

EVERMORE'S BLACK SPELLS

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Evermore is a mage that was created at first in a story called The Darkness, and later he emerged into all of my other things, including AD&D. Evermore is half-elven, and specializes in illusionary, emotional and necromantic spells. Below is a list of spells that Evermore created. There are five spells on each level.

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DESCRIPTIONS

LEVEL 1

EVERMORE'S ILLUSIONARY FLAMES

Range: 10 Feet
Duration: 1 round per level, or until throw is made.
Area of Effect: One person
Saving Throw: Spell cancelled.

The target begins to think that he is surrounded by flames, and that they are tearing his body apart. The extreme psychic damage causes 1d2 damage per round until the saving throw vs. spells is made. Roll every round until it is made. When it is made, the target suddenly realizes that there is nothing there, and the flames vanish. However, due to his panic during the flame's effect, he can do nothing in combat while the spell is in effect.

EVERMORE'S MAGIC MIND MISSILE

Range: 50 Feet
Duration: Instantaneous
Area of Effect: Square 5 feet x 5 feet
Saving Throw: Half damage

This spell delivers a psychic bolt to all in a 5x5 square. This bolt will do 1d4 +2 damage unless a saving throw is made. Then it will only do half damage.

EVERMORE'S FLESH KILL

Range: 60 Feet
Duration: 2 rounds per level.
Area of Effect: One limb.
Saving Throw: Spell fails.

The limb that the mage points at suddenly turns grey. It is rendered useless for the remainder of the spell. The target, if a paladin or cleric, can sacrifice one round

of attack to roll a save vs. paralysis. If this save succeeds, the limb becomes usable again. The material object for this spell is a piece of zombie flesh.

EVERMORE'S MINOR MINDFLAY

Range: 10 Feet
Duration: Instant
Area of Effect: One person
Saving Throw: Spell is reversed and hits caster.

The target's mind is suddenly overcome by fear, and they are momentarily paralyzed while the caster delivers the mindflay. The target's soul is psychically ripped apart, but not much, for 1d6 damage. If the save vs. spells is made, the caster feels this mind rippage.

EVERMORE'S DEEP SADNESS

Range: 100 feet
Duration: 1 round per level, plus 3 rounds.
Area of Effect: 10 feet x 10 feet square.
Saving Throw: Spell does not take effect.

The target remembers something very sad out of their past, and they are so overcome with sadness that for the duration of the attack, their Hitroll and Damroll are at a -4.

LEVEL 2

EVERMORE'S WALL OF GOO

Range: 10 feet
Duration: 1 round per level
Area of Effect: Surrounds the caster.
Saving Throw: None

The Wall of Goo is perfectly clear. The caster can be seen perfectly through it. However the Wall contains a magical acid that will paralyze anyone who walks through it if they fail a save vs. Dragon Breath. The mage is also able to cast any spells through the Wall, but he cannot use any weapons within the shield, so if someone breaks through the Wall, the mage is at a serious disadvantage.

EVERMORE'S PHOBIA DETECT

Range: 180 Feet
Duration: Instant
Area of Effect: 1 person
Saving Throw: Spell does not take effect

DO NOT USE THIS SPELL IF YOU DO NOT PLAY PHOBIAS.

This spell is used as an opening to Evermore's Phobia Exploit. It finds the deepest fears of the target and lets the caster know all about them. This will be stored in the caster's memory for use with Evermore's Phobia Exploit on that person.

EVERMORE'S GODLIKE ILLUSION

Range: Caster only
Duration: 4 round per level
Area of Effect: 300 feet

Saving Throw: Person sees through illusion

Everything within the area of effect will see the caster as a huge, cloudlike, god-looking being. This does not alter stats or anything like that, it is merely meant to scare the enemy. Each person makes a roll for save vs. spells when the spell is cast. If they succeed, they will see right through the illusion and can tell the other people that the godlike apparition is just an apparition.

EVERMORE'S HAPPINESS CIRCLE

Range: Caster
Duration: 1 round per level
Area of Effect: Circle with a 30 foot radius
Saving throw: Spell does not affect that person

This spell is used to stop combat. All of the players who are fighting when the spell is cast and do not make a save vs. spells are overcome with happiness and will break off the combat quickly. The aggressive monsters will even stop fighting, but will regain their aggressiveness as soon as the spell is not in effect.

LEVEL 3

EVERMORE'S ENHANCED SENSES

Range: 10 feet
Duration: 2 rounds per level
Area of Effect: 1 person
Saving throw: None

DO NOT USE THIS SPELL IF YOU DO NOT PLAY WITH THE PERCEPTION STAT.

PER is upped by 2 on sight and hearing.

EVERMORE'S MEDIUM MINDFLAY

Range: 20 feet
Duration: Instant
Area of Effect: One person
Saving throw: Spell is reversed and caster takes damage.

This is an enhanced version of Minor Mindflay. Instead of 1d6, whoever takes the damage takes 2d6.

EVERMORE'S NECROMANTIC TOUCH

Range: Arm's Length
Duration: Instant, after effects last 1 round per level.
Area of Effect: One person
Saving throw: Half damage

This spell causes 1d6 damage, and draws it into the caster. It also reduces STR by one, and CHA by one. If you use Comeliness, it's reduced by one too.

EVERMORE'S TRICK ENERGY

Range: 50 feet
Duration: Until person enters combat
Area of Effect: One person
Saving throw: Spell does not take effect

This spell causes the target to feel full of energy and think that their HP has been restored. However, this energy is cursed, and as soon as they try to enter combat with it, it will suddenly go away along with all of their energy, and they will collapse to the ground.

EVERMORE'S PHOBIA EXPLOIT

Range: 15 feet
Duration: 1 round per level
Area of Effect: One person
Saving throw: Spell does not take effect

This spell MUST be preceded by Evermore's Phobia Detect, and used on the same creature.

This spell causes a hallucination of the target's greatest fear all around them. The spell will cause the person to fall down in fear, or try to get rid of the fear, or possibly even run away screaming. Example, if the caster had detected arachnophobia in a person, they would see spiders all over their body when Exploit was used.

LEVEL 4

EVERMORE'S PLANT LIFE

Range: 2 feet
Duration: 2 rounds per level
Area of Effect: One person
Saving Throw: None

This spell causes the target to be surrounded by flimsy, tall grass that only serves to hide them from oncoming enemies.

EVERMORE'S CAMOFLAUGE

Range: 2 Feet
Duration: Until target exits location
Area of Effect: One person
Saving Throw: None

The target looks, talks, acts, and understands exactly as a person who lives inside the town that the target is trying to gain entry to would. He remembers what he's there for, however, so you can carry out spy missions. As soon as he goes past a specific point, say the city gate, the spell wears off and he returns to his original self, just a bit more knowledgable.

EVERMORE'S BLACK DEATH

Range: 45 Feet
Duration: Instant
Area of Effect: One person
Saving throw: See Below

This spell, if the saving throw fails, will instantaneously kill the target. Paladins are immune to this spell. If the saving throw succeeds, the spell does 1d8 damage to the target.

EVERMORE'S PHOBIA CREATION

Range: 180 Feet
Duration: Forever, or until cancelled
Area of Effect: One person
Saving Throw: Spell does not take effect

This spell can also be used as an opening for Evermore's Phobia Exploit. It is the only way that a person can use Phobia Exploit if you do not play with phobias in your campaign. If you do not, the phobia only lasts 1 round per level of caster.

Roll 1d10 to figure out what phobia is created.

- 1: Arachnophobia
- 2: Apiphobia
- 3: Dinophobia
- 4: Amychophobia
- 5: Hematophobia
- 6: Trypanophobia
- 7: Acarophobia
- 8: Erythrophobia
- 9: Pediophobia
- 10: Claustrophobia

The meanings of all of these phobias can be found in the Net Guide to Sanity.

EVERMORE'S LIFE FORCE TRANSFER

Range: Touch
Duration: Instant
Area of Effect: One or two people
Saving throw: None

This spell takes 1/4 of the mage's current HP, and transfers them to the target. It can also be used with two targets to transfer 1/4 of Target #1's Current Hp to Target #2.

LEVEL 5 -----

EVERMORE'S MAJOR MINDFLAY

Range: 40 Feet
Duration: Instant
Area of Effect: One person
Saving throw: Reversal

This is an enhanced Medium Mindflay. It will do 4d6 damage to the opponent instead of 2d6.

EVERMORE'S DRAIN LIFE FORCE

Range: Touch
Duration: Instant
Area of Effect: One person
Saving throw: Reversal

This spell drains 1/4 of the target's current HP and gives it to the caster. If the saving throw VS. Dragon Breath (*NOT* spells) is made, it drains from the caster and gives to the target.

EVERMORE'S STEAL SPELL

Range: Touch
Duration: Instant
Area of Effect: One person
Saving Throw: Spell does not take effect

This gives the caster the ability to drain a spell from another mage, or even a priest, and use it for their own selfish purposes. When the spell is cast, the mage chooses what spell of the target's memory that they want to take. If the saving throw is failed, the caster gets that spell and the target loses it.

EVERMORE'S ILLUSIONARY LIFE

Range: 20 Feet
Duration: 2 rounds per level
Area of Effect: 10 feet by 20 feet
Saving Throw: VS. DRAGON BREATH: Spell does not fool person

This spell creates a small, illusionary forest that the mage can use to cast spells in or hide in. Because it is so lifelike, you must use a save VS. Dragon Breath when you first see it to prevent yourself from seeing it.

EVERMORE'S WALL OF BLOCKING

Range: 10 Feet
Duration: 1 round per level
Area of Effect: Wall is 10 feet x 10 feet x 3 feet.
Saving Throw: None

This spell creates a steel wall 3 feet thick that moves around to block any people with intentions of hurting the mage. Until the spell wears out, it is impossible for anyone to get through because the wall moves at about 300 mph to get from one enemy to another.

LEVEL 6

EVERMORE'S BESTOW LIFE FORCE

Range: Touch
Duration: Endless
Area of Effect: 1 Dead Creature
Saving Throw: None

This spell drains 1/2 of the caster's current HP to bring a dead creature back to life, with half of its max HP. This creature will become one of the mage's followers, but does not take up space in the follower quota. Creatures that have been raised from the dead have a CON and Comeliness of 5.

EVERMORE'S UNDERTAKER

Range: Touch
Duration: Endless
Area of Effect: 1 Creature that Bestow Life Force has been used on
Saving Throw: None

This spell will up the CON and Comeliness of a creature that Bestow Life Force has been used on to 15. It will have no effect on other creatures.

The material ingredients of this spell are a comb, a makeup kit, and a bottle of perfume.

EVERMORE'S DEATH WARD

Range: Caster only
Duration: 5 rounds per level
Area of Effect: Caster
Saving Throw: None

This spell will protect the caster from Evermore's Black Death.

EVERMORE'S PROTECTION FROM REBELLION

Range: Caster only
Duration: 5 Rounds Per Level, or See Magic Items
Area of Effect: Caster
Saving Throw: None

This spell will protect the caster from all of Evermore's spells except Black Death.

EVERMORE'S TELEPORTATION CIRCLE

Range: Caster
Duration: Instant
Area of Effect: Circle 20' in Diameter
Saving Throw: None

All players within the circle are caught off guard and tossed to somewhere else in the Dungeon. For use in Dungeons or Castles ONLY.

LEVEL 7

EVERMORE'S MIND RATTLE

Range: 60 feet
Duration: Instant
Area of Effect: One person
Saving Throw: Half Damage

This is the first of the Mindflay Upgrades. It is impossible to get reversal on this one. It causes the player's mind to rattle and bounce against itself. It causes 5d6 damage.

EVERMORE'S DESTROY

Range: Touch
Duration: Instant
Area of Effect: One item
Saving throw: None

This spell is designed to destroy magical items. It will not destroy items protected by permanency.

EVERMORE'S NECROMANTIC WRATH

Range: Touch
Duration: Instant, After affects last 1 round per level.
Area of Effect: One person
Saving throw: Half Damage

This is an enhanced Necromantic Touch. It does 6d6 damage. It also reduces STR, Comeliness, and CON by 3.

EVERMORE'S ILLUSIONARY MONSTER

Range: 60 Feet
Duration: 2 hours per level
Area of Effect: 300 feet
Saving throw: Don't see illusion

This spell creates a monster, any monster, but an illusion of him. He does only one damage per attack, and if any person makes the saving throw, they won't see him.

EVERMORE'S NOTHINGNESS

Range: 500 Feet
Duration: 3 hours per level
Area of Effect: 400 Feet
Saving throw: None

This spell creates the illusion that nothing, not a hole or anything, is within the area of effect. This area can be of any shape, but it must be 400 square feet.

LEVEL 8

EVERMORE'S MIND EXPLOSION

Range: 100 Feet
Duration: Instant
Area of Effect: 1 person
Saving throw: 3/4 Damage

This is the best of the mindflay series. It does 7d6 damage.

EVERMORE'S HALLUCINATION

Range: 30 Feet
Duration: 2 hours per level of caster
Area of Effect: 1 person
Saving throw: None

This spell actually fiddles with a person's mind to make them see whatever the caster wants them to. It always works.

EVERMORE'S POOL OF ILLUSIONS

Range: Touch
Duration: 5 hours per level of caster
Area of Effect: 4 square feet of the ground
Saving throw: None

This spell creates a small pool of water on the ground. Whenever this pool is looked into, a *VERY* frightening image is produced. People are drawn to look into this. It causes 1 day of having your hitroll and damroll reduced by 3.

EVERMORE'S LIFE FLASH

Range: 50 feet
Duration: 3 rounds

Area of Effect: 1 person
Saving throw: Spell cancelled

This spell makes the target's life flash before their eyes, disabling them in combat for 3 rounds.

EVERMORE'S ULTIMATE SPELL

Range: 100 Feet
Duration: Instant
Area of Effect: 1 person
Saving Throw: Damage halved, web cancelled

This spell causes a mixture of web, Mind Rattle, and Necromantic Wrath to happen all at once. It casts each spell, with only the one saving throw.

Evermore discovered all these spells because he is an evil, black-hearted mage who just wants to kill or control people. Have a nice day.