



Rigaal's Nook

links within my site

[home](#)

[what is new?](#)

[dm tools](#)

[new proficiencies](#)

[specialization and mastery of proficiencies](#)

[new rules and adjustments](#)

[heros and villains](#)

[campaigns and adventures](#)

[psionics](#)

[spells](#)

[artifacts](#)

[submit psionic powers](#)

[submit spells](#)

[submit artifacts](#)

[survey results](#)

[multimedia](#)

[downloads](#)

[my favorite links](#)

[webrings](#)

[click here help this page](#)

[e-mail me with suggestions](#)

Click [here](#) to view my message board!

[sign and view my guestbook](#)

[disclaimer](#)



Step into the domain of Rigaal Nook and the chaotic Plane of Limbo where the Castle Necril stands in the soup. The mystic necromancy of Rigaal dwells here as does his Inquisitor, B.N. Van Noodle, who keeps 66 patrons full of terror for the benefit of the magic. Take this key and enter



Click [here](#) to to download the fonts used in this site.



Rigaaal's Nook



Step into the domain of Rigaaal Nook and the chaotic Plane of Limbo where the Castle Necril stands in the soup. The mystic necromancy of Rigaaal dwells here as does his Inquisitor, B.N. Van Noodle, who keeps 66 patrons full of terror for the benefit of the magic. Take this key and enter.



**Counter code has
changed. Please
update your code.**



Click [here](#) to download the fonts used in this site.

What is New?

March 31, 2000:

I finally posted this page and I also fixed the submit pages...I think. I may not have but I'll have to get to that later. I am about to post some psionic powers I have come up with too. But that may take a while.

April 3, 2000:

I posted the [new proficiencies](#) page as well as the [new rules and adjustments](#) page.

April 6, 2000:

I posted some new spells, psionics and artifacts. Though they are still a little bare. I need somebody to submit some stuff!!! You play the game so I KNOW YOU ARE CREATIVE!!! Submit something!!

April 10, 2000:

Today I came up with more [proficiencies](#), [spells](#) and [artifacts](#). They should be posted in a couple of days.

April 11, 2000

The [Campaigns and Adventures](#) and the [Heroes and Villains](#) pages are up. I also fixed the link frame so that it is easier to navigate.

DM Tools



[AD&D Programs](#)

[AD&D Files](#)

[back](#)

New Proficiencies

General | Priest | Rogue | Warrior | Wizard | Psionocist | Weapon

General

architecture (wisdom / -1):

This proficiency allows the character to build very skilled and grand buildings out of all materials.

schooling (wisdom / 0):

Schooling is the skill to teach others new skills and techniques that are known.

blacksmithing (specialized: strength / -1):

Specializing in blacksmithing enables the blacksmith to create various metallic objects that can be imbued with magical or psionic enhancements.

skiing (dexterity / 0):

this allows for arctic traveling.

sleding (dexterity / +1):

this aids with arctic traveling.

wood carving (dexterity / 0):

with this proficiency when making anything with the bowyer/fletcher proficiency, all proficiency checks are made with a +1 bonus. A +1 bonus to hit is added to the final product as well.

Priest

Rogue

Warrior

armoror (specialized: intelligence / -3):

specialization in armoror allows the warrior to make armor that is high in quality so as to be able to be imbued with magical and psionic enchantments.

weaponsmithing (specialized: intelligence / -4):

specialization allows all weapons made by the warrior to be of a higher quality than most. it can be imbued with magical and psionic enchantments. this proficiency specialization also allows a quicker production of products.

bowyer/fletcher (specialized: dexterity / -2):

specialization allows creation of sheaf arrows and a higher quality product able to be enchanted.

bowyer/fletcher (mastered: dexterity / -3):

mastery of bowyer/fletcher enables creation of crossbows with 150% normal ranges and bolts that do a damage of 1d4+2 (light quarrel) and 1d6+2 (heavy quarrel).

Wizard

quill craftsmanship (intelligence / +1):

Quill craftsmanship enables the wizard to make quills from the specialized materials used in scroll work and spellbook creation.

glass blowing (dexterity / -1):

this enables the wizard to blow glass tubes, containers, flasks, etc. for her laboratory.

Psionocist

Weapon

[back to the top](#)

Specialization and Mastery of Proficiencies

general | priest | rogue | warrior | wizard | psionocist

general

priest

rogue

warrior

wizard

Alchemy (intelligence / -3):

Specialization:

psionocist

New Rules and Adjustments

specializing and mastering proficiencies:

for specialization it is one extra slot and for mastery it is double the proficiency slots of the initial. (i.e. for weaponsmithing i would take 3 slots for proficiency, 4 slots for specialization and 7 slots for mastery).

character creation for the darksun campaign setting:

i use a 10d4 added to a base of 10.

wild talents:

when i roll a wild talent i tell the player the name of the power and they can either choose it or roll again for another power. this only works if the players are rather inexperienced with psionics so that they still get random results but have more of a choice. it also allows them to create their character a little more.

Heros and Villains

Here I will relate my characters and my enthusiasm with them. I will also tell some of the ins and outs of these characters in order to portray my like or dislike of the character.

[Oken Lightbottom](#) | [Rigaal Nook](#) | [Rire Grist](#) | [Snarmic Porter](#) | [Saminus Orutsu](#) | [Jarek the Madd](#)

Campaigns and Adventures

In this section of my many pages, I shall display various campaigns and adventures that I have played in my many days of both DMing and playing.

Disciplines



Clairsentient

[science](#) | [devotion](#)

Psychokinetic

[science](#) | [devotion](#)

Psychometabolic

[science](#) | [devotion](#)

Psychoportive

[science](#) | [devotion](#)

Telepathic

[science](#) | [devotion](#)

[Psionics](#) | [Spells](#) | [Artifacts](#)

[back](#)

Spell Level



First-level Spells:

[mage](#) | [priest](#)

Second-level Spells:

[mage](#) | [priest](#)

Third-level Spells:

[mage](#) | [priest](#)

Fourth-level Spells:

[mage](#) | [priest](#)

Fifth-level Spells:

[mage](#) | [priest](#)

Sixth-level Spells:

[mage](#) | [priest](#)

Seventh-level Spells:

[mage](#) | [priest](#)

Eighth-level Spells:

[mage](#)

Ninth-level Spells:

[mage](#)

Tenth-level Spells:

[mage](#)

[Psionics](#) | [Spells](#) | [Artifacts](#)

[back](#)

Artifacts



Jewelry

[fire/ice ring](#)

Weapons

[saminus' demise](#)

Armor & Clothing

[circlet of athas](#) | [crown of alteration](#)

Miscellaneous

[rigaal nook's seeds of depression](#)

[Psionics](#) | [Spells](#) | [Artifacts](#)

[back](#)

submit a psionic power

name of author:

e-mail address:

webpage address:

name of power:

discipline:

type of power:

MAC:

PSP cost:

range:

area of effect:

prerequisite:

description:


[web hosting](#)
[web design](#)
[photo sharing](#)
[online games](#)
[free blog](#)

Search

Find the Web's best bargains!

Online Games

[Online Games](#) - Meet friends, play for fun, win cash!

[Play Now](#)




**RELIABLE,
AFFORDABLE
WEB HOSTING
SOLUTIONS.
ONLY**

\$4⁹⁵
/MONTH

CLICK HERE

ERROR:

The page you are looking for was not found.

[Click here](#) to return to the previous page.

FortuneCity Premier Services

[Ad Free Web Hosting](#)

Remove the ads from your website. Get a reliable, affordable Web Hosting Solution starting at \$4.95 per month.

[WebSite Design](#)

Let our Design Experts create your professional looking website for as little as \$199

[Online Digital Photo Sharing](#)

Share your digital photos online in your own web gallery with MyPhotoAlbum.com.

Sponsors

- [HotGames Gold Club](#)
\$500 in Cash Prizes every month. Start with a \$5 Bonus for Signing Up.
- [Cameras & Stuff](#)
Compare prices, brands, and features from the top makers of digital cameras, accessories, and equipment.
- [MyBlogSite](#)
Step into the Blogosphere with your own FREE blog site. Create an online journal and publish your thoughts and ideas.
- [MyPhotoAlbum](#)
Store and share digital photos in a personalized online photo album.

submit an artifact

name of author:

e-mail address:

webpage address:

name of artifact:

xp value:

gp value:

description:

Past Survey Results

On this page I will post all of the results and what have you for your reference. I hope you enjoy...

Date Began: ??, **Date Ended:** still pending

Question: Will electronic D&D games eventually take out ye ol' pencil and paper gaming?

Results: 9% of course, 46% never, 24% I hope not, 18% I dont care as long as I get my fix!!!, 3% I hope comp games prevail!!!. (96 total respondents)

[Click here if you want to take this quiz!](#)

Multimedia



[Dragonball Z](#)

[nine inch nails](#)

[KoRn](#)

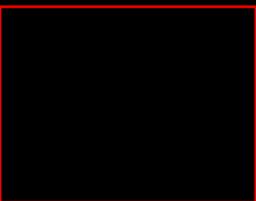
[sublime](#)

[star wars](#)

[Miscellaneous](#)

[back](#)

Downloads



[Emulators](#)

[ROMs](#)

[Games](#)

[Screen Savers](#)

[back](#)

AD&D Favorite Links

my favorite sites for my favorite settings



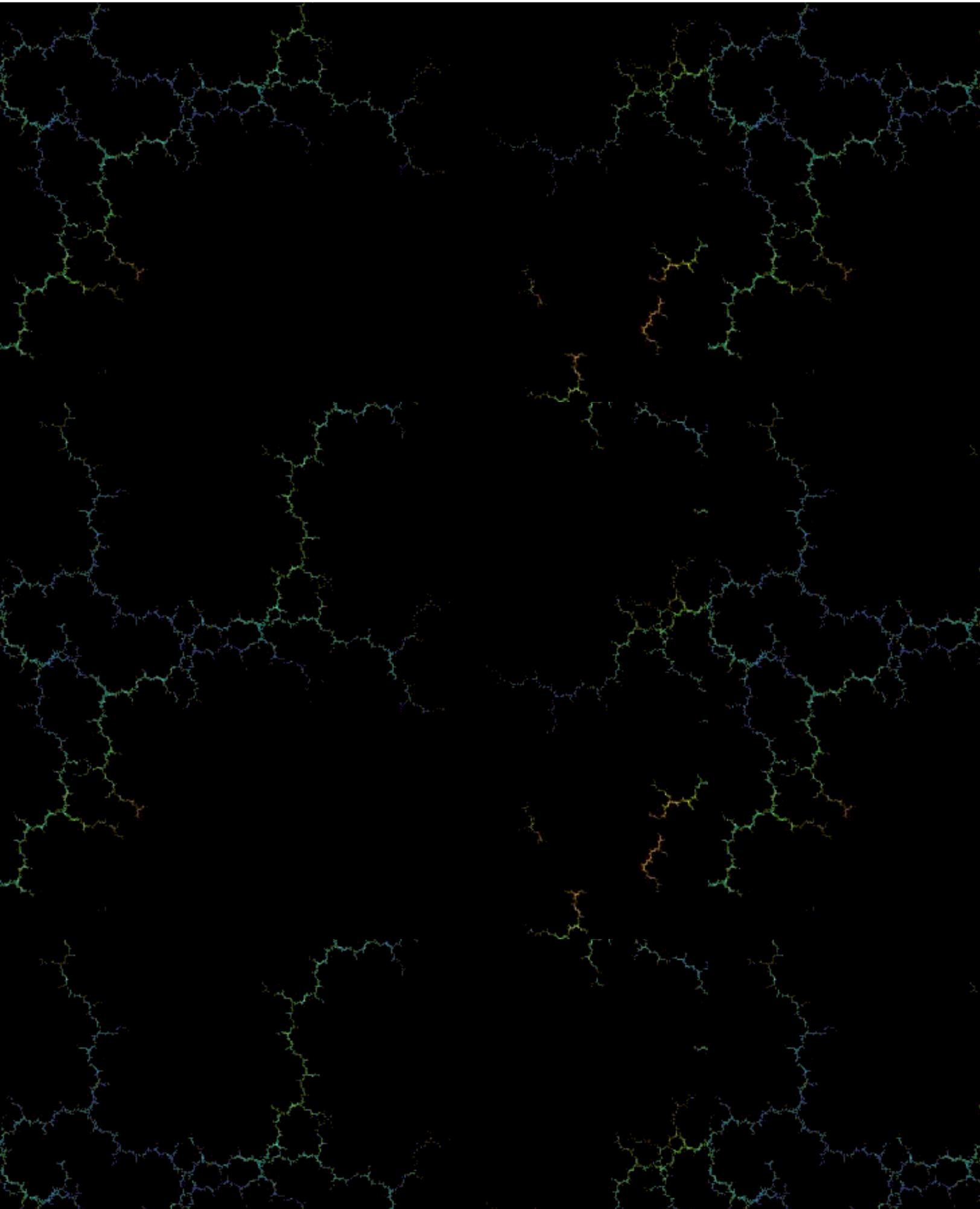
Welcome to The Castle Necril and the master of the castle..the vile necromancer Rigaal Nook.



Visit his labrynth tucked away in the soup of Limbo and the mysteries it holds.

my favorite sites other than d&d





search engines & click-throughs

Infoseek

Type a specific question phrase or Name



barnesandnoble.com Home Page



In Association
with Amazon

Homepage

Special Feature

FREE

Submit your website to 40 search engines for FREE!

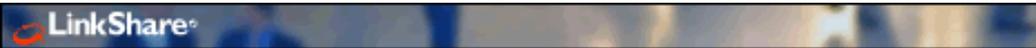
Beseen.com

Pets.com Home

MY STAR WARS . COM

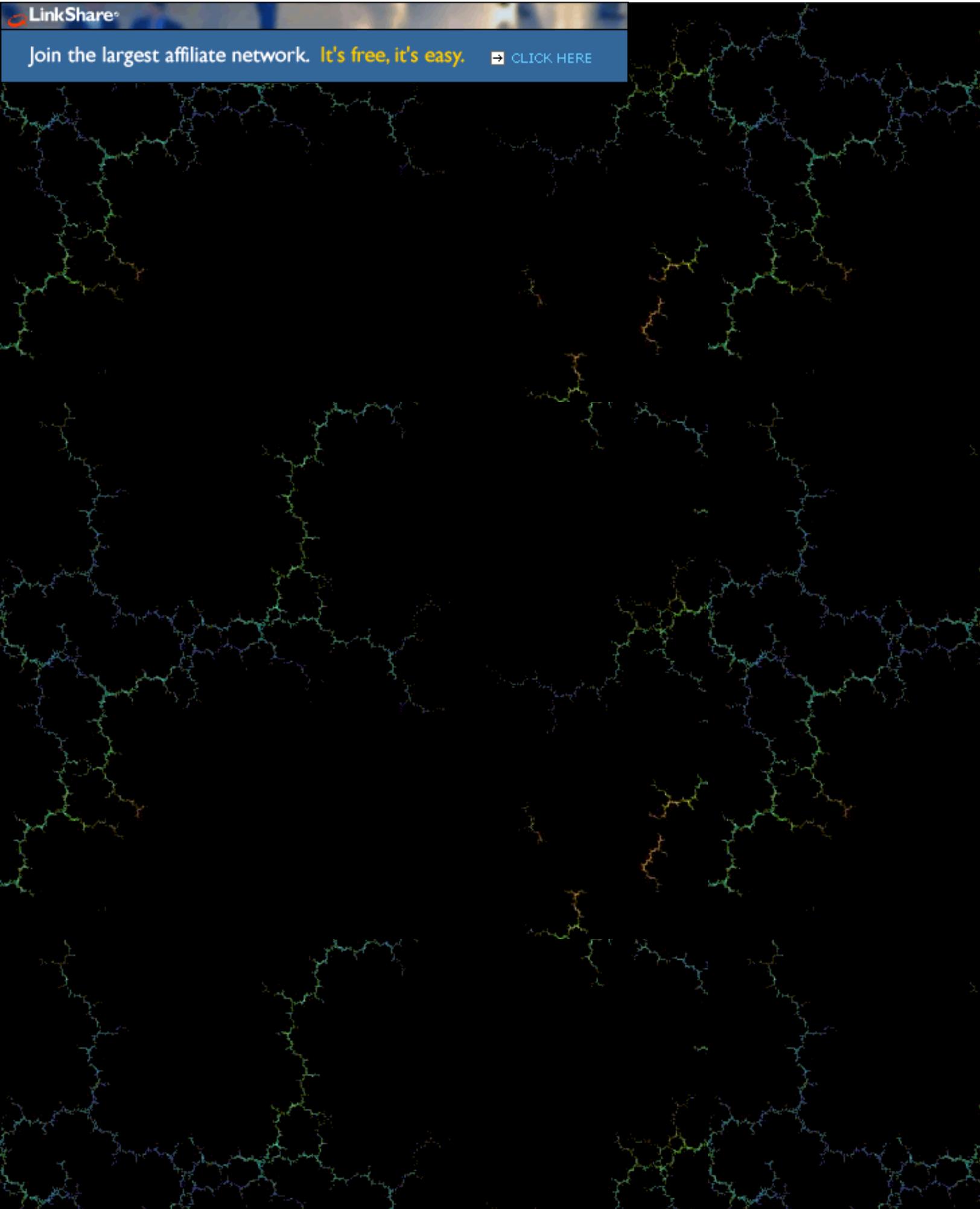
back

1-800-FLOWERS.COM



Join the largest affiliate network. **It's free, it's easy.**

 [CLICK HERE](#)



If some material on this webpage is owned by you and you would enjoy credit or would like it to be removed from these pages contact me at rigaal@fcmail.com and I will be happy to oblige.

Advanced Dungeons and Dragons®, Dungeons and Dragons®, Planescape®, Darksun®, and everything else that looks like it belongs to TSR®, in all actuality, does.

All emulators are posted for those that actually own the specific consoles and/or games. If consoles and/or games are not owned then download and use are prohibited.

[back](#)

the castle necril



As you approach the tower ahead of you, that seemed to spring up in the barren landscape of Limbo, a haunting wail of pain erupts from the depths of the the castle. Seeing how the castle is still quite a distance away the scream wrenches your heart with fear and an anxiety to flee this place.

Pressing on to end this whole ordeal quickly, you pass by the main gates that are warded by two minute gargoyles that sit on small pedestals to either side of the rusty, metal gate. As you pass them, they both turn towards you and watch you continue on your way.

Crackling alerts you to the presence of magic and a small plume of steam erupts from the ground beneath you. The wisp of smoke is accompanied by a voice.

"welcome cutters, to the castle necril that resides in the soup of limbo. you may enter. . .as if you were going to ask permission. it is quite nice of me to offer an invitation as opposed to screams as your flesh baked itself off of your addle-coved skull, eh? no matter. mind yourself as you enter my tower. it's filled with my waring rat colonies so don't jabber your bone-box and give them any ideas or i'll send you to the inquisitor to see just how addle-coved you are. and don't bring **too** much jink to the 5th for the shadows will gamble your life away. the top levels are left to me and the vortex spiders. . .unless you have arrangements, which i don't think a berk such as you does.

The waif-like man receded into his cloak that was scarred with the Dead's faction written all over it. He paused and turned back around with some more jibberish to add.

ahh, yes. and luck to you getting in. i'm still not sure which one of the doors doesn't send you to the abyss, or the seventh of baator for that matter.

He turned again and trotted off to his castle made in semi-soft/gooish soup. You think Limbo is definitely the place for this wizard.

The Castle Necril

AD&D Downloads



Treasure Scribe:

A great utility for customizing treasure hordes and other such things. From gems to screwdrivers this thing has everything and it is also capable to add items to the list.

Spell Scribe:

Another great utility that helps customize a spellbook for either a mage, priest or any kind of specialist. You can add custom spells to the spellbook as well.

Spellbook Manager:

A good spellbook generator but less specialized than the Spell Scribe. But because it's of a smaller size it makes it easier to handle.

Wild Surge Generator:

A very inventive program that can be used in any adventure. Wonderful for wild mages.

Court Trial Generator:

A different program that is interesting to play with. It takes many things into account when judging. Too bad you can't input choices for punishment though.

Experience Point Calculator:

Very useful for high-level campaigns that take a lot of calculating to do.

Table Master:

An alright table generator. Can generate almost anything, but not one thing very well.

Psionic Powers Generator:

Probably one of my favorite programs. If you play on Darksun or just like psionocists you need to download this!!! It can generate powers for the old system and the new system, pretty much any campaign setting, dragon characters (on Darksun), avangion characters (on Darksun), or for a normal PC.

Priest Spell Generator:

A very good application that generates spells for Darksun, Planescape or any other campaign setting.

Random Roller:

A random roller that is as good as any other.

!Be sure to check back for more programs to download!

links within my site

[home](#)

[what is new?](#)

[dm tools](#)

[new proficiencies](#)

[specialization and mastery of proficiencies](#)

[new rules and adjustments](#)

[heros and villains](#)

[campaigns and adventures](#)

[psionics](#)

[spells](#)

[artifacts](#)

[submit psionic powers](#)

[submit spells](#)

[submit artifacts](#)

[survey results](#)

[multimedia](#)

[downloads](#)

[my favorite links](#)

[webrings](#)

[click here help this page](#)

[e-mail me with suggestions](#)

Click [here](#) to view my message board!

[sign and view my guestbook](#)

disclaimer

Oken Lightbottom (Male/Gnome/4th-level Specialty Priest of Sharess/Chaotic Good)

Str 7

Dex 15

Con 16

Int 13

Wis 17

Chr 17

HP 30

AC 8

THAC0 19

Specialty Priest Abilities:

Find Familiar (1/year)

Fascination (3/day/being)

+4 THAC0, +2 Damage against serpents

Special Abilities:

+1 THAC0 against kobolds and goblins, 60 ft. infravision, 20% failure with magical items, infer grade amount on a roll of 1-5 (1d6), infer safeness on a roll of 1-7 (1d10), infer approximate depth on a roll of 1-4 (1d6) and infer direction underground on a roll of 1-3 (1d6).

Weapon proficiencies: Scimitar (specialized: trained by Drizzt Du'Orden), sling, whip and dagger. Non-weapon proficiencies: Common, gnomish, elven, singing, sculpture, piccolo, dancing, healing, brewing, direction sense, reading/writing, Religion (Fâerun), Religion (Mulhorand).

Items:

Spells and Spheres of Influence:

History:

[heros and villains](#) | [back](#)

Rigaal Nook (Male/Tiefling/15th-level Necromancer / True Neutral)

Str 12
Dex 16
Con 17
Int 19
Wis 19
Chr 10

HP 81
AC 2
THAC0 16
MTHAC0 15
MAC 3
PSPs 115

Tiefling Thieving Abilities:

Move Silently 10%
Hide in Shadows 10%
Find/Remove Traps 5%
Read Languages 5%

Special Attacks:

Fangs draw 2HP/rd. on humanoids.

Special Abilities:

Immune to magical and non-magical cold, half damage to magical and non-magical fire, 60 ft. infravision, can't walk on holy ground, can't use any item from the schools of Enchantment/Charm or Illusion/Phantasm, use the constitution bonuses as a fighter, roll HD as 1d6, stopped aging.

Weapon proficiencies: Staff, sword, dagger. Non-weapon proficiencies: Common, elven, dwarven, chasme, contact, spellcraft, reading/writing, herbalism, weather sense, direction sense, somatic concealment, brewing, firebuilding, planes lore (abyss), rope use, blind fighting.

Items:

Ring of Protection +4, silver ring (raise dead 1/day; the effects last 24 hours but after the 24 hour period it is unknown what will occur to the raised creature), silver medallion (Transmute Bone to Steel 1/day), Vampire Dagger (when hit the creature saves vs. death magic or lose 1 HP/level of caster which the wizard gains as curative HP and these HP cannot exceed the maximum hit points of the wizard), Skull of Bane (see below for details), and a Staff of Sentient Being (see below for details).

Skull of Bane

Constant Powers: Become a half-Lich, Raise Dead (1d8/day), +1 needed to hit unless barehanded, all casting times are halved (rounding up), Vampiric Touch (3/day; for 2d8 damage), can drain a maximum of 6 creators for 2 spell slots each.

Staff of Sentient Being:

Int 13
Wis 16
Ego Special

Constant Powers: Detect Undead (1/day), Detect Magic (1/day), Create Light (1/day; as a torch), Comprehend Languages (1/day), Shapeshift into a Gremlin (1 turn/day; Name: G'kar, AC: 8, #AT 2, THACo 19, Dmg/Effects 1d4/1d4 or 1d4/1d3+2, HP 17)

Description: For every Enchant an Item cast onto the Staff (can only cast Enchant an Item 1/6 levels of the wizard), it "opens" 3 more slots which a spell with the equivalent number of levels as slots can be cast into it to later be recast with a casting time of 0. These such spells can also be cast with a permanency spell in conjunction to allow the spell to be cast as many times as the levels can fill the slots of the Staff. Multiple spells can be made permanent but the same spell being made permanent would be useless and only take up slots. For every 3 slots open within the Staff the ego rises 1 with a base of 12.

Spells:

Chromatic Orb, Detect Undead, Otto's Chime of Release, Read Magic, Detect Magic, Cantrip, Magic Missile, Spider Climb, Wall of Fog, Animate Dead Animals, Bloodbridge, Web, Blackshroud, Detect Life, Levitate, Animate Skeletons, Fireball, Vampiric Touch, Dispel Magic, Hold Undead, Lightning Bolt, Fly, Ranike Cloud, Undead Control, Shadowfire, Stoneskin, Wall of Ice, Blood Lightning, Wall of Fire, Animate Dead, Ground Lightning, Teleport, Summon Shadow, Deathmaster's Vial, Passwall, Enchant an Item (Necromancy), Contingency, Identify, Darkness 15' Radius, Gust of Wind, Tower of Mental Resistance, Psychic Drain.

Psionic Wild Talents:

Mindlink, Invisibility.

History:

I have recently taken the **Castle Necril** from my nemesis, Vector, who was a Banelich working for the dead Power. The acquired castle is quite exquisite with its seven floors (of only five that are owned by Shade and myself), built in alarm systems, and electricity which is generated by Dr. B. N. VanNoodle who is the inquisitor of the castle.

Long before Shade and I conquered the Tower we met while desperately fighting for the same spellbook that was located in the Great Library. Shade needed it to survive the night by giving it to a Pit Fiend for his life. And I, well I wanted it for my own benefit. After convincing that lowly Ninja that he would be peeled regardless of the books return, we killed the fiend and took it for ourselves. Of course my master rested it from me as soon as he knew I had it.

Our next big adventure took us to Scoundrel the Berk's. He had a portal to his home within the Hive, at a small trash can in the alley by the Spitting Kank. We met and he gave us a tip of something only cutters like us could do. Take away *all*

of the fiends' power to *Teleport Without Error*. Of course we did it. But, as soon as we stepped foot into Torch we should have fled like the conies we were. Instead we pressed on and actually succeeded. Only after we were caught up in a battle that would take our lives though. Luckily a pair of Devas came and granted us one wish apiece. While Shade thought of glory, I thought of survival. I wished that every creature of the lower planes forgot who had taken their power away. Shade finally saw the light and joined my wish. This way we were not remembered for our great deed. We could not even brag of it for threat of leathery wings and fanged tooth come pillage our happy lives.

But damn that berk Scoundrel! He was not effected by this wish and his inability to lie (due to a curse by a Witch he had crossed), caused him to show the dark to Krakkus, a balor, who had been spying on him for some time and then mind blanking the bastard. Soon I was captured and taken to the Third level. And believe me. The First level is Disneyland compared to the Hell of the Third. Finally Shade came to my arrival. And after my friend Aeries blasted the entire city down with his psionic manifestation we made our way with the corpses of 12 dragons behind us.

That pretty much brings us to present time.

[heros and villains](#) | [back](#)

Snarmic Porter (Male/Human/6th-level Psionocist/Lawful Evil)

Str 12
Dex 14
Con 18
Int 20
Wis 16
Chr 12

HP 37
AC 7
THAC0 19

Special Abilities:

Gains a wild talent or tiefling ability every four levels
Detect Good/Evil (2/day)
Half Damage from normal and magical fire

Weapon proficiencies: Dagger, short sword and singing sticks
Non-weapon proficiencies: Contact, Harness
Subconsciousness, Rejuvenation, Reading/Writing, Mental Armor (3 slots), Modern Languages (Beasthead Giant,
Pterran, Thri-kreen, Dwarven, Gith, Elven, Halfling and Common)

Items:

Powers:

History:

[heros and villains](#) | [back](#)

Jarek the Madd (Male/Dark Elf/4th-level Wild Mage / Chaotic Neutral)

Str 10
Dex 18
Con 15
Int 18
Wis 13
Chr 16

HP 15
AC 6
THAC0 19

Special Attacks:

60 ft. Infravision and 90% Immune to charm and sleep spells.

Languages:

Silvesti, Qualinesti, Duergar, Solomnic, Kender and Common.

Items:

Hooded Lantern, Lamp Oil, Two Week Rations, Flint/Steel and a Pack.

Spells:

Patternweave, Detect Magic, Magic Missile, Read Magic Spider Climb, Sleep, Wall of Fog, Chaos Shield, Darkness 15' Radius, Mirror Image, Fool's Gold, Forget and Tasha's Uncontrollable Hideous Laughter.

History:

I've only played one adventure with this character but he excelled in everything that he was supposed to so I decided to post him.

The simple chaos flowed freely within Jarek and his illusion that Raistlin's soon-to-be apprentice, Dalamar, left the Silvanesti on his behalf. Their friendship thrived in Jarek's mind while Dalamar hesitated to simply do away with this annoying wild mage.

[heros and villains](#) | [back](#)

Clairsentient Sciences

[back](#)

Clairsentient Devotions

[back](#)

Psychokinetic Sciences

[back](#)

Psychokinetic Devotions

[back](#)

Psychometabolic Sciences

[back](#)

Psychometabolic Devotions

[back](#)

Psychoportive Sciences

Temporal Teleport

[back](#)

Telepathic Sciences

[back](#)

Telepathic Devotions

[back](#)

First-level Mage Spells

[back](#)

First-level Priest Spells

[Back](#)

Second-level Mage Spells

[Link \(Necromancy, Enchantment/Charm\)](#)

[Lesser Memory \(Enchantment/Charm\)](#)

[back](#)

Second-level Priest Spells

[Back](#)

Third-level Mage Spells

[Conceal Defilement \(Illusion/Phantasm\)](#)

[Improved Grease \(Conjuration/Summoning, Illusion/Phantasm\)](#)

[back](#)

Third-level Priest Spells

Lunar Diffusion (Chaos, Combat)

[back](#)

Fourth-level Mage Spells

Duplicate (Alteration, Enchantment/Charm, *Chronomancy*)

Conversion (Alteration, *Mentalism*)

[back](#)

Fourth-level Priest Spells

Bond (Charm, Necromantic)

Empathic Tune (Charm)

[back](#)

Fifth-level Mage Spells

[Back](#)

Fifth-level Priest Spells

[Charge \(Law, Charm\)](#)

[Curse an Item \(Charm, Wards\)](#)

[back](#)

Sixth-level Mage Spells

[Enchant an Item \(Necromancy\)](#)

[Greater Memory \(Enchantment/Charm\)](#)

[Conceal Magic Use \(Illusion/Phantasm\)](#)

[back](#)

Sixth-level Priest Spells

Enchant An Item (Charm)

[back](#)

Seventh-level Mage Spells

Fire Grenades (Invocation/Evocation, *Fire*)

[back](#)

Seventh-level Priest Spells

Alter Alignment (Charm, Combat)

[back](#)

Eighth-level Mage Spells

[Eradicate \(Necromancy, Illusion/Phantasm\)](#)

[Lesser Transformation \(Alteration\)](#)

[back](#)

Ninth-level Mage Spells

Greater Transformation (Necromancy, Alteration)

[back](#)

Tenth-level Mage Spells

The Binding (Alteration, Enchantment/Charm)

[back](#)

Fire/Ice Ring (school/sphere of influence)

XP value:

GP value:

Description:

History:

Please submit spells and artifacts at the links below!

[Psionic](#) / [Spells](#) / [Artifacts](#)

This spell was submitted by [Rigaal Nook](#)

Saminus' Demise (school/sphere of influence)

XP value:

GP value:

Description:

History:

Please submit spells and artifacts at the links below!

[Psionic](#) | [Spells](#) | [Artifacts](#)

This spell was submitted by [Rigaal Nook](#)

Circlet of Athas (school/sphere of influence)

XP value:

GP value:

Description:

History:

Please submit spells and artifacts at the links below!

[Psionic](#) / [Spells](#) / [Artifacts](#)

This spell was submitted by [Rigaal Nook](#)

Crown of Alteration (Alteration)

XP value:

GP value:

Description:

History:

Please submit spells and artifacts at the links below!

[Psionic](#) / [Spells](#) / [Artifacts](#)

This spell was submitted by [Rigaal Nook](#)

Rigaal Nook's Seeds of Depression (Enchantment/Charm, Invocation/Evocation)

XP value:

GP value:

Description:

History:

Please submit spells and artifacts at the links below!

[Psionic](#) / [Spells](#) / [Artifacts](#)

This spell was submitted by [Rigaal Nook](#)

emulators



Nestc195 (Nintendo)

This is a pretty good emulator. I has a small amount of joysticks that can be used for it though. Sometimes it boggs down with too much sound or something but overall it is the best on the net!

Genecyst (Genesis)

Pretty good. I like it better than the nintendo one because I have more ROMs but it is of the same caliber. No sound though. Too bad. Overall it is among the best.

ROMs

Nintendo ROMs | Genesis ROMs

Nintendo ROMs

The Legend of Zelda

One of the best Nintendo® rpgs ever! If you've never played it now is the time!

Zelda II

I personally did not like this one as much (as you can tell since I won't even bother to check the correct name of it). But it is of the Zelda legacy so has some good qualities.

Super Mario Brothers

Everyone remembers playing this when it first came out. So give it another chance and cheat your way to the 8th world!

Super Mario Brothers 3

This is an old one. They even had a crapy ass movie that revolved around this games release. It starred Fred Savage I think. Damn...he sucked!

Metroid

This is one of the coolest games on Nintendo®. Great Sci-fi plot to destroy the aliens and get back on the ship before stuff explodes!

Megaman 1

Probably my all time favorite group of games from nintendo. They are still putting these things out on Playstation®.

Megaman 2

The sequel in the group of 6 on Nintendo®. Quite good. This is the one that got me hooked.

Megaman 4

Sadly I don't have the third one but this one is just as good.

Megaman 5

This is the one where you get to fight all of the previous super enemies as well as some new ones.

Megaman 6

The last of the Nintendo® versions. At least of the original Nintendo®.

Castlevania 3: Dracula's Curse

Hard as hell. I never could get passed the first six levels. You can also change player characters during the game. Quite inventive for the time.

Contra

I never really realized how terrible the graphics on Nintendo® compared to today's consoles were until I played this game. Although it is fun to play.

Genesis ROMs

Sonic the Hedgehog I

The original Sonic comes to the computer. A fun game if not a little slow for today's Dreamcast® version.

Sonic the Hedgehog 3

Much more advanced than the first version. I think it is more fun too.

Phantasy Star 2

I have not gotten around to playing this one but it is rumored to be one of the greats.

Phantasy Star 3

Again. . .I have not gotten to play it but it sounds to be pretty good.

Phantasy Star 4

The last of its kind to be made for Genesis®.

Shining Force

This is a pretty fun game. I played it for a while and got pretty far. I actually stopped finishing up this page to play it a couple of times.

Shining Force 2

I haven't got a chance to beat the first one so I haven't started the second one, but I bet that it is better.

Golden Axe

This is back-in-the-day game. It used to be fun until the blocky visual effects went out of style. . .in the '80s.

Golden Axe 2

The sequel to a pretty good game if you are looking to critique the old systems and their games.

Golden Axe 3

The third and maybe last Golden Axe® if they don't make one for the Dreamcast® console.

[back to the top](#)

Original artwork by [Scoundrel the Berk](#)

VanNoodle constantly torchers at least 66 sods in order to keep the castle running, which he does with such diligence and enthusiasm it could shock a tanar'ri. Of course the castle has its own mindless zombie collection that follow simple orders, three coniving shadow wraiths that control the fifth floor and hold a casino in its midst, skeletons goobs and gables of slimy, gooey and creepy crawly things. On the sixth floor resides Avon D'zna who is a vortex spider and owns the portals within the keep itself. For a toll she lets Rigaal or Shade use them. There are two factions of rat colonies that keep everything on their toes. The leader of the East side, Raz is in charge of pilfering information from guests and such on the sixth floor. Which is very dangerous since there are vortex spiders climbing everywhere. The west siders, namely D-Loc and St. Rat's crew, rule the other floors and keep Rigaal informed of any happatences in those areas.

A band of skeleton warriors make up the personal bodyguards for Shade and Rigaal (as if they need them), gargoyles dot the flying buttresses outside, and any creature killed within a mile of the Castle Necril will be raised from the dead and under the command of the Masters of the Castle. But if anything "dead" leaves the vicinity of the keep then they well be destroyed as if turned by a priest.

The basement of the keep is where sewers reign and the garbage is tossed out with the failed experiments. It is also where B.N. VanNoodle does his gruesome work. Avon D'zna holds a portal to the Abyss here as well.

The first floor is an antechamber with three doors in it. Only one of these doors leads to the stairway to the second floor. The other two lead to a portal to the 656 layer of the Abyss which cannot be avoided after the door has been opened. This obstacle causes a real problem to the Masters of the Castle since the path that leads to the second floor has a habit of changing which door its behind.

The second floor holds the Grand Ballroom of Infinite Dancing where any poor sod can be entranced and sent to dance forever until someone else comes by to take there place. Past the ballroom is the Hall of the Red Sea where the hallway begins to fill with blood everytime someone enters. Avon D'zna has a portal to Gehanna here as well.

The third floor has the kitchen and dining rooms as well as the barracks for the skeletons, zombies, etc. Avon D'zna also has a portal to Mechanus here.

The fourth floor is where the Great Library is. Tome upon tome is kept here within the grasp of the Masters Chamber. Avon D'zna has a portal to Mount Celestia here.

The fifth floor is where the shadows bet their money and begin a small time casino so as to avoid the attention of nearby portal that leads to Sector 1985673AI that holds the largest number of gambling modrons around. The modrons would most surely come and logically strip the shadows of their wealth. Avon D'zna's portal to Arboria is next to the werewolves cave.

The sixth floor belongs to Avon D'zna and her horde of Vortex spiders. Her domain encompasses the castle's garden of which she controls. The only entrance into her pad is through the cobweb infested door coming down from the seventh floor. Portals to Baator (which are often frequented due to ailments so close to home) and Sigil.

The seventh floor is in all actuality the Great Tower. Here is where the Masters sleep, conive, and conjure magicks. Rigaal and Shade share the apartments here. Rigaal stays mainly to the newfound laboratory and Shade to his newly founded martial arts studio. Here Vector's evil phylactery is still in place as an unholy symbol of Bane etched into the floor of the laboratory. It is also within in this room that Vector escaped with mortal wounds through the portal to the Negative Energy Plane.

Link (Necromancy, Enchantment/Charm)

Level: 2
Range: 10 Yards + 1 Yard/Level
Components: V, S, M
Duration: 1 Round/2 Levels
Casting Time: 1 Round
Area of Effect: 1 Wizard/Level
Saving Throw: None
Reversible?: None
Description:

This spell is like the psionic power *Convergence*. It allows 2 or more wizards to *Link* together and form a magical bond. This bond allows them to share spells, both memorized and total amount of spells able to cast (or Spell Points if using the new system). For example, a 1st-Level Wizard casts *Link* so is able to *Link* with only one other Wizard. Which is done with another mage of 4th-Level. So both wizards combined are able to cast a total of 4 First-Level spells (1 First-Level spell + 3 First-Level) and 2 Second-Level spells (or 29 total Spell Points). The 1st-Level mage can cast Second-Level and higher spells due to this link. But the *Linked* wizards cannot cast above the specified amount of Spells/Level. If a wizard leaves the range of the spell he/she is broken from the *Link* and cannot return.

The material component of this spell is a piece of rubber.

Please submit spells and artifacts at the links below!

Spells Artifacts

This spell was submitted by [Rigaal Nook](#)

Lesser Memory (Enchantment/Charm)

Level: 2
Range: 0
Components: V, S
Duration: 1d4 Rounds
Casting Time: 3
Area of Effect: Caster
Saving Throw: Special
Reversible?: None
Description:

This spell enables the caster to recall anything seen within the spell duration with remarkable ease and clarity. Faces, maps, etc. are easy to recall although very specific details are foggy.

The knowledge *memorized* can be recalled even days after the casting although a save vs. spell with a -1 penalty for each day after the casting must be made in order to remember the material. Recollection the day of the casting is an automatic success. For example, 3 days after casting a save vs. spell with a -3 penalty must be made to recall in which direction on the map a specific city was.

This spell may not be used to recall spells from a spellbook or any other magical inscriptions, etc. as these slip through the net of this spell. Trying to memorize spells during the duration of this spell is impossible.

Please submit spells and artifacts at the links below!

[Psionic](#) / [Spells](#) / [Artifacts](#)

This spell was submitted by [Rigaal Nook](#)

Conceal Defilement (Illusion/Phantasm)

Level: 3

Range:

Components:

Duration:

Casting Time:

Area of Effect:

Saving Throw:

Reversible?:

Description:

Please submit spells and artifacts at the links below!

[Psionic](#) | [Spells](#) | [Artifacts](#)

This spell was submitted by [Rigal Nook](#)

Improved Grease (Conjuration/Summoning, Illusion/Phantasm)

Level: 3
Range: 5 Yards/Level
Components: V, S, M
Duration: 2 Rounds/Level
Casting Time: 3
Area of Effect: 5 Square-Foot/Level
Saving Throw: Special
Reversible?: None
Description:

This spell is exactly like *Grease* except that when cast, the *Grease* is invisible to everyone including the caster. Once someone steps into the *Grease* they must roll a save vs. spell with a -2 penalty. If successful they can move at a halved movement rate making a save each round. If the save is failed then the person slips and falls for 1d6 rounds until they are allowed another save.

The material components for this spell is butter and a strand of silk.

Please submit spells and artifacts at the links below!

Spells Artifacts

This spell was submitted by [Rigaal Nook](#)

Lunar Diffusion (Chaos, Combat)

Level: 3

Range:

Components:

Duration:

Casting Time:

Area of Effect:

Saving Throw:

Reversible?:

Description:

Please submit spells and artifacts at the links below!

[Psionic](#) | [Spells](#) | [Artifacts](#)

This spell was submitted by [Your name here](#)

Duplicate (Alteration, Enchantmen/Charm, *Chronomancy*)

Level: 4
Range: Touch
Components: V, S
Duration: 1 Round
Casting Time: 1
Area of Effect: Creature Touched
Saving Throw: None
Reversible?: None
Description:

This spell enables the caster to *Duplicate* the exact actions taken by him/herself the previous round. If the caster casted a spell the previous round, he/she must be able to cast that spell again in order for *Duplicate* to work. In regard to what is duplicated, everything is. For example, attack rolls are the same as the previous round, spell effects (including damage), and most thieving abilities. The only instances where duplicate would not apply was if the circumstances were tried to be duplicated for different objects. For example, a thief trying to duplicate a Open Locks percentage on a different lock, the same attack roll on a different creature, etc.

If this spell is used to *Duplicate* an attack or spell that caused damage the previous round the attack or spell will cause one extra point of damage for every dice rolled, due to the impact in the same area. For example, a 10-Level mage casts *Fireball* for 27 points of damage. He then casts *Duplicate* because he has another *Fireball* he can cast. Therefore the next round he casts *Fireball* again for 37 points of damage (1d6/level +1/die).

Please submit spells and artifacts at the links below!

Spells Artifacts

This spell was submitted by [Crystal Eubanks](#)

Conversion (*Alteration, Mentalism*)

Level: 4
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 2
Area of Effect: The caster
Saving Throw: Special
Reversible?: Yes
Description:

This spell can only be cast by wizard/psionocist characters. It enables the caster to *convert* PSPs into spell energy.

For every 10 PSPs *converted* into spell energy, 1 spell level is attained. This spell can be used to cast more spells than the allotted amount due to level. For example, a 9th level mage/psionocist casts *Conversion* and *converts* 50 PSPs. She then can cast another 5th level spell extra as opposed to just one for her level restraints.

Immediatly after the PSPs are *converted* into magical energy, they must be expended. If they are not, the caster must make a system shock roll or lose all PSPs and memorized spells. If the system shock is successful then the extra PSPs that were *converted* are lost and no magical energy can be attained from them.

The reverse of this spell allows the caster to *convert* 1 spell level of energy for 10 PSPs which must be expended immediatly as well.

The material component for this spell is a crystalline prism dipped in kank nectar.

Please submit spells and artifacts at the links below!

[Psionic](#) | [Spells](#) | [Artifacts](#)

This spell was submitted by [Rigaal Nook](#)

Bond (Charm)

Level: 4

Range:

Components:

Duration:

Casting Time:

Area of Effect:

Saving Throw:

Reversible?:

Description:

Please submit spells and artifacts at the links below!

[Psionic](#) | [Spells](#) | [Artifacts](#)

This spell was submitted by [Rigaal Nook](#)

Empathic Tune (Charm)

Level: 4
Range: 60 Yards + 5 Yards/Level
Components: V, S, M
Duration: 1d4 + 1 Round/Level
Casting Time: 4
Area of Effect: 10 Cubic Feet/Level
Saving Throw: Neg.
Reversible?: None
Description:

This spell enables the caster to bring an orchestra of music that can sway an audience as the bard's innate ability. A save vs. spell is used in order to determine if a crowd is successfully swayed. The audience need not pay attention.

This spell can also be used to strike fear into the hearts of enemies. A save vs. spell with a +4 bonus is used. Success means the enemy is immediately enraged and is determined to take down the caster by any means.

The material component of this spell is a small ornament of the wanted music to be played.

Please submit spells and artifacts at the links below!

[Psionic](#) | [Spells](#) | [Artifacts](#)

This spell was submitted by [Rigal Nook](#)

Charge (Law, Charm)

Level: 5

Range:

Components:

Duration:

Casting Time:

Area of Effect:

Saving Throw:

Reversible?:

Description:

Please submit spells and artifacts at the links below!

[Psionic](#) | [Spells](#) | [Artifacts](#)

This spell was submitted by [Rigaal Nook](#)

Curse Item (Charm, Wards)

Level: 5

Range:

Components:

Duration:

Casting Time:

Area of Effect:

Saving Throw:

Reversible?:

Description:

This spell enables the priest to curse an item.

Please submit spells and artifacts at the links below!

[Psionic](#) / [Spells](#) / [Artifacts](#)

This spell was submitted by [Rigaal Nook](#)

Enchant an Item (Necromancy)

Level: 6

Range: Touch

Components: V,S,M

Duration: Special

Casting Time: 1 Turn

Area of Effect: 1 Item

Saving Throw: Special

Reversible?: None

Description:

This spell was created by Rigaal Nook in order to Enchant his beloved Staff of Sentient Being with more slots. This spell has the same effect as the normal Enchantment/Charm spell of the same name except for the material components and a few other minor things.

First off, the spell requires the spirit of one humanoid creature to be "burned up" during the casting. This creatures spirit must either have been freshly "released" or still "alive." The spell also requires 1/8 of the caster's Constitution points (rounded up) which will be replenished 1 point/hour of intensive rest. Depending on the number of Constitution points given up for the magic, the final save vs. spell for the item itself if modified as follows:

Constitution Points Expended	Modifier
1	+1
2	+2
3	+3
4	+4
5	+5

Other than this slight modification the spell works exactly as the one specified in the *Player's Handbook* including the added spell components needed for different items created.

Please submit spells and artifacts at the links below!
[Spells](#) [Artifacts](#)

This spell was submitted by [Rigaal Nook](#)

Greater Memory (Enchantment/Charm)

Level: 6
Range: 0
Components: V, S, M
Duration: 1d6 Rounds
Casting Time: 1 Round
Area of Effect: Caster
Saving Throw: Special
Reversible?: None
Description:

This spell is much like *Lesser Memory* in that it enables the caster to recall things with remarkable ease and clarity. Although this spell is much more powerful. It allows smells, sounds, visual images, physical sensations and tastes to be remembered perfectly. Even specific details can be recalled days after the spells duration. This events can only be *memorized* during the spell's duration.

After the duration of the spell recollection is easier than that of *Lesser Memory* although a save vs. spell must still be made to recall the previous events. A penalty of -1 is accumulated for every 2 days since the casting, though.

This spell also enables to *memorize* magical inscriptions, scrolls, and spellbooks easier. Memorizing spells takes half as long as normal and for every 9 levels of experience 1 spell can be *memorized* and recast as many times as the caster can cast that spell at her specific level and if the component requirements can be met. A save vs. spell with the appropriate penalty must still be made in order to remember the spell and cast it. The mage just need not memorize it for multiple daily use.

The material components for this spell are a perfect glass cube, pinch of thistledown and oak bark. Only the thistledown and oak bark are consumed in the casting.

Please submit spells and artifacts at the links below!

[Psionic](#) | [Spells](#) | [Artifacts](#)

This spell was submitted by [Rigaaal Nook](#)

Conceal Magic Use (Illusion/Phantasm)

Level: 6

Range:

Components:

Duration:

Casting Time:

Area of Effect:

Saving Throw:

Reversible?:

Description:

Please submit spells and artifacts at the links below!

[Psionic](#) | [Spells](#) | [Artifacts](#)

This spell was submitted by [Rigaal Nook](#)

Enchant an Item (Charm)

Level: 6

Range:

Components:

Duration:

Casting Time:

Area of Effect:

Saving Throw:

Reversible?:

Description:

Please submit spells and artifacts at the links below!

[Psionic](#) | [Spells](#) | [Artifacts](#)

This spell was submitted by [Rigaal Nook](#)

Fire Grenades (Invocation/Evocation, *Fire*)

Level: 7

Range: 20 yards + 10 yards/level

Components: V,S,M

Duration: 2 Rounds

Casting Time: 1 Round

Area of Effect: 30 Cubic Feet/2 Levels

Saving Throw: 1/2 Damage

Reversible?: None

Description:

This spell was created for those that like blasting their way around the battlefield. It creates a barrage of small "fire grenades" that, when they come in contact with something solid, erupt into a 5 foot diameter blaze causing 6d4 points of damage per grenade. There are 1d10 grenades produced for every 30 Cubic Feet. The caster cannot, however, control the amount of Cubic Feet that are created. The maximum area of effect is always created. Therefore, if a 20-level Wizard casted *Fire Grenades* 300 Cubic Feet would be distraught by fire and brimstone. Simply put, the area of effect is decimated. Creatures and other things within the area of effect must roll 1d4 to determine how many fire grenades will hit it. A successful save vs. spell will half the damage of the onslaught.

The material components for this spell are a handful of Foxfire, a lump of coal and a magnetized bar of iron.

Please submit spells and artifacts at the links below!

[Spells](#) [Artifacts](#)

This spell was submitted by [Rigaal Nook](#)

Alter Alignment (Charm, Combat)

Level: 7
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 Round
Area of Effect: The creature touched
Saving Throw: Neg.
Reversible?: None
Description:

This spell will change the alignment of any creature that the caster touches upon the casting of this spell. The victim can save vs. spell to avoid the effects. If the save fails the alignment altered to can be any that the caster decides. Upon alteration the victim must roll an Intelligence and Wisdom check to be able to understand and deal with the sudden and drastic change. If one of these checks fail, the victim goes undecisively mad with rage and confusion. The victim then comes under the effects of a berserker rage and will not stop attacking until there is nothing living around him/her. After this is done the victim is allowed another set of Intelligence and Wisdom checks but if one of these fail as well, the victim assumes a completely chaotic alignment with no good or evil side attached. Even another casting of *Alter Alignment* will not succeed.

Upon the casting of this spell everyone within a mile is alerted to the presence of a spell that has manipulated someone else's life drastically. Some that have felt such an alert may feel the need to act upon their urges. And for some reason the caster leaves behind a magical trail that these such patrons can always track for 24 hours without any hinderances. Along with everyone within 1 mile being alerted, every Power in that Crystal Sphere is as well. And if the caster is not in a Crystal Sphere then all Powers within their plane of existence. Some Powers will act accordingly and castings of this spell have even begun wars amongst the Powers of Mount Celestia.

The material components for this spell are the priest's holy symbol and a spider that has just stung a dragon within the last day.

Note: This spell cannot be cast in Darksun.

Please submit spells and artifacts at the links below!

[Psionic](#) / [Spells](#) / [Artifacts](#)

This spell was submitted by [Rigaal Nook](#)

Eradicate (Necromancy, Illusion/Phantasm)

Level: 8

Range:

Components:

Duration:

Casting Time:

Area of Effect:

Saving Throw:

Reversible?:

Description:

This spell is a higher level version of *Cloudkill*.

Please submit spells and artifacts at the links below!

[Psionic](#) / [Spells](#) / [Artifacts](#)

This spell was submitted by [Rigaal Nook](#)

Lesser Transformation (Alteration)

Level: 8

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 1 Round

Area of Effect: The caster

Saving Throw: Neg.

Reversible?: None

Description:

This spell physically alters the caster, either adding or subtracting body parts or organs. The caster can grow a wing, another arm, or any other such thing. Size doesn't matter when determining what can and can't be grown.

The casting of *Lesser Transformation* takes a huge toll on the caster. A system shock roll must be made in order for the transformation to be complete. If it fails then the caster will not come by the intended effects. Regardless of the system shock roll, each casting will lower the caster's Constitution by 2 points permanently.

The material component for this spell is a piece of the item to be transformed.

Note: A pair of arms would call for two castings of *Lesser Transformation* as would a pair of wings.

Please submit spells and artifacts at the links below!

[Spells](#) [Artifacts](#)

This spell was submitted by [Rigaaal Nook](#)

Greater Transformation (Necromancy, Alteration)

Level: 9
Range: 0
Components: V, M
Duration: Special
Casting Time: 1 Turn
Area of Effect: The caster
Saving Throw: Special
Reversible?: None
Description:

This spell must be cast with a *Contingency* and a *Permanency* spell. It makes the caster transform into another creature of any type with the same number of Hit Dice as the caster has levels. This transformation occurs only when the condition specified by the *Contingency* spell occurs. The *Permanency* spell must be cast on the *Contingency* to solidify it.

The transformation lasts for 1d8 turns and can only occur once per month. For example, a wizard assumes the form of a Werewolf when the Full Moon is out. This would be a legal specification for the *Contingency* spell. If the *Contingency* goes off more than once within the 1 month period the transformation simply does not occur. The character assumes *all* attributes of the creature except HP which remain the same although the maximum HP possible may vary depending on the creature. If the HP maximum of the creature is lower than the HP currently held by the caster, the maximum HP of the creature is assumed.

During each transformation a system shock is rolled. If successful the transformation works fine. If failed, the wizard is wracked by pain for 1d4 rounds and the transformation is incomplete and uses the charge of the transformation for that month.

The material components for this spell is the spirit of the creature to be transformed into.

Note: Only one casting of this spell is needed in order to transform permanently. If the creature transformed into is a dragon then the level of Hit Dice varies according to age group. Each dragon has a base of 15 Hit Dice and 2 Hit Dice are added for each age group. For example, a juvenile dragon is considered to have a Hit Dice of 23 (base of $15 + 2 * 4$ age groups).

Please submit spells and artifacts at the links below!

Spells Artifacts

This spell was submitted by [Rigaal Nook](#)

The Binding (Alteration, Charm)

Level: 10
Preparation Time:
Range:
Components:
Duration:
Casting Time:
Area of Effect:
Saving Throw:
Reversible?:
Description:

This spell enables the caster to enable others to gain spell powers from him/her as a Sorcerer-King/Queen.

Note: This spell cannot be cast on Athas since there is no longer a living vortex that can supply followers with magical energy. This spell will succeed everywhere else though.

Please submit spells and artifacts at the links below!

[Psionic](#) | [Spells](#) | [Artifacts](#)

This spell was submitted by [Rigaal Nook](#)