

The Spellbook of Monsa Moon

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Introduction

The spells that follow were designed by the most notorious wizard in Lacia. He rediscovered magic, after it had been out of use for centuries. In Lacia, all wizards are specialists who use gems to fuel their spells in place of material spell components. Each school requires the use of a different material to create a spell orb. Monsa Moon is the only known man to not require the use of a spell orb to power his spells. He was 40th level, and far more powerful in relation to the rest of the world than is Elminster to the Realms. Before his amazing defeat at the hands of a group of very powerful heroes, whom he had been known to manipulate like marionettes to do his bidding, he attempted to replace Father Lacia as the only greater deity, and personally killed each of the lesser deities. Monsa Moon was extremely powerful, but not due to magic items, and not even due entirely to his high level.

He was uniquely powerful because of the spells that follow. These spells are more powerful than many spells found in the players handbook, and have the potential to upset any campaign if used improperly. Do not distribute these spells widely! If you like a few of them, and not the rest, make them scribed on scrolls and make the acquisition of these scrolls as difficult as acquiring moderate magical items. If you like most of them, I suggest keeping them in one spellbook, and treat that spellbook as a major magic item or even a lesser artifact. Be sure that whoever gets their hands on this book is worthy of such power, as most wizards who knew of its contents would be willing to do anything to get their hands on this book!

The spellbook itself is protected by various magics such that any non-spell caster, or wizards beneath tenth level can not touch it without suffering 2d8 points of damage and having to make a saving throw against paralysis or be stunned for 1d4 rounds. The user of the spellbook is granted the following powers: cast read magic at will, gains a +2 bonus to saving throw versus spells, and all their spells are made more potent, such that their victims make their saves at a -5 penalty. Whenever dice are rolled, to determine damage, number of creatures to be affected, or duration of spells, any roll less than half is instead treated as half. (Example, a 15th level mage casts fireball. He rolls 23 for damage. This damage is instead 35, five rolls of three and five rolls of four.) The book is unaffected by harmful magic. If the user attempts to scribe new spells into the spellbook, they vanish within 1d4 rounds.

The user of Monsa Moon's spellbook is affected by his obsession for power. The user will not part with the book under any circumstances. Each time a spell from the book, of 7th level or higher, is cast, the caster must make a wisdom check. If he fails five checks, he will go mad and quest to rule the universe, he will be driven to kill all who stand in his way, even deities, which is obviously suicide unless you are Monsa Moon, who managed to do so!

1st Level Spells

Osmosis (Necromancy)

Level: 1
 Range: 5 yards
 Casting Time: 1
 Components: S
 Area of Effect: One creature
 Duration: Instantaneous
 Save: None

This spell deals 1d4 + 1/2 caster levels damage to the victim and bestows those stolen hit points to the caster, up to a maximum of ten hp. Hit points over the caster's maximum are wasted, the damage is still dealt, but the caster doesn't receive any additional hp.

Turn Undead (Necromancy)

Level: 1

Range: 60 yards
Casting Time: 1
Components: V, S
Area of Effect: 2d6 undead creatures
Duration: Special
Save: None

By means of this spell the caster may turn undead as per a cleric of two levels lower, or control undead as per an evil priest of equal level.

2nd Level Spells

Intelligence (Alteration)

Level: 2
Range: Touch
Casting Time: 1 turn
Components: V, S
Area of Effect: Creature touched
Duration: 1 hour/level
Save: None

This spell is a variant of the spell strength. The spell increases the recipient's intelligence score, but unlike the strength spell, this can temporarily increase the recipient's intelligence above 18. The increase is 1d8 for wizards and bards, 1d6 for thieves, priests, and psionicists, and 1d4 for warriors. Spellcasters can use this spell to enhance their chance of learning new spells, for example.

Spirit Bolt (Necromancy)

Level: 2
Range: 5 yards/level
Casting Time: 2
Components: V, S
Area of Effect: One creature
Duration: Instantaneous
Save: None

By drawing on his own life force, the caster deals damage to his opponent through this spell. For every hit point sacrificed in this way, 1d3 + 1 points of damage are done. This spell does double damage when cast by a necromancer. Undead are unaffected by this spell, as are any nonliving things.

3rd Level Spells

Fireheal (Abjuration)

Level: 3
Range: Touch
Casting Time: 3
Components: V, S
Area of Effect: One creature
Duration: Special
Save: None

The recipient of this spell is healed by any damage from fire, be it breath weapon, spell, or non-magical. The amount of damage done becomes the amount of hp gained. If spell recipient is already at full health, further fire attacks have no affect on him. Creatures that are unaffected by fire, such as red dragons or anyone with fire resistance, are not healed by this spell. This spell lasts for 1 round/ caster level starting with the first contact with fire since the casting of the spell.

Improved Magic Missile (Evocation)

Level: 3
Range: 120 yards + 10 yards/level
Casting Time: 3
Components: V, S
Area of Effect: One or more creatures
Duration: Instantaneous
Save: None

This spell creates one shimmering ballista sized missile, plus one per five caster levels. Each missile automatically strikes, under the same conditions as a magic missile. Each missile does $3d8+1$ points of damage.

Spirit Protection (Abjuration)

Level: 3
Range: 0
Casting Time: 3
Components: V, S
Area of Effect: Caster
Duration: Special
Save: None

This spell creates a pool of ghost hit points, which are taken away before the caster's actual hp. $10 + 2/\text{level}$ points of hp are thus created. These ghost hp last until taken away. This spell is cumulative with itself, but it works like making a magic item; only the amount of spirit protection spells cast at the time of the original casting are applied, the caster can't just cast this spell everyday and build up infinite ghost hp. Thus only as many spirit protections as the caster can memorize and cast in succession at one time can be cast.

4th Level Spells

Protector (Abjuration)

Level: 4
Range: 5 feet/level
Casting Time: 4
Components: V, S
Area of Effect: One creature
Duration: 1 round/4 levels
Save: Neg.

This spell redirects any damage directed at the caster to the spell recipient. This includes damage from area of effect attacks, like spells or breath weapons, thus the spell recipient could take damage twice from one attack if also in the area of effect. If victim willingly allows spell to affect him, foregoing the saving throw, then he only suffers $\frac{1}{2}$ damage from any damage taken in the caster's place.

Sacrificial Healing (Necromancy)

Level: 4
Range: Touch
Casting Time: 4
Components: S
Area of Effect: Creature touched
Duration: Permanent
Save: Neg.

Through the use of this spell, the caster draws upon another person's life force to heal himself, or a third party. For each hit point drained in this manner, the recipient of the spell gains two hit points. No more than two hp per caster level can be drained in this manner. The benefactor of this spell can not receive more hit points than he has at full health, though the caster may still drain as much life as allowed. This spell has no effect on ethereal, noncorporeal, or nonliving things.

5th Level Spells

Elemental Protection (Abjuration)

Level: 5
Range: 0
Casting Time: 5
Components: V, S
Area of Effect: Caster
Duration: Special
Save: None

There are three forms of this spell, chosen at the time the spell is cast, not memorized. The spell either protects against electricity, cold or fire. The spell absorbs 20 points of damage per caster level of the chosen damage type.

Kiss of the Vampire (Necromancy)

Level: 5
Range: Touch
Casting Time: 5
Components: S
Area of Effect: Creature touched
Duration: Permanent
Save: Special

Contrary to the name of the spell, the caster must bite the spell recipient's neck in order to cast this spell. The victim is then turned into a vampire as if slain by a vampire's energy drain ability. The victim turns into a vampire within 24 hours after being bitten, not buried, like the vampire's ability. Creatures under 10 levels or HD do not receive a saving throw, except for priests and paladins. Creatures above 10 levels or HD must make a save against death magic to negate the spell. Priests or paladins of above 10 levels receive a +5 saving throw bonus. Those who pass their save are unaffected by this spell. Those creatures who allow themselves to be "kissed" the caster, regardless of class or level, do not receive a saving throw.

Monsa Moon's Misfortune (Alteration)

Level: 5
Range: 5 yards/level
Casting Time: 5
Components: V, S
Area of Effect: One creature
Duration: Special
Save: Special

This spell causes the victim to fail their next saving throw within one round/ caster level. The victim is allowed a saving throw against this spell. If they pass, then their next save is made at a -1 penalty/4 levels instead of automatically failed. This is in addition to other penalties that might apply.

Monsa Moon's Mute (Alteration)

Level: 5
Range: 30 yards
Casting Time: 5
Components: V, S
Area of Effect: One creature
Duration: 1 round/3 levels
Save: Neg.

This spell causes the victim's lips to meld together, making speech impossible, as well as spell casting. The victim's level is subtracted from that of the caster, the result is the penalty applied to the saving throw, thus if the victim is higher level than the caster, he receives a bonus.

6th Level Spells

Crossbreeding (Necromancy)

Level: 6
Range: 20 yards
Casting Time: 1 hour/3HD to be affected
Components: V, S
Area of Effect: 3HD of creatures/level
Duration: Permanent
Save: Neg.

This spell absorbs all target victims and combines them into one new creature. Creatures with less than ten HD do not receive a save against this spell. The new creature has a random mix of physical attributes, size, attacks, and special powers. Its HD are equal to the sum of the creatures consumed in the casting. The actual statistics are determined by the DM and vary from casting to casting, even if the same species are used.

Heal Self (Necromancy)

Level: 6
Range: 0
Casting Time: 6
Components: V, S
Area of Effect: Caster
Duration: Permanent
Save: None

This spell heals the caster of 3d8 + 3 points of damage. Can only be cast by necromancers.

Monsa Moonshine (Necromancy)

Level: 6
Range: 0
Casting Time: 6
Components: V, S
Area of Effect: 20' radius
Duration: Instantaneous
Save: ½

This spell inflicts 1d6 damage for every two caster levels to all those within the area of effect. All hp drained from each target is temporarily bestowed upon caster. Any hp over caster's maximum are temporary, like a vampiric touch spell. These extra hp disappear after one hour.

Monsa Moon's Magic Backlash (Abjuration)

Level: 6
Range: 0
Casting Time: 6
Components: V, S
Area of Effect: 20' radius sphere
Duration: Special
Save: None

This spell warps the latent magic energy within the area of effect, corrupting it such that any spellcaster other than the caster of this spell suffers damage, though the spell is still cast. Spells centered within the area of effect of this spell, but cast from outside, are unaffected. The spell lasts for one round per level of the caster after being triggered by the first spell cast within the area of effect. Damage is equal to 3 per spell level of spell being cast. This spell applies to spell-like abilities, wands, and magic items which activate spells. The caster may choose at the time of casting to include other spellcasters to be unaffected by this spell.

7th Level Spells

Black Hole (Necromancy)

Level: 7
Range: 100 yards
Casting Time: 7
Components: V, S
Area of Effect: 10' diameter circle
Duration: Instantaneous
Save: Neg.

This spell sucks in all life, be it plant or animal, and locks it away in the abyss. Creatures affected by this spell can not be raised, as they are still alive, just on another plane.

Drain (Necromancy)

Level: 7
Range: Touch
Casting Time: 7
Components: V, S
Area of Effect: One creature
Duration: Permanent
Save: None

This spell can only be cast after the intended victim has been slain by the spell caster. Note, the spell caster must have killed the victim, not indirectly caused his death. The caster need not have done all the damage that did the victim in, but he must deal the finishing blow. All of the experience points of the victim are bestowed upon the caster, permanently. This spell must be cast the within 3 rounds of the death of the victim.

Revenge (Necromancy)

Level: 7
Range: 5'/level
Casting Time: 7
Components: V, S
Area of Effect: One creature
Duration: Instantaneous
Save: None

This is a counterattack spell, cast only after the caster has taken damaged inflicted by the target of the spell. This spell deals to the target triple the damage dealt to the caster by target during the battle.

Shockwave (Evocation)

Level: 7
Range: 0
Casting Time: 7
Components: V, S
Area of Effect: 20' wide wave
Duration: 1 round/5 levels
Save: ½

This spell creates an invisible, shimmering wave of solid force, that rolls forward at a rate of 100' per round, destroying up to 5' of solid stone, 2' of solid metal, and any weaker materials instantly. This spell inflicts 1d4+1 damage per level of the caster to all living things passed over by the wave. Victims are also thrown 1d6+1 yards back and must make a dexterity (balance subability, if playing with skills and powers) check to stay on their feet.

8th Level Spells

Decapitate (Necromancy)

Level: 8
Range: Touch
Casting Time: 8
Components: S
Duration: Instantaneous
Area of Effect: Creature touched
Save: None

This spell instantly removes the head of the victim, killing any creature without regeneration. Caster attacks with the THAC0 of a fighter of equal level. Note, when used in conjunction with improved spectral hand, this spell is amazingly potent!

Firebomb (Evocation)

Level: 8
Range: 120 yards + 10yards/level
Casting Time: 8
Components: V, S
Area of Effect: 15' radius
Duration: Instantaneous
Save: None

A super intense version of fireball, firebomb creates a flaming explosion. All creatures within the area of effect suffer 1d8 points of damage per level of the caster. All combustible materials are burned to all but a few ashes, without a save. If victims suffer over 50 points of damage, and thus is subject to a saving throw versus death from massive damage, he makes his save at a -5 penalty.

Improved Spectral Hand (Summoning)

Level: 8
Range: 200 yards + 10 yards/level
Casting Time: 8
Components: V, S
Area of Effect: One creature
Duration: 2 rounds/level
Save: None

This spell creates a ghostly hand similar to a spectral hand. The hand delivers touch attack spells of ninth level or lower. Wizards attack with the THAC0 of fighters of equal level. The hand has an AC of 0 and takes damage equal to the caster's hit points at full health. Otherwise, this spell is completely identical to the spectral hand.

Ray of Death (Necromancy)

Level: 8
Range: 0
Casting Time: 8
Components: V, S
Area of Effect: 5' wide path, 30' long
Duration: Instantaneous
Save: Neg.

This spell spews forth a black ray from the caster's hand. All who come in contact with it must make a save versus spell or die. Victim's below 10th level are not allowed a saving throw.

Spell Shield (Abjuration)

Level: 8
Range: 0
Casting Time: 8
Components: V, S
Area of Effect: Caster
Duration: Special

Save: None

This spell is similar to stonewall, only it grants virtual immunity not to physical attack but to magic. 1d4+1 spells/ 4 caster levels are blocked in this manner. Spells that affect magic resistance do not affect this spell, though a spell shield is used up to block that spell. Spells that can remove protective spells, including dispel magic and Mordenkainen's Disjunction will override this spell if successful.

Wipeout (Evocation)

Level: 8

Range: 30 yards

Casting Time: 8

Components: V, S

Area of Effect: One spellcaster

Duration: Instantaneous

Save: Special

This spell sends a debilitating impulse through the victim's mind, shaking loose all spells stored in memory. A separate saving throw is rolled for each spell level. More complex spells are more difficult to retain.

Spell Level	Modifier	Spell Level	Modifier	Spell Level	Modifier
1	+4	4	+1	7	-4
2	+3	5	0	8	-5
3	+2	6	-2	9	-7

9th Level Spells

Acid Strike (Evocation)

Level: 9

Range: 120 yards

Casting Time: 9

Components: V, S

Area of Effect: One creature

Duration: 1 round/5 levels

Save: ½

This spell strikes one target with highly corrosive acid, inflicting 1d6 points of damage per caster level each round. All items subject to damage by acid are destroyed, magic items receive a saving throw.

Dark Cross (Alteration/Necromancy)

Level: 9

Range: 5 yards/level

Casting Time: 9

Components: V, S

Area of Effect: One creature

Duration: 1d4 rounds

Save: None

This spell bares open the victim's soul, in a sense. By doing so, all special defenses, be they immunity to certain elements, weapon immunity or defensive spells like stonewall, and even magic resistance. Magic resistance does not work against this spell. This spell overrides any defense the victim has. The only defense the victim is left with is his AC, as unaffected by spells or magic items, but adjusted for armor, and saving throws, which are unaffected. Aside from these basic defenses, the victim is temporarily totally prone to assault. This spell is the cornerstone of all of Morsa Moon's greatest victories, such as the defeat of the Great Lord of Hell, as well as the lesser deities that he killed.

Eclipse (Necromancy)

Level: 9

Range: 50 yards + 5 yards/level

Casting Time: 9

Components: V, S
Area of Effect: One creature
Duration: Instantaneous
Save: Special

This spell mimics the unique ability of Monsa Moon, the Crescent Moon attack. This spell can only be cast under moonlight, and by a necromancer. The effect varies with the level of the caster. If the caster is under 25th level, then victim loses $\frac{3}{4}$ of their current hit points, a successful save means they lose $\frac{1}{2}$. If the caster is 25th level through 34th level, the victim must save versus spell or die. If they succeed, $\frac{1}{2}$ their hit points are drained and transferred to the caster, like a vampiric touch spell. In the rare event that the caster is above 35th level, the victim must save versus spell or die. If they are slain, they are transformed into undead of equivalent HD under control of the caster. If they pass their save, they are reduced to 1d6 hp, and all lost hp are transferred to the caster.

Eluding Death (Necromancy)

Level: 9
Range: Touch
Casting Time: 1 hour/level
Components: V, S
Area of Effect: One human body
Duration: Special
Save: None

This was Monsa Moon's most terrible achievement. Fortunately for all of existence, he did not properly prepare the spell in time. By means of this spell, the necromancer creates a clone of his body, a lifeless vessel for the time being. It must be stored in an incubation chamber, a magic item designed for this spell. The creation of this item requires the use of a trap the soul spell, an enchant an item spell, a clone spell, and a permanency spell. It also requires a casket to be constructed, and inlaid with gems whose net worth must be at least 1,000gp per level of the caster.

This body lasts for one month per caster level. Upon the caster's death, provided his soul is not trapped, destroyed, or sent to another plane, his spirit will leave his body and enter the clone. Thus, no matter how mutilated his body, even if disintegrated, the caster will come back to life with the same physical statistics as the time of the casting of this spell, and same experience level and mental statistics as the time of death. The constitution of the new body is four points lower than that of the caster. The caster's total hp are reduced by ten. When he enters his new body, he is at one hit point, but he has all the spells memorized that he did upon death. Only necromancers may cast this spell. A successful resurrection survival roll must be made in order for the spell to succeed.

Monsa Moon's Spell Bond (Necromancy)

Level: 9
Range: 30 yards
Casting Time: 9
Components: V, S
Area of Effect: One creature
Duration: 1 round/level
Save: None

By means of this spell, the caster draws upon the target's life force to power his spells, thus keeping them in memory. This requires 2 hp/level of spell being cast. This spell does $\frac{1}{2}$ damage if victim is willing.

Revival (Necromancy)

Level: 9
Range: Touch
Casting Time: 2 rounds
Components: V, S
Area of Effect: Creature Touched
Duration: Permanent
Save: None

The caster must begin casting this spell within 4 rounds of the death of the spell recipient. This spell brings one human, not humanoids, back from the dead, with one hit point. The caster must sacrifice 1hp/level of the person to be raised. The spell recipient must make a resurrection survival roll at half normal success rate. Casting this spell reduces both the caster's as well as the victim's constitution attributes by 2 points. Can only be cast by necromancers.

Sorcerer's Sphere (Summoning)

Level: 9
Range: 5 yards
Casting Time: 9
Components: V, S
Area of Effect: One 6" sphere
Duration: 1 turn/level
Save: None

This spell summons an orb of energy that appears blue-green in color. It floats near the caster, and may be mistaken for an ioun stone. It in fact, stores spells. It holds 1 spell level for every 2 levels of the caster. These spells are cast, and expended from memory. At any time thereafter, during the duration of the spell, the cast may trigger these spells with but a thought, allowing him to still take other actions that round. This is an incredibly powerful tool in gaining an edge in any battle.

Spellcage (Summoning)

Level: 9
Range: 60 yards
Casting Time: 6 rounds
Components: V, S
Area of Effect: Special
Duration: 1 turn/level, once triggered
Save: None

This spell creates a trap that can't be detected by thieves, nor any magic means short of true seeing. When any living being steps on the chosen area, a cage of pure magical force, custom fit to just barely fit around the victim, is formed. While in the cage, no spells or psionics may be used and 1 point of strength is lost per round until the victim is reduced to 3 strength. When the spell runs out, or is dispelled, strength returns at a rate of 1 point per turn.

Time - Life Exchange (Alteration/Necromancy)

Level: 9
Range: 0
Casting Time: 9
Components: V, S
Area of Effect: 15' radius sphere
Duration: 1 round/level
Save: None

This wicked spell alters reality such that all damage inflicted inside the area of effect is not done in terms of hit points, rather aging the target of the attack one year for every ten points of damage, rounded down. Creatures so aged do not return to their normal age after the spell ends. Healing reverses the affects of aging, but less effectively, such that creatures lose one year of age for every twenty hit points gained.

Hellspells

A general note on adjudicating hellspells. A spellcaster who uses these spells and does not serve Hell must immediately make a wisdom check (willpower, if using skills and powers subabilities). This check is made any time a hellspell is cast, and for each failed check, a cumulative -2 penalty is applied. If three checks are failed, the spellcaster becomes a servant of Hell. This does not mean he loses his free will, rather he must obey commands from Hell, and will become a tool to serve their ends in the caster's plane. If the caster disobeys a command, not only will he never be able to cast a hellspell again, but he will likely be hunted down by powerful demons. There is a chance, depending on how important the caster had become to the Lords of Hell before angering them, that one of the Lords himself may come after the caster.

Hellstrike (Enchantment/Necromancy)

Level: 7
Range: Touch
Casting Time: 7

Components: V, S
Area of Effect: 1 Weapon
Duration: 1 attack/5 levels of caster
Save: None

This spell can only be cast by evil spellcasters. It imitates the blades often wielded by greater warriors of Hell. The enchanted weapon deals a base of 5d6 damage. Any victim struck must make a saving throw, if they fail they are instantly slain. If they pass, they must make a system shock roll. Failure indicates a loss of ½ total current hp due to a violent reaction against the repulsive evil. Good characters suffer a -5 penalty on their saving throw.

Note this spell applies to one attack per five levels, not one round. If this spell is cast on the sword of a warrior who gets two attacks per round, this is an important difference.

The weapon can be of any type, even missile weapons, but it can not be cast on a magic weapon, nor used in conjunction with other temporary enchantments such as flame arrow, enchanted weapon, etc.

Hellfire (Invocation/Necromancy)

Level: 8
Range: 50 yards + 5 yards/level
Casting Time: 8
Components: V, S
Area of Effect: Special
Duration: Instantaneous
Save: Special

This spell opens up a direct connection between the prime material plane (or whichever plane it is cast on) and the lower levels of hell. It summons forth bluish-black flames consuming one or more creatures, at the caster's discretion. If only one victim is chosen, then no saving throw is allowed. Hellfire deals 2d6 damage/level of caster to its unfortunate victim. If victim is good, he takes 2d6+3 points of damage/level of caster. Undead and creatures from Hell are not affected by Hellfire.

If this spell targets multiple creatures, than a -1 penalty is added to the wisdom check of the caster, for each additional target. The victims gain a saving throw for half damage, with a -5 penalty for good characters. Any slain victims' souls are taken to Hell as payment, and forever lost. Victim can't be raised by any means short of a wish spell.

This spell deals 2d6 damage +1d6/additional target to caster if he is not already a servant of Hell.

Hellskull (Conjuration/Necromancy)

Level: 9
Range: 50 yards +5 yards/level
Casting Time: 9
Components: V, S
Area of Effect: 1 or more 1' diameter skulls
Save: special

This spell summons 1 Hellskull/5 levels of the caster. Each one is thrown at a single target, all in one round, no attack roll necessary. When struck, victim is allowed a saving throw if above ten HD/levels. If they fail, they die. Those who pass their saving throw suffer 1d6 damage/level of the caster. A second saving throw is then made for half damage.

This is one of the most feared spells in existence. Few servants are granted this spell. If caster is not already a servant of Hell, he becomes one after casting this spell. This spell should be used only against those truly worthy of the worst Hell has to offer, not just a group of PC's that walked into the lair of a powerful lich. The use of this spell is reserved for special circumstances.

Creatures slain by a Hellskull can only be revived by a wish, as their souls have been transported to Hell.