail. However, damage caused by this spell ignores Constitution and Physical Defense.

**Characteristics:**
- **Range:** touch
- **Area:** creature touched
- **Duration:** instant
- **Material:** none
- **Incantation:** 60 words
- **Invocation:**
  
  I, <caster's name>, harm to heal!

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

For example, if a creature has a Critical wound to the left arm, the caster can cast this spell to heal the wound but will inflict a Critical hit to his or her own left arm. This spell should not be used in combat.
Chapter Five

Call Spirit / Spirit 4

Range: Special
Area: none
Duration: Special
Material: a six-sided die
Incantation: 60 words
Invocation:
1. <caster's name>, call the spirit of <insert name>!

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

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

A six-sided die is rolled to determine the results of the call:
- 1 means a spirit manifests, is angry at being disturbed, and strikes the caster with Insanity
- 2 means a spirit manifests and answers the question.
- 3 means the spell fails to contact a spirit.
- 4 means a spirit manifests and answers the question.
- 5 means a spirit manifests, is angry at being disturbed, and inflicts a Critical hit to each of the caster's limbs.
- 6 means a spirit manifests and answers the question.

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

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

Detect Necromancer* / Spirit 4

Range: none
Area: 10' radius
Duration: concentration
Material: none
Incantation: 60 words
Invocation:
1. <caster's name>, invoke Detect Necromancer!

Description:
This organizational spell of the Council of Table of Bone allows the caster to detect and locate in a ten-foot radius the presence of any enchantment or mage of the Arche of Spirit of level four or greater. Extremely thick walls or barriers will block this spell. This spell does not identify the nature of the Spirit magic. The spell remains in effect as long as the caster concentrates. This spell requires the presence of an Elder.

Drain* / Spirit 4

Range: touch
Area: one dead creature
Duration: instant
Material: none
Incantation: 60 words
Invocation:
1. <caster's name>, touch and take this spirit!

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

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

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

Spirit Bolts° / Spirit 4

Range: throwing distance
Area: up to three targets
Duration: instant
Material: three black spellballs
Incantation: 60 words
Invocation:
1. <caster's name>, invoke Spirit Bolt!

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

This spell may be held.

Invisibility to Undead* / Spirit 5

Range: touch
Area: one creature
Duration: 10 minutes
Material: a black glove painted with a white circle
Incantation: 75 words
Invocation:
1. <caster's name>, bring and bestow Invisibility to Undead!

Description:
This organizational spell of the Council of Table of Bone allows the caster to detect and locate in a ten-foot radius the presence of any enchantment or mage of the Arche of Spirit of level four or greater. Extremely thick walls or barriers will block this spell. This spell does not identify the nature of the Spirit magic.

The spell remains in effect as long as the caster concentrates. This spell requires the presence of an Elder.

Cause Mortal Wound / Spirit 5

Range: touch
Area: creature touched
Duration: instant
Material: a black band with a white circle
Incantation: 75 words
Invocation:
1. <caster's name>, wound thee! Cause Mortal Wound!

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

After speaking the invocation, the caster must wear a black glove painted with a white circle on the palm to signify the activation of the spell. This spell ignores all armor but not shields.

Undead Limb / Spirit 5

Range: touch
Area: One creature
Duration: special
Material: a black band with a white circle
Incantation: 75 words
Invocation:
1. <caster's name>, touch this flesh with living death!

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

The Undead Limb can suffer any and all normal damage without harm to the creature. In other words, the creature can take as many hits to the Undead Limb and suffer no wounds. However, a Death hit to the Undead Limb will sever the limb from the creature's body, inflict an automatic Mortal wound, and end the spell. The limb cannot be used to grab weapons, block missile weapons, or knock away magical effects. This spell can only be cast upon only one, undamaged limb. A black band painted with a white circle is tied to the affected limb. The player affected must describe the Undead Limb to anyone near enough to see the effects of the spell. The Undead Limb still functions though the creature feels a strange chilling stiffness and his or her sense of touch is dampened with the limb.

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

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