

# New Necromantic Spells

## **Detect Unmarked Grave**

**Spell Level:** First- Necromancy

**Magic Points:** 3

**Range:** 50 yards

**Duration:** 1 hour

**Ingredients:** A pinch of graveroot

Through this spell, a necromancer can locate an unmarked grave that is not protected by either of the Mórrian divine rituals Funeral Rite or Nameless Funeral (**Apocrypha Two: Charts of Darkness**, pages 26-27). The Necromancer must be very careful when casting this spell as any priest of Mórr within 100 yards must make a *Magic* test to sense the spell being cast and its general direction.

## **Memory Absorption**

**Spell Level:** Second- Necromancy

**Magic Points:** 8

**Range:** Personal

**Duration:** D6 hours

**Ingredients:** Eyes of a recently murdered victim

This spell requires the caster to consume the eyes of a recently murdered victim in order to learn one of the deceased's most closely held secrets (GM's choice as to the nature of the knowledge). Although the spell has a chance of the caster picking up secrets of little to no value, the act of casting still costs the caster one **Insanity Point**.

## **Summon Messenger of Kháine**

**Spell Level:** Second- Necromancy

**Magic Points:** 6

**Range:** 10 yards

**Duration:** D6+2 rounds

**Ingredients:** A fistful of dirt from a gravesite not protected by Mórr and a piece of jawbone from a sentient being.

This spell can only be used in conjunction with the Detect Unmarked Grave spell. Kneeling on top of the unprotected grave, a necromancer can summon a spirit bound to Kháine to receive messages from or send messages to necromancers or other spell-casting servants of the God of Murder and the Undead. In order to get a response from the spirit for each question, the necromancer must pass a **WP** test modified by the difference between the caster's characteristic and that of the spirit (normally a **WP** of 18). Thus, if the caster's **WP** exceeds the spirit's by 8,

then the test is taken with a +8 modifier. The necromancer must also take a **CI+30** test. If he fails, the necromancer picks up one **Insanity Point** from using this spell.

### **Consume Life Force (Ritual)**

**Spell Level:** Third- Necromancy

**Magic Points:** 12

**Range:** Personal

**Duration:** Immediate upon end of ritual

**Ingredients:** Silver knife and fork

This ritual enables the caster to absorb the vitality of a young man or woman in good health (and under 30 years of age), enabling the caster to live for another 30 years. The caster intones the words of the rite while the victim hangs upside down so the blood from their slashed throats can be collected in a large vessel. The ritual requires the caster to drink the blood of the deceased victim and consume its raw flesh within 24 hours.

The ritual in no way changes the outward appearance of the caster. It does, however, cost the caster 1D2 **Insanity Points** each time this ritual is used.

### **Forbiddance**

**Spell Level:** Third- Necromancy

**Magic Points:** 10

**Range:** Entire building

**Duration:** Until dawn of the following day

**Ingredients:** Five drops of blood from a virgin and a middle finger of a corpse

This necromantic spell enables the caster to bar a vampire from entering a building where the creature was once freely admitted for the duration of the night.