

## Dark Ages Character Record

Name	Da'hern Boehnze	Race	Human	Sex	Male	Age	40 yrs
Class	Rogue/Wizard	Origin	Cirdan	Hair	Brown	Height	5' 6"
Level	5/6	Skin	Tan	Eyes	Brown	Weight	140 lbs

<b>Strength</b>	<b>12</b>		<b>Intelligence</b>	<b>18</b>	
Muscle	11	+5%	Knowledge	18	16PP/+4/+20%
Stamina	13	+1/+10%	Reason	18	+4/+20%
<b>Dexterity</b>	<b>16</b>		<b>Wisdom</b>	<b>13</b>	
Aim	14	+2/+10%	Intuition	14	+2/10%
Balance	18	+4/+20%	Willpower	12	+1/+5%
<b>Constitution</b>	<b>13</b>		<b>Charisma</b>	<b>14</b>	
Fitness	13	+1/+10%	Appearance	16	+3/+15%
Health	13	+1/+10%	Leadership	12	+1/+5%
<b>Perception</b>	<b>14</b>	+2/+10%	<b>Luck</b>	<b>10</b>	

<b>Hit Points</b>	<b>23</b>	<b>Damage</b>	d8/2 for Rogue HD (min 2); d4/2 for Wizard HD (min 1)
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<b>Normal AC</b>	14	<b>Flatfooted AC</b>	10	<b>AC Factors</b>
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<b>Armor/AC Notes</b>	(HP min - max = 17 to 38)	<b>VP</b>	1	<b>AP</b>	<b>28</b>
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<b>Saving Throws</b>	<b>Reflex</b>	<b>+5</b>		<b>Fortitude</b>	<b>+3</b>	+1 vs Physical Transmutation
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<b>Willpower</b>	<b>+4</b>	+1 vs Charm	Save Notes	<b>+1 to base save</b>
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## Combat Summary

<b>Combat Move</b>	10 hexes	<b>Non-Combat Move</b>	9 mph jog	<b>Full Day Move</b>	20 miles
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### Special Movement/Notes

Weapon/HTH Form	WS	Att/Rnd	Base Damage	Bonuses	Range/Modifiers/Special/Notes
Bullwhip	F	3/2	d4	+6/+3	1 hex reach; entangle on nat 19 or 20
Kukri	F	1	d6	+3/+1	Throw range - S2/M4/L8/XL16
					Base Attack Bonus = <b>+3</b> (DM Auto Calc)

Proficiencies	% Use	Proficiencies	% Use	Proficiencies	% Use	Proficiencies	% Use
1. Analyze and interpret data	85%	2. Apply mathematical concepts	78%	3. Communicate mathematical ideas	92%	4. Create mathematical models	65%
5. Develop problem-solving strategies	70%	6. Evaluate mathematical arguments	88%	7. Identify mathematical patterns	75%	8. Justify mathematical solutions	80%
9. Make mathematical conjectures	60%	10. Perform mathematical calculations	95%	11. Represent mathematical relationships	72%	12. Solve mathematical problems	85%
13. Use mathematical tools	82%	14. Understand mathematical concepts	70%	15. Work with mathematical data	78%	16. Apply mathematical reasoning	88%
17. Communicate mathematical ideas	90%	18. Create mathematical models	68%	19. Develop problem-solving strategies	72%	20. Evaluate mathematical arguments	85%
21. Identify mathematical patterns	75%	22. Justify mathematical solutions	80%	23. Make mathematical conjectures	62%	24. Perform mathematical calculations	93%
25. Represent mathematical relationships	70%	26. Solve mathematical problems	82%	27. Use mathematical tools	85%	28. Understand mathematical concepts	68%
29. Work with mathematical data	78%	30. Apply mathematical reasoning	88%	31. Communicate mathematical ideas	90%	32. Create mathematical models	70%
33. Develop problem-solving strategies	72%	34. Evaluate mathematical arguments	85%	35. Identify mathematical patterns	75%	36. Justify mathematical solutions	80%
37. Make mathematical conjectures	60%	38. Perform mathematical calculations	95%	39. Represent mathematical relationships	72%	40. Solve mathematical problems	85%
41. Use mathematical tools	82%	42. Understand mathematical concepts	70%	43. Work with mathematical data	78%	44. Apply mathematical reasoning	88%
45. Communicate mathematical ideas	90%	46. Create mathematical models	68%	47. Develop problem-solving strategies	72%	48. Evaluate mathematical arguments	85%
49. Identify mathematical patterns	75%	50. Justify mathematical solutions	80%	51. Make mathematical conjectures	62%	52. Perform mathematical calculations	93%
53. Represent mathematical relationships	70%	54. Solve mathematical problems	82%	55. Use mathematical tools	85%	56. Understand mathematical concepts	68%
57. Work with mathematical data	78%	58. Apply mathematical reasoning	88%	59. Communicate mathematical ideas	90%	60. Create mathematical models	70%
61. Develop problem-solving strategies	72%	62. Evaluate mathematical arguments	85%	63. Identify mathematical patterns	75%	64. Justify mathematical solutions	80%
65. Make mathematical conjectures	60%	66. Perform mathematical calculations	95%	67. Represent mathematical relationships	72%	68. Solve mathematical problems	85%
69. Use mathematical tools	82%	70. Understand mathematical concepts	70%	71. Work with mathematical data	78%	72. Apply mathematical reasoning	88%
73. Communicate mathematical ideas	90%	74. Create mathematical models	68%	75. Develop problem-solving strategies	72%	76. Evaluate mathematical arguments	85%
77. Identify mathematical patterns	75%	78. Justify mathematical solutions	80%	79. Make mathematical conjectures	62%	80. Perform mathematical calculations	93%
81. Represent mathematical relationships	70%	82. Solve mathematical problems	82%	83. Use mathematical tools	85%	84. Understand mathematical concepts	68%
85. Work with mathematical data	78%	86. Apply mathematical reasoning	88%	87. Communicate mathematical ideas	90%	88. Create mathematical models	70%
89. Develop problem-solving strategies	72%	90. Evaluate mathematical arguments	85%	91. Identify mathematical patterns	75%	92. Justify mathematical solutions	80%
93. Make mathematical conjectures	60%	94. Perform mathematical calculations	95%	95. Represent mathematical relationships	72%	96. Solve mathematical problems	85%
97. Use mathematical tools	82%	98. Understand mathematical concepts	70%	99. Work with mathematical data	78%	100. Apply mathematical reasoning	88%

Observation	77	Modern Lang: Common	57	Etiquette: General	80
Alertness	74	Ancient Lang: Estron	48	Fast Talk/Haggle	102
Danger Sense ®	72	Ancient Lang: Eldarin	49	Bribery	71
Distance Determination ®	54	Modern Lang: Sindarin	54	Acting: Convincing Lies	77
Sound Analysis	68			Carousing: General	67
Detect Magic	55	Literacy: Common	52	Drinking ®	39
Detect Noise ®	65	Literacy: Estron	48	Gambling: General ®	36
Detect Illusion ®	63	Literacy: Eldarin	50		
Cartography: General	76	Literacy: Sindarin	51	Cryptography	73
		<b>Linguistics: General</b>	20	Research	76
First Aid ®	37			Information Gathering	70
		Architecture: General ®	73	Streetwise	67
		Anthropology: General	70	Tailing	42
Fire Building/Control ®	57	<b>Archaeology: General</b>	40	Open Locks	69
		Astrology: Unique Events ®	81	Locksmith: Ancient Locking Devices ®	67
Rope Use/Nets ®	82	Lore: Planar: General ®	70		
		Lore: Ancient Runes: General	67	Looting	36
		Lore: Faerie: General	75	Sleight of Hand/Pickpocket ®	70
Merchant: Caravan ®	55	Lore: Legends/Folklore: Fey	79		
Trade Skill: Teamster ®	42	Lore: Undead: General ®	48	Hiding ®	49
Trade Skill: Carpenter ®	49	Lore: Wards/Sigils: General	70	Move Silently ®	47
Appraising: Ancient Artifacts	79	Lore: Divination ®	36		
Forgery: Ancient Artifacts	73	Heraldry	54	Class Abilities Bonus Added (+25%)	
Artistic Ability: Ancient Writing	67	Ancient History: Orcish	76		
		Ancient History: Elven	78	Weapon Fam: Broad Group: Knife	
		Ancient History: Sunken Sea Region	80	Proficiency: Kukri	
Riding: Land Based: Horse ®	53	Local History: Northern Trade Route	58	Specialization: Bullwhip	
Charioteer/Wagoneer ®	39	OK: Sarak's Forces ®	54	Weapon Focus: Whip	
		OK: Lothlorien Elves ®	55	Damage Focus: Whip	
Survival: Ruins	42	OK: Golden Wolves ®	56	Specialization: One Handed Style	
Climbing ®	59	AK: Sunken Sea Region	57		
Swimming	33	AK: Fey Kingdoms	54	<b>Unused Pts</b>	<b>5PP</b>

Full Name	Da'hem Boehnze	Guild/Order/Sect
Aliases/Nicknames	Dirt Bag of the Sunken Sea/Da Boss	Clan/Racial Specifics Human with Occitani blood
Liege/Patron/Deity	N/A	Birthdate
Experience Points	Rogue <b>9,150 xp</b> (Next - 11000)	Wizard <b>13,750 xp</b> (Next - 17500)
Physical Description		Personality/Demeanor
Devilishly handsome with swarthy skin and a mixed, difficult to discern human racial mix, but most certainly has some Occitani blood from his caravaning family. His hair is generally kept around shoulder length and he maintains a well trimmed beard. While not terribly old, Da'hem's hair has a prominent streak of gray starting from his temple. He does his best to wear reasonably good clothes but not enough to make him stand out in a crowd. His bullwhip is usually seen coiled at his waist and ready to go		Studious when focused on discovering a hidden secret, ancient meaning or other element that he cares about. A fluid talker who easily inserts himself into conversations and easily makes friends, though usually he does this in order to gain what he wants from any relationship. He does not have the bearing of someone who holds a grudge, yet there is deep seeded hatred for the Guild of Emerald Sky who snubbed him so coldly upon the death of his patron. In general, there is very little that causes Da'hem to consider others when after an ancient artifact or out to exact the revenge he desires
Brief Personal History		
Born in Cirdan to caravan traders who were always on the road, Da'hem was exposed to a variety of people from his early days. Curious nature, he learned much, fantasized about far off places, legendary ruins and lost treasures waiting to be recovered, but also got himself into trouble and indentured in service to an acid mage from the guild of Emerald Sky. Through this connection, he discovered much about the concepts of magic, but having been unable to tap his mana, when the mage died unexpectedly and the guild came to claim his master's things, Da'hem found himself out on the streets. He quickly found himself connected with the Golden Wolves, a prolific organized mafia in Morgana where he gained knowledge of forging items. He parlayed this into his own interest of seeking out ancient ruins from lost cultures and made connections in Lothlorien with the elves leading him on unique searches within the forest. Discovering an ancient Morgul tower, he stumbled upon an orc-elf who had been locked in suspended animation for a century and now Shadara refuses to leave his side		
Family/Relatives		Friends/Allies
Burak - father	Shadara - life bond after rescue	U'Jarak - hit man for the Golden Wolves
Zahra - mother	Ganix - high ranking Golden Wolf fence	Oland Kerr - ranger of Morgana
	Maurizio Chellini - master carpenter	Luchinu Oerik - Master Augmenter of Emerald Sky
	Fantine Aribet - dancer, high end call girl	
	Artus Codina - caravan smuggler	
	Warrick Eldari - teamster in Morgana	
Race/Class Special Abilities & Powers		Armor/Defensive Summary
<b>Human Racial Abilities</b>	Mana - <b>33</b>	Base Armor Type
Keen Vision (+1/+5%; DM)	After 1hr settling regain 5 mana/hr	Piece/Modifier
Keen Hearing (+1/+5%; DM)		Piece/Modifier
Keen Tactile (+1/+5%; DM)		Piece/Modifier
Keen Olfactory (+1/+5%; DM)		Piece/Modifier
Keen Taste (+1/+5%; DM)		Defensive Modifiers/Notes
Allure (attract romantic NPC attention; DM)		
<b>Rogue Abilities</b>		
Deft Hands (+25% on related skills + reroll)		
Contacts (gain 3 contacts per Rogue level)		
Diligent (+25% on related skills + reroll)		
Investigator (+25% on related skills + reroll)		Equipment/Magic Items
Alert (+25% on related skills + reroll)		
Persuasive (+25% on related skills + reroll)		Kitab al'Azif - ancient book of the dead
<b>Wizard Abilities</b>		
Detect Supernatural (60ft radius)		
Magical Aptitude (+25% on related skills)		
Spell Strength (+2 DC to Necromancy spells)		
Extend Spell (spend 1 mana to double range)		
<b>General Abilities</b>		
Skill Focus: Ancient History x3		
<b>Kitab al'Azif</b>	Monthly Upkeep = 0 SC (food/drink/ent)	
Skeletal Claws: Lesser 1/day	Money/Valuables	
Skeletal Wings 1/day		
Preserve Flesh at will	100 SD (1 SD = appx \$60 US)	
	Monthly Income - 30 Silver Ducats (\$1800)	

## Da'hem Items

**Heirotsta Necklace:** a medium thickness gold chain with near microscopic engravings (cannot be seen without some keen sight and being within two feet) to identify as part of the Imperial Death Squad. The chain simply has a 4 POW reserve that can be used for any wizard or priest spells

### Message

Range	0	Duration	2 turns/level
Casting Time	1	AOE	10 yards/level
Save	None	School	Illusion (Phantasm)

Can send secret messages to creatures within the area of effect including up to 1 individual/level picked out at the casting of the spell. Those who receive the message can respond to the caster (all conversations are held at a minute whisper, all else is handled by the spell). The spell does no translation

### Patternweave

Range	10 feet	Duration	1 round
Casting Time	1 round	AOE	10 foot square
Save	None	School	Divination

Allows the caster to make sense of apparent chaos and see items as a whole when only a piece or pieces remain (i.e. - a shred of paper can be made whole to see a map or scroll, a piece of hair can be used to see the creature or individual, etc.) The DM secretly makes a save for the caster, if it fails, the he is unable to reconstruct the cryptic information into a whole

### Protection from Supernatural

Range	Touch	Duration	1 turn/level
Casting Time	1	AOE	Creature touched
Save	None	Sphere	Protection/Arcane

Creates a magical barrier (about 3 inches away from skin) around the recipient protecting them from physical contact (natural weapons, spells or abilities which require touch, etc; DM) with creatures of any supernatural nature (DM) Such creatures attacking the recipient are at -2 on each attack (if using weapons or non-touch) and saving throws against such attacks are made at +2. The spell blocks mind control and domination attempts by creatures against the protected

### Unseen Servant

Range	10 feet/level	Duration	2 turns/level
Casting Time	1	AOE	Special
Save	None	School	Summoning (Conjuration)/Evocation

Summons a non-visible, humanoid shape of force which follows the caster's commands explicitly. It may carry up to 20 lbs or push/pull up to 40 lbs (on a fairly smooth surface) and cannot fight in any way. It can be dispelled or destroyed by 6 or more points of magical damage and also dispels if it is forced or sent outside the range (the caster is the center of the radius)



### Kitab al'Azif

An ancient grimoire of necromantic and related information written in a tongue nobody understands and has yet to be susceptible to magic. The book appears to be written in some kind of blood (possibly human or another humanoid) and the cover crafted from some manner of demonic beast's hide. Da'hem has been deciphering it bit by bit and has uncovered various spell formulae that may be ancient versions of current day necromancy spells. Via his use of this grimoire, he has unlocked his own, yet small, mana reserve and has begun to learn new spells step by step

## Da'hem Spells

**1<sup>st</sup> Level Spells** (16 of 16) – *deciphered from grimoire (save DC is 14 with enhancements)*

### Animate Undead Vermin

Range	10 feet	Duration	Permanent
Casting Time	1 round	AOE	One tiny corpse
Save	None	School	Necromancy

Animates a tiny corpse (i.e. – rat, bug, small snake, etc.) or a small, severed part of a larger corpse (such as a hand) Such undead vermin are less than 1HD and generally have no more than 1 or 2 HP and can only cause 1hp damage with attacks. Upon creation the wizard may command the vermin for 1 round/level where upon it becomes a rogue, unintelligent vermin. Commanded vermin have minor strength, reduced movement and can only act within the scope their bodies allow (DM)

### Cadaverous Form

Range	0	Duration	1 hour/level
Casting Time	1 round	AOE	Self
Save	None	Sphere	Necromantic

Allows the wielder of the Kitab to transform into a zombie or similar type of undead creature of the caster's choosing. Various cosmetic changes can be made as desired, but generally the caster will not be distinguishable by zombies or other undead from being a zombie unless the caster chooses to break the ruse

## Comprehend Languages

Range	Touch	Duration	1 hour/level
Casting Time	1 round	AOE	One creature or object
Save	None	School	Divination

Allows the caster to understand any single creature speaking or read any written message or documentation (does affect magical writings, but does not decrypt)

## Detect Life Force

Range	0	Duration	1 turn/level
Casting Time	1	AOE	10 foot wide x 60 foot + 10 foot/level long path
Save	None	School	Divination/Necromancy

Detects the presence of any living creatures within the area of effect and gives the caster a 5%/level chance of determining some basic info about the energy (i.e. - strong will, powerful mind, fortitude, etc.;DM.) Can scan a 60 degree arc each round and is blocked by thick walls and metals

## Detect Secret Doors

Range	0	Duration	1 turn/level
Casting Time	1	AOE	10 foot wide x 60 foot + 10 foot/level long path
Save	None	School	Divination

Detects the presence of concealed, secret or otherwise masked doors, compartments, caches, panels, etc. The first round of examination will only detect the presence of such openings. The second round will reveal the location of each secret item in the AOE. Each successive round a specific secret item may be examined (1 round each) to reveal the opening mechanism for such openings. This spell does not reveal any presence of traps or alarms

## Detect Undead

Range	0	Duration	1 turn/level
Casting Time	1	AOE	10 foot wide x 60 foot + 10 foot/level long path
Save	None	School	Divination/Necromancy

Detects the presence of any undead creatures within the area of effect. Can scan a 60 degree arc each round and is blocked by thick walls and metals (including most graves)

## Disrupt Undead: Lesser

Range	10 yards/level	Duration	Instant
Casting Time	1	AOE	One undead creature
Save	None	School	Necromancy/Evocation

Attempts to unbind the magic used to create undead creatures and causes 2d6 +1 point of damage/level to lesser undead

## Erase

Range	10 yards/level	Duration	Permanent
Casting Time	1	AOE	Special
Save	Special	School	Transmutation

Allows the caster to erase or partially alter writings, tattoos, engravings, etc. The caster may affect up to 2 pages/level or a 6 inch square area/level. Mundane inscriptions receive no saving throw and it is automatically successful against other minor sphere glyphs and symbols. Other magical inscriptions have a base 10% + 5%/level chance of being erased and functions similarly to Dispel Magic (DM's ruling)

## Exhume

Range	10 feet/level	Duration	Instant
Casting Time	1 turn	AOE	5 foot/level square
Save	None	Sphere	Necromantic/Elemental Earth

Causes bones to automatically surface in the AOE if they are present. If cast in a proper graveyard, barrow, etc. 1d4 complete humanoid skeletons will be exhumed (if available; DM), if cast in a natural setting such as a forest, one complete set of humanoid or animal remains can be exhumed. The spell will select properly related bones in the AOE automatically

## Identify

Range	0	Duration	1 round/level
Casting Time	Special	AOE	1 item/level
Save	None	School	Divination

Allows the caster to divine the purpose of both mundane and magical items. Mundane items may be scanned immediately after casting the spell at the rate of 1 item per round. Magic items require eight hours preparation then the caster will be able to identify magical properties of prepared items by touching them. There is a 10%/level chance to find out information about one particular aspect of a magical item per round. After identifying magical items, the caster is temporarily reduced by 8 points of Constitution (takes one hour of full rest per point of Con to recover.) When divining magical item properties, a pearl of 25 Silver Crowns value must be crushed and sprinkled over the item

## Reduce

Range	10 feet/level	Duration	2 turns/level
Casting Time	1	AOE	1 object or creature
Save	Negates (Fort)	School	Transmutation (Alteration)

Allows the caster to reduce the size of a single creature or an object of up to a 3 feet/level cube. The target shrinks one size class (Human becomes Small, etc.) movement is reduced by 2 hexes/melee and damage is reduced by a die level (i.e. – d8 becomes d6) However, the target's defense will increase accordingly as well. The spell may be stacked to continue to reduce willing creatures to a minimum of Tiny (about 6 inches tall minimum) and unwilling creatures gain a save

## Sickening Ray

Range	10 feet/level	Duration	Instant
Casting Time	1	AOE	One creature
Save	Negates (Reflex or Fort)	Sphere	Necromantic

Causes the a blackish-purple beam to emit from the caster's index finger toward the target. The target may choose a save of Reflex or Fort (dodge the beam or resist the power) but if failed, the creature is sickened as if they have a terrible case of flu weakening them and causing them to operate at -4/-20% to all actions. If they are not actively in combat, or another adrenaline situation, they will want to find a place to sleep in the next 2d4 rounds (DM)

## Soul Armor: Lesser

Range	Touch	Duration	1 turn/level
Casting Time	1	AOE	Creature touched
Save	None	School	Necromancy/Abjuration

Protects the affected creature from life force affecting powers and magics affording the creature with a +2 bonus to saves

## Stone Binding: Lesser

Range	Touch	Duration	Special
Casting Time	1 hour	AOE	One Crystal/Stone
Save	None	School	Necromancy/Earth

Allows the caster to bind the spirit of a lesser creature to a crystal or stone imbuing it with the equivalent of 1POW. The caster must purchase a crystal, stone or other semi-precious earth element worth at least 25 SC. The caster must then capture a lesser creature (a rat, a pigeon, a cat, etc.) and slay the creature in a ritual taking one hour to perform. At the end of the ritual the stone is imbued with the spirit of the killed creature and able to receive one point of mana. The stone created can be used 1d6 times as any normal POW device and can hold a charged spell or mana point indefinitely but will shatter upon its final use

## Suppress Soul

Range	Touch	Duration	1 hour/level
Casting Time	1	AOE	1 creature
Save	None	School	Necromancy

Suppresses the soul energy of the target creature making them appear weaker and less important to creatures and beings able to detect such things (vampires, demons, etc.) Creatures who feed off soul energy will generally ignore such creatures or attack them last (DM)

## Vampiric Earth

Range	Touch	Duration	1 round
Casting Time	1 round	AOE	Small clump of dirt
Save	Negates (Fort)	School	Necromancy/Earth

Allows the caster to imbue a clump of dirt with necromantic energy that can sap hit points from one creature and be given to another. The caster must place a bit of earth on the target creature (unwilling creatures get a save) from which the earth will draw out 2d6 worth of hit points over the course of a round (hit points can only be drawn from a living creature) The earth may then be placed on either a living or undead creature and they will be healed a like amount of points in the following round

## Wall of Fog

Range	10 yards/level	Duration	1 turn/level
Casting Time	1	AOE	10 foot/level square area
Save	None	School	Evocation/Water/Air

Summons misty vapors which obscure all vision; normal, night or infra. Must be roughly cubic and at least 10 feet wide at its smallest dimension. It cannot be made into a sphere or other odd shape, but otherwise creates effectively a group of 10x10 squares merged together into a wall shape. Duration is halved by moderate wind and the spell will be blown away by a strong wind

## 2<sup>nd</sup> Level Spells (16 of 16; 3 new) – deciphered from grimoire (save DC is 15 with enhancements)

### Blindness

Range	10 yards/level	Duration	Permanent
Casting Time	2	AOE	One target
Save	Negates (Fort)	School	Transmutation (Alteration)/Necromancy

Causes complete blindness in the victim causing a multitude of problems, including -4 to its attack rolls and dodge related saves. Attackers also gain +4 to hit. The blindness can be cured by various priest spells or Dispel Magic

### Choke

Range	10 feet/level	Duration	1 melee/level
Casting Time	2	AOE	One creature
Save	Negates (Fort)	School	Summoning (Conjuration)/Necromancy

Conjures a pair of disembodied hands which lunge forward and attempt to choke the target creature. If the creature saves vs Death Magic, the hands disappear, if the creature fails it is choked by the hands for 1d4 damage per melee automatically, makes casting of vocal spell impossible, etc. (DM) The hands cannot be physically touched or pulled away, but can be dispelled by various magic (DM)

### Command Undead: Lesser

Range	10 yards/level	Duration	1 hour/level
Casting Time	2	AOE	One lesser undead
Save	Negates (Fort)	School	Necromancy

Allows the caster to take control of a lesser undead creature (zombie, skeleton, etc.) and cause it to perform basic commands (i.e. – stand fast, fight, carry stuff, etc.) but cannot comprehend overly complex tasks (DM)



### Death Ray: Lesser

Range	10 yards/level	Duration	Instant
Casting Time	2	AOE	One living creature
Save	Negates (Reflex)	School	Necromancy/Evocation

Allows the caster to fire a purplish black ray of negative energy at a target causing 1d3/level damage (10d3 maximum) to any living target

### False Life

Range	Touch	Duration	1 round/level
Casting Time	2	AOE	One creature
Save	None	School	Necromancy/Transmutation (Alteration)

Alters the life force of a willing creature to grant them d10 +1 point/level (maximum +10) temporary hit points. At the end of the duration these hit points immediately disappear and if this reduces the creature below their 1<sup>st</sup> level HP total, they die instantly. Unwilling creatures automatically resist this spell

### Fools Gold

Range	1 foot	Duration	1 hour/level
Casting Time	1 round	AOE	50 coins/level (or equivalent)
Save	Special	School	Enchantment/Transmutation/Earth

Allows the caster to transform the allotted amount of copper coin into the equivalent amount of gold coin for the duration (brass objects of about 10 cubic inches/level may also be transformed.) Anyone viewing the gold gains a save vs spell (Wisdom bonuses apply) -1 per level of the caster

### Ghoul's Touch: Lesser

Range	Touch	Duration	1 round/level
Casting Time	2	AOE	One living creature
Save	Negates (Fort)	School	Necromancy

Allows the caster to touch any living creature and if it fails a Fort save, they are paralyzed for the duration. Additionally, those who are paralyzed emit a ghoulish-like stench of rotting flesh that sickens those in a 10 foot radius causing them to have a -2/10% penalty on all actions unless they have certain resistances (DM)

### Locate Undead

Range	1 mile/level	Duration	1 turn/level
Casting Time	2	AOE	Special
Save	None	School	Divination/Necromancy

Detects the nearest undead creatures in range or the nearest corpses in range for the duration. Optionally, the caster may specify a known undead creature and seek it directly ignoring other undead and corpses in range

### Necrotic Darts

Range	10 yards/level	Duration	Instant
Casting Time	2	AOE	One creature
Save	Negates (Reflex)	Sphere	Necromantic

Fires one bone dart coated in necrotic fluid per 2 levels (maximum 5 darts) at the targeted creature who must save against each dart separately. Darts that hit cause 1d4 damage each and require a Fort save to save against the necrotic fluid which begins to develop bacteria instantly. Those who fail their Fort save(s) immediately feel a burning sensation at the wound site and infection will begin to advance without healing magic or treatment by a true healer (DM)

### Ray of Enfeeblement

Range	10 yards/level	Duration	1 round/level
Casting Time	2	AOE	One creature
Save	Negates (Reflex)	School	Evocation/Necromancy

Reduces the target creature to a strength equivalent of 6 causing them to be at -2 to hit and damage (including losing all strength bonuses) for the duration

### Resist Element: Lesser

Range	Touch	Duration	1 turn/level
Casting Time	2	AOE	One Creature
Save	None	School	Abjuration/Elemental (Variable)

Provides the touched creature with resistance to an element specified at the time of casting. The protected creature gains a +2 on saving throws vs the specified element for the duration and damage is reduced by 1 point per die (minimum 1)

### Scare

Range	10 yards/level	Duration	1 round/level
Casting Time	2	AOE	15 foot radius
Save	Negates (Will)	School	Enchantment (Charm)

Causes creatures/persons under 3HD in the AOE to cower in fits of trembling and shaking. They will not fight unless cornered (if fighting they are -1 to hit and damage.) Only spellcasters and 3<sup>rd</sup> level/3 HD creatures gain a saving throw vs Will

### Shallow Graves

Range	25 feet +5 feet/level	Duration	1 round/level
Casting Time	2	AOE	One corpse/level
Save	None	Sphere	Necromantic

Raises bodies of those killed within the past 24 hours as zombies under your control for the duration. Control commands must be simple (attack, go here, defend me, etc.), but this also prepares the corpses so they can be reanimated with other necromantic magic later if desired (DM)

## Spectral Hand

Range	10 yards/level	Duration	2 rounds/level
Casting Time	2	AOE	15 foot radius after creation
Save	None	School	Necromancy/Summoning

Summons a ghostly, glowing hand which can deliver any minor sphere touch spell as if the caster were actually touching the target. The spell gives a +2 to hit when attempting a touch and is immune to physical attacks. It may be affected by magic, and if damaged, the hand winks out causing 1d4 damage to the caster

## Stinking Cloud

Range	10 yards/level	Duration	1 round/level
Casting Time	2	AOE	5 foot/level cube
Save	Negates (Reflex/Fort)	School	Summoning (Conjuration)/Evocation

Summons a cloud of noxious vapors causing all those within the cloud to save or be reeling for 1d4+1 melees. Those who save (either escape quickly or resist the effects long enough) may leave the cloud, those within or entering the cloud must continue to save each melee or continue to be affected

## Summon Swarm

Range	10 yards/level	Duration	Special
Casting Time	2	AOE	10 foot cube
Save	None	School	Summoning

Summons a swarm of pests indigenous of the local area who viciously attack those within the area of effect. Those actively defending themselves take 1HP/melee others take 1d4+1/3 levels damage per melee. The swarm makes spellcasting impossible and can only be dispersed by fire and other area effect attacks (takes 2HP/level in damage before dispersing.) The spell lasts as long as the caster can maintain concentration plus two melees thereafter

## 3<sup>rd</sup> Level Spells (12 of 16; 3 new) – deciphered from grimoire (save DC is 16 with enhancements)

### Cold of the Crypt

Range	25 yards +5 yards/level	Duration	1 day/level
Casting Time	3	AOE	5 foot/level wide 10 foot/level long cone
Save	Half Damage (Fort)	School	Necromancy

Allows the necromancer to emanate a "soul wind" that manifests as a blue luminescence in a cone affecting living beings by soul draining them for a d4/level damage (Fort save for half). Additionally living creatures need to make another Fort save or be drained of 1d6 Strength for 1 round/level. Undead in the AOE gain no save if "lesser" undead and are enraged and attack the closest creature (including nearby undead). Median undead are able to make a Fort save to resist this effect and greater creatures are immune (DM)

### Feign Death

Range	Touch	Duration	1 day/level
Casting Time	3	AOE	Creature touched
Save	None	School	Necromancy

Allows the mage to place himself or any willing creature into a state of nearly suspended animation. While suspended, the creature appears dead, but can hear, smell and generally know what is going on around him. However, the body has no feeling, damage is halved and the effects of poison is also suspended. Feign death may be interrupted at any time but the affected creature

### Fool's Speech

Range	Touch	Duration	1 hour/level
Casting Time	3	AOE	Caster + 1 creature/level
Save	None	School	Illusion (Phantasm)

Allows all affected creatures to communicate in a secret language for the duration. The language is unintelligible to all who hear it, and cannot be understood with the aid of Tongues. Affected creatures may choose to communicate normally or in the secret language for the duration

### Hold Undead

Range	10 yards/level	Duration	1 turn/level
Casting Time	3	AOE	20 foot cube
Save	Negates (Fort)	School	Necromancy

Holds any number of undead creatures (up to the 2x caster's level in total HD) of 5 HD or less within the area of effect, rigidly immobile for the spell duration

### Minor Malison

Range	10 feet/level	Duration	2 melees/level
Casting Time	3	AOE	30 foot radius
Save	None	School	Necromancy

Causes all creatures within the AOE at the time of casting to become -1 on all saving throws for the duration. Optionally, the caster may make the creatures saving throws -2 vs a particular school of spells and normal for the rest

### Necrotic Stain

Range	10 yards/level	Duration	Special
Casting Time	3	AOE	One wounded target
Save	½ damage (Fort)	School	Necromancy

Causes open wounds on the target to immediately intensify in pain and become infected. This immediately causes 4d6 damage and the pain causes a -2/-10% on all actions (sv for ½ effect.) Additionally, the target must make a second Fort save or have an infection run its course causing an additional 1d6 damage/day for 1/day per caster level. This also prevents all manner of natural healing, a successful Fort save negates this effect. If there are no open wounds on the target, this spell automatically fails

## Phantom Steed

Range	0	Duration	1 hour/level
Casting Time	1 turn	AOE	Special
Save	None	School	Summoning (Conjuration)/Illusion

Summons a horse shaped creature from the Plane of Shadow. The creature can be ridden only by the mage and has and AC of 2. It has 7 HP + 1/level and moves at a maximum rate of 10 mph + 10 mph/level (maximum 100 mph) and can support up to 10 additional pounds/level of non-living equipment. The creature makes no sound while moving and will not fight, but is immune to fear of any kind. At 8th level, the mount may pass over sandy, muddy and swampy ground without difficulty. At 10th level, it may pass over water as if it were solid. At 12th level, it may travel horizontally across air as if it were solid and at 14th level it may fly

## Tongues

Range	0	Duration	1 turn/level
Casting Time	3	AOE	5 foot/level radius
Save	None	School	Divination

Allows the mage to speak and understand up to 1 additional language or dialect/3 levels for the duration of the spell. It automatically detects the language or dialects used by those within the area of effect (assuming they are close enough to hear)

## Undead Attraction

Range	10 yards/level	Duration	1 turn
Casting Time	3	AOE	One living creature
Save	None	School	Necromancy

Allows the necromancer to target a living creature and make them a virtual magnet for any undead within 100 yards of them. Lesser undead have no resistance to the compulsion and attack the target individual no matter how difficult. Median and higher level undead can resist the compulsion with a Will save. Undead will continue to attack the target until dead and/or consumed

## Vampiric Ally

Range	Touch	Duration	Permanent
Casting Time	1 turn	AOE	One lesser undead
Save	None	School	Necromancy

Allows the necromancer to summon a lesser undead who is linked to them as a familiar via blood. When the ally causes damage, they "drink the blood" of the wounded enemy causing an additional d4 damage that either regenerates them, or if the familiar is at full strength, sends healing to their master. The undead can be something previously summoned or created by the necromancer or can be summoned through a variety of methods (DM)

## Vampiric Touch

Range	0	Duration	1 turn
Casting Time	3	AOE	One living creature
Save	½ Damage (Fort)	School	Necromancy

Allows the caster to touch (must roll to hit) a target and drain 1d6 HP/2 levels (maximum 6d6) from the victim and transfer half of them to the caster. A successful touch must be made within 1 turn or the magic fades. Hit points gained above the caster's normal total last for 1 hour then dissipate

## Wraithform

Range	0	Duration	1 round/level
Casting Time	3	AOE	Caster
Save	None	School	Transmutation (Alteration)/Illusion

Transforms the caster into a partially Ethereal form and can only be struck by magical weapons. Lesser undead generally ignore individuals in Wraithform (sensing them as spirit-like creatures) unless under the direction of more powerful creatures. The caster may pass through tiny holes or cracks, but cannot move through sealed walls or fly (without the fly spell.) The caster may not attack or otherwise affect the Prime Material Plane, but can do combat with Ethereal creatures

## Da'hem Powers

### 2<sup>nd</sup> Level Powers

#### Skeletal Claws: Lesser 1/day

Range	0	Duration	1 round/level
Casting Time	0	AOE	Self
Save	None	Sphere	Necromantic

Allows the wielder of the Kitab to transform their hands into skeletal claws which cause a base d6 damage (as well have having some advantages and disadvantages for being bone)

### 4<sup>th</sup> Level Powers

#### Skeletal Wings 1/day

Range	0	Duration	1 turn/level
Casting Time	0	AOE	Self
Save	None	Sphere	Necromantic

Allows the wielder of the Kitab to summon skeletal wings that magically allow him to fly. The flight is not particularly fast, but moves at the same rate as their normal ground movement (this cannot be augmented). Flight allows all manner of normal flight with wings, but is very obvious and cannot be concealed (it can, however, be used to scare or intimidate)



## Preserve Flesh at will

Range	Touch	Duration	1 century/level
Casting Time	1 round	AOE	Any dead or undead flesh
Save	None	Sphere	Necromantic

Allows the wielder of the Kitab to touch any undead creature, dead body or piece of flesh and make it preserve in excellent condition for a very long time

## 6<sup>th</sup> Level Powers

### Drain of the Kitab 1/day

Range	10 feet/level	Duration	1 melee
Casting Time	1 melee	AOE	Living humanoids in range
Save	Fort (Negates)	Sphere	Necromantic

Allows the wielder of the Kitab to emanate a light drain to all creatures in range absorbing one hit point from each and transferring them to the necromancer. Targets must have at least two hit points (will not kill) available and fail a Fort save at -6. The necromancer may transfer to himself any number of hit points available up to his maximum as long as there are enough viable targets within range

## Da'hem Rogue Abilities

- *Deft Hands*: You are skilled at feats of manual dexterity and get a +25% bonus on all related skill checks (sleight of hand, open locks, set/remove traps, etc.) If your first skill attempt fails you may automatically gain a second attempt to recover. Prerequisites: None
- *Contacts*: You meet people easily and gain their trust. Gain your 1+Charisma bonus (minimum 2) worth of contacts every Rogue level
- *Investigator*: You are excellent at tracking down leads and locating clues. You get a +25% bonus on all related skill checks (gather info, forensics, etc.) If your first attempt fails you may automatically gain a second attempt to recover. Prerequisites: None
- *Diligent*: You are meticulous and careful about your studies and research and get a +25% bonus on all related skill checks (research, appraise, lore: ancient runes, etc.) If your first skill attempt fails you may automatically gain a second attempt to recover. Prerequisites: None
- *Alert*: You are highly alert and perceptive and get a +25% bonus on all related skill checks (alertness, light sleeping, observation, etc.) If your first attempt fails you may automatically gain a second attempt to recover. Prerequisites: PER 13
- *Persuasive*: You have a very persuasive personality and get a +25% bonus on all related skill checks (diplomacy, fast talk, crowd working, etc.) If your first skill attempt fails you may automatically gain a second attempt to recover. Prerequisites: None

## Da'hem Wizard Abilities

- *Detect Supernatural*: The wizard can detect supernatural creatures within a 60ft radius by concentration
- *Magical Aptitude*: You are naturally attuned to magic and get a +25% bonus on all related skill checks (spellcraft, lore: foci, lore: alternate magics, etc.) If your first attempt fails you may automatically gain a second attempt to recover
- *Spell Strength*: You have an affinity to magic which intensifies the effects causing your spells to gain a +2 bonus to their DC

## Da'hem General Abilities

- *Skill Focus*: Select three related skills and gain a +25% bonus on them, this feat may be taken multiple times – applied to three Ancient History skills

## Da'hem Contacts (10+5)

**Ganix**: A high ranking fence in the Golden Wolves organization in Morgana, Da'hem met Ganix when a junior member of the Wolves not long after Emerald Sky severed ties. Ganix recognized Da'hem's skills of observation and assessment early and helped him understand how to identify things of value even when he was not exactly versed in the product in question. Specifically, Ganix was strategic in helping to develop his appraising and looting skills as well as many related skills. The two quickly formed a great relationship and a solid bond of friendship transcending their business relationship. Additionally, Ganix is connected with a large network of people who can "move" stolen goods and rich folks after unique items and this has benefitted Da'hem on many occasions in the past

**Maurizio Chellini**: An expert carpenter and furniture maker in Morgana, Da'hem ran across Maurizio when he first found himself without his mage sponsor and cast out on the street. He began to learn the trade from Maurizio until he discovered the Golden Wolves and a more lucrative way to operate than the craftsman's way. Maurizio, however, had no issue with Da'hem giving up on carpentry as the two enjoyed each other's company. Maurizio has taught Da'hem everything he knows about wood and carpentry as well as helping him to identify imposter antiques and other goods when fencing for the Wolves

**Fantine Aribet**: A dancer, high class courtesan and purveyor of information Fantine is a beautiful Occitani blooded professional in the employ of the Golden Wolves in Morgana. She and Da'hem hit it off early as she and he had an instant connection as well as having a bit of the same Occitani blood in them and that dusky look about them. Fantine is an expert in gathering information and knows her way around virtually every social skill in the book using her high appearance and skilled conversation to pry away valuable knowledge from many important men. She and Da'hem have helped polish each others people skills on numerous occasions and she would help him in any way, unless it brought harm to herself. Fantine is also friends with Mistinguet, Shadara's contact

**Artús Codina:** An Occitani caravan merchant and smuggler of various types of goods, Da'hem spent a lot of time with this friend of his father's in his first decade of life and learn various merchant skills, wagon driving skills and ways to both stash and find things being smuggled in caravans. Many of these skills and life lessons have stayed with him throughout his life. He met Artús a handful of times since and he still treats Da'hem as a son of his own and is happy to share knowledge, insight and ways to hide goods on caravan loads.

**Warrick Eldari:** A half-elven teamster who runs a freight consolidation business in Morgana. Da'hem met Warrick as a kid as his father's caravan would use Warrick's services to properly pack and balance freight assembled from various parts of town to make the trek back to Cirdan. Da'hem picked up various teamster skills from Warrick but hadn't really applied them until recently. Warrick is a good natured fellow who would be happy to help Da'hem at any point whether is be teamster related, running a business related or even something personal. Last time Da'hem saw Warrick it looked like he hadn't aged a day in all the time Da'hem has known Warrick

**Xxx:** Peasant – TBD

**Xxx:** Underworld – Another Golden Wolf?

**Xxx:** Tradesman – Bookmaker

**Xxx:** Military – Morgana border patrol

**Xxx:** Merchant – Lor'Aserion based

**+5 TBD as needed (DM)**

## **Da'hem Enemies (3)**

**U'Jarak:** An orcish hit man for the Golden Wolves, U'Jarak ran afoul of Da'hem while he was getting information on his foray into the borders of Lothlorien and the Morgul Tower where he encountered Shadara. U'Jarak's target was Da'hem's primary informant and Da'hem managed to help the half-elf avoid U'Jarak on multiple occasions. This lowered U'Jarak's reputation and the target escaped Morgana. U'Jarak is looking for any opportunity to get back at Da'hem, especially one that allows him to utilize his assassination skills on him

**Oland Kerr:** A ranger of Morgana and investigator operating within the great city, Da'hem ran afoul of Oland not long after returning with Shadara from the Morgul tower. The investigator didn't like the look or feel of either Da'hem nor his elf-orc side kick and began following them. Once linked to the Golden Wolves, he knew he had to keep an eye on the both of them, but was never able to nail down a reason to sweep them off the streets, however, any time Da'hem is in Morgana, Oland's network of informants will quickly get his name back on the radar

**Luchinu Oerik:** Master Augmenter of the Emerald Sky, Luchinu was a good friend of Doeral Quain an Emerald Sky acid mage who had effectively indentured Da'hem. Upon Doeral's death during a hunt for a magic item in the depths of Isengard, Luchinu arrived at his sanctum to recover all of his equipment, wealth and other things. Da'hem managed to pocket some paperwork, but was otherwise thrown out on his ass. Luchinu appeared to have no regard for Da'hem then and likely would have no regard for him now, if not a dislike due to the fact that Da'hem has figured out how to use magic through very unsanctioned means