

## INTERROGATION

**School** necromancy [evil, pain]; **Level** sorcerer/wizard 1

**Casting Time** 1 round

**Components** V, S

**Range** touch

**Target** living creature touched

**Duration** 1 minute/level

**Saving Throw** Fortitude negates; **Spell Resistance** yes

You question the target, backed up by the threat of magical pain. You may ask one question per two caster levels. The target can either answer the question or take 1d4 points of damage plus your Wisdom bonus. The target is not compelled to answer truthfully, but the threat of pain gives it a –4 penalty on Bluff checks to convince you when it is lying.

## BROW GASHER

**School** necromancy; **Level** sorcerer/wizard 2

**Casting Time:** 1 standard action

**Components:** V, S

**Range** touch

**Area** one slashing melee weapon touched

**Duration** 1 round/level or until discharged

**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You imbue a slashing melee weapon with the ability to deal a gruesome head wound. When the target weapon hits a living creature, in addition to the normal effects of that hit, the wielder can discharge this spell as a free action to open a gash on the target's forehead that deals bleed damage equal to half your caster level. At the start of each of the target's turns, when it takes bleed damage, it also takes a cumulative –1 penalty on all attack rolls. When that penalty reaches –3, the target also treats all targets as having concealment (20% miss chance). When the penalty reaches –5, the target is blinded. Stopping the bleed damage ends the effects this spell imposes on the bleeding creature. A target that is immune to bleed damage is also immune to all this spell's effects.

## STRICKEN HEART

**School** necromancy [death]; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

This spell covers your hand with a writhing black aura. As part of casting the spell, you can make a melee touch attack that deals 2d6 points of negative energy damage and causes the target to be staggered for 1 round. If the attack is a critical hit, the target is staggered for 1 minute instead. Creatures immune to precision damage are immune to the staggered effect.

## UNLIVING RAGE

**School** necromancy; **Level** sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Targets** one willing undead creature per 3 levels, no two of which can be more than 30 ft. apart

**Duration** concentration + 1 round/level (D)

**Saving Throw** none; **Spell Resistance** yes

This spell functions as [rage](#), except it affects only undead creatures and bolsters them with necromantic energy rather than emotion. Each affected creature gains a +2 profane bonus to Strength and Charisma, a +1 profane bonus on Will saves, and a –2 penalty to AC. The effect is otherwise identical to a barbarian's rage.