

Evil Channeling 2.8.2

DARK CHANNELS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Dark Stunning *	1 target	1 rd/5 fail	100'	F
3)	Channels I *	1 spell	—	varies	U
4)					
5)	Dark Sleep *	1 target	1 rd/5 fail	100'	F
6)	Channels III *	1 spell	—	varies	U
7)	Channel Opening I	1 being	C	1 mile/lvl	U
8)	Dark Blinding *	1 target	1 min/5 fail	100'	F
9)					
10)	Black Channel I	1 target	—	100'	F
11)	Channels V *	1 spell	—	varies	U
12)					
13)	Absolution	1 target	1 day/10 fail	touch	F
14)					
15)	Black Channel II	1 target	—	100'	F
16)	Channel Opening II	1 being	C	10 miles/lvl	U
17)	Channels VII *	1 spell	—	varies	U
18)					
19)	Channels X *	1 spell	—	varies	U
20)	Absolution Pure	1 target	1 week/10 fail	touch	F
25)	Black Channel III	1 target	—	100'	F
30)	Dark Absolution	1 target	—	touch	F
50)	Unholy Gate	—	1 rd	varies	U

2. Dark Stunning — [RR Mod: -10] Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his deity. The target is stunned.

3. Channels I — Enables caster to channel a 1st level spell to a *willing* target that he can see (or know exactly where he is: direction and distance, or specific location). All normal restrictions apply to the transmitted spell. Power Point cost equals this spell (3 PP) plus the cost of the channeled spell. Only one spell roll is made. Channeling the spell forward require no action from the target, he functions as a simple node.

5. Dark Sleep — [RR Mod: -10] Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his deity. The target falls into a deep, magical sleep.

6. Channels III — As *Channels I*, except up to a third level spell may be transmitted.

7. Channel Opening I — This spell can be used in two ways: (1) it can open a link to casters deity, providing a +50 bonus to casters *Channeling skill* (for one channeling attempt), or (2) it can be used to make contact with any 1 known target he is acquainted with. This spell will enable the caster to learn the specific location (direction and distance only) of the other being and thus enabling him to use the *Channels* spell.

8. Dark Blinding — [RR Mod: -10] Caster points his arm (elbow locked and fist clenched) at the target and channels raw power from his deity. The target is blinded.

10. Black Channel I — Caster opens a channel between his target and his deity, hoping for his deity to suffer the foolish enemy a befitting end. Roll a *Black Channel I* critical strike.

11. Channels V — As *Channels I*, except up to a fifth level spell may be transmitted.

13. Absolution — Target's "soul" is torn from his body. The soul remains in whatever place "souls" go for the duration. The soul can be returned early only through *Lifegiving*.

Target is unconscious until soul is restored. Even subconscious activity (healing, etc.) is performed with a -75 penalty.

15. Black Channel II — As *Black Channel I*, except target suffers a *Black Channel II* critical.

16. Channeling Opening II — As *Channeling Opening I*, except for range.

17. Channels VII — As *Channels I*, except up to a seventh level spell may be transmitted.

19. Channel X — As *Channels I*, except up to a tenth level spell may be transmitted.

20. Absolution Pure — As *Absolution*, except "soul" is gone for 1 week per 10 RR failure.

25. Black Channel III — As *Black Channel I*, except target suffers a *Black Channel III* critical.

30. Dark Absolution — As *Absolution*, except the "soul" does not return to targets body.

50. Unholy Gate — Opens a direct channel to the evil cleric's deity; results depend on the deity's personality, motives and powers. Any spell the deity can cast, and is willing to cast, can be transmitted through the gate.

SPECIAL NOTES

1) Channels functions as a way to enhance range on spells. For example, an Evil Cleric surrounded by combating soldiers could channel a *Wounding I* (provided he knows the *Wounding* spell list) to an allied soldier for immediate use on his opponent.

2) Channeling. If the channeled spell is considered quick, as in the example with *Wounding I* above, the *Channels I* is also cast as a quick spell.

3) GMs should examine Section 7.1.23 for more information on *Black Channels*.

4) See Section 7.2 for more information on the effects of soul destruction.

5) See Section 7.1.19 for more information on vision and the effects of blindness.

6) See Section 7.3 for more information on using Evil spell lists.

7) Dark Sleep. A targets involved in a stressful situation receive +20 to his RR. While under the *Dark Sleep*, target cannot be awakened by sound or touch, but a bucket of water or a sincere slap will awaken him. When duration is up, target awakes. Subconscious *Awakening* spells or a sheer folly (-50) *Awakening* skill roll will also do the job.

8) Black Channel. See next side for Critical Table.

Black Channel Critical Table

	I	II	III
01-05	<i>Dark Thoughts</i> ; +0 hits.	<i>Black Visions</i> ; target envisions his own demise at every hazardous situation. +0 hits.	<i>Bad Dreams</i> ; nightmares will haunt the target for the rest of his trivial existence. -5 to all actions. Permanently. +0 hits.
06-15	<i>Mild Depression</i> ; target lose half of his remaining exhaustion points. +0 hits.	<i>Horror</i> ; target turns pale and acts skittish for the rest of the day. All activity is at -10. +0 hits.	<i>Panic</i> ; target coils up in panic for 3 rounds (stunned unable to parry). He is also "must parry" (if attacked) for 6 hours. +0 hits.
16-20	<i>Dark Winds</i> ; an eerie cold wind leave all in the area discomforted. Target is stunned for 1 round. Any herbs in his packing are freeze dried and halved in effect. +0 hits.	<i>Thundering Skies</i> ; a loud thunder in the sky starts a heavy rainfall. The target get nausea and headache. This will follow him like a curse for 10 years and he will be at -20 every time the rain starts. +3 hits.	<i>Dark Snow</i> ; out of nowhere, a grey snow is falling, focusing on target who collapses, pale in face and trembling with cold, unwarmable and unreachable for 6 rounds (prone). Target is then stunned for 8 hrs.
21-30	<i>Lethryg's Shriek</i> ; an abyss roar destroys targets hearing. Blood comes from his ears. Target hear nothing and is at -10 to all actions. +10 hits.	<i>Face of Hamat</i> ; foul curse destroy targets face. Face is permanently deformed and appearance lowered by 30. +10 hits.	<i>Eyes of Skorg</i> ; targets eyes boil. Intense pain causes him to be stunned no parry for 12 rounds. Blindness occur immediately. +15 hits.
31-40	<i>Dreg's Fist</i> ; as if stricken by an invisible force, target breaks a random limb. (1-25) right arm, (26-50) left arm, (51-75) right leg or (76-100) left leg. Limb is useless. Target is at -25. +15 hits.	<i>Flames of Udun</i> ; target takes on fire, starting to burn with an intense flame. He take 10 hits/rnd until flames are put out which takes a minimum of three rounds. If no water is around it might take 5-10 rounds putting out these flames. Target is stunned for as long as he burns.	<i>Morgothic Barbeque</i> ; targets head is set on fire. Eyes, ears and nose destroyed. Target is blind and deaf and the only odor he smell is burnt flesh. Target take 10 hits per round until extinguished. +20 hits.
41-50	<i>Razarach's Claw</i> ; opens a large gash in targets chest. Target bleed 5 hits per round. The spell caster also has the opportunity to spend up to 50 more power points. For every 5 PP spent, target will bleed another hit per round. +20 hits.	<i>Voice of Eternity</i> ; target is thrown to the ground and held to 10% action (he is able to crawl) for as long as the spell caster concentrates. In addition he ages 3 years per minut and hair goes immediately white. +12 hits.	<i>Baals Strike</i> ; heart stops beating. Foe drops and lapses into unconsciousness immediately. Without proper help he will die in 3 mds. Within these 3 mds a heartmassage (First Aid roll of 101+) can save his life. +22 hits.
51-60	<i>Tauric Finger</i> ; temporarily blinds foe for 1-10 days. The pain is substantial. Eyes turns milky white. +10 hits.	<i>Curse of the Lochas Drus</i> ; targets mouth is stitched together tightly with a magically implanted demonic tendon. Lips turn black. Target is unable to speak until stitches are removed. Removing the stitches require a sharp knife. +18 hits.	<i>Grey Bone Curse</i> ; targets bones grow old and weak. Every time he moves at more than half Base Movement Rate (e.g very slow) or gets in combat there is a 33% risk of breaking a random bone in body each round of movement. This spell can be removed with a neutralize curse or uncurse spell.
61-65	<i>Eye of Nur</i> ; a massive wave of red energy knocks target out. Unconsciousness last for 2 hours unless a serious attempt is made to awaken him (take 3 rounds). In either case he will operate at -30 for the rest of the day. +25 hits.	<i>Womaw Finger</i> ; removes muscles and tendons in targets legs, accompanied by a foul odor. Target cannot move and operates at -50. The flesh must be regenerated. +28 hits.	<i>Urulic Eye</i> ; removes foes hands. There is no bloodshed, it simply looks like he never had any hands. The cure might be prosthetics or regeneration. Target is in shock (prone) for 6 mds.
66	<i>Londarins Hand</i> ; target falls down, his body shaking and twitching for a few rounds before coming to a total stillness. Nerve damage send target into coma for a week. When waking up target must be healed of his nerve damage or be at -10. +35 hits.	<i>Greater Flames of Udun</i> ; target starts to burn with an intense fire. He takes 12 hits/rnd as long as he burns and these flames can only be put out if target is totally immersed in water. If no water is around, he will burn until he dies. Target is stunned for as long as the fire burns.	<i>Zombification</i> ; spell instantly kills target, reanimates the body and turns it into an undead. Caster may control the undead, who have the same stats as in life, for 1d10 mds. When time is up the zombie either (1) explode as a 30' Netherball with x3 concussion damage or (2) falls down on the ground dead or (3) sinks into the ground never to be found again.
67-75	<i>Jaerus Hand</i> ; black blast to target's chest send him backwards 10' and ruptures a kidney. Target is down for 3 rounds, stunned without parry for 3 more and at -50 due to organ damage and broken ribs. The area around targets chest and heart will turn black and stay black until a remove curse has been successfully cast. +28 hits.	<i>Finger of Sart</i> ; paralyzes foe entirely. Permanently.	<i>Black Finger</i> ; erases facial area. Targets face is completely covered with skin. He will start suffocating immediately and will die in 9 mds if no openings are made. He is not capable of doing this himself since he is out for 12 mds, but if someone with a sharp knife cuts through his skin he will survive (a sword or battleaxe will <i>not</i> do)... When the cutting starts he will also bleed at a rate of 5 hits/rnd.
76-80	<i>Ghastly vengeance</i> ; a sudden werewind rips both clothing and a little skin off target's body, leaving him naked and vulnerable. Anything held in hand is blown away (lands 10-20' away). If target has a shield, shieldarm is broken. In either case: 3 rounds of stun and +50 hits.	<i>Karduus Shivers</i> ; target's body is locked in a grip of force. He might be held in that state for as long as caster spend 5 PP (per round) and remain within 100'. If caster concentrates he may throw or shake target; otherwise target is just held (0% activity). The throwing inflict a "C" krush, the shaking inflicts a "C" Vibration critical.	<i>Carcharoth's Teeth</i> ; targets leg is ripped off at the thigh. He lapses into unconsciousness and sprays the area with blood, bleeding at a rate of 20 hits/rnd. A Harfy could come in handy...
81-85	<i>Touch of Malkari</i> ; target screams in pain as the force grips his face and lifts him off the ground. Face is permanently deformed and dark visions causes paranoia. Target is out for 3 mds. Appearance is lowered to 25.	<i>Channels of Chey</i> ; severe brain disorder; convulsive spasms sends target into unconsciousness for 6 hours. Target operates at -75. A string of green smoke emanates from target's ears. Nerve and brain damage. +10 hits.	<i>Drauglin's severance</i> ; target is sliced into several large pieces. Only clothing and/or armor hold his body together. Very messy. Target is irrevocably dead.
86-90	<i>Thrayn's Touch</i> ; disrupts body cells. Target is lifted from the ground by an invisible hand, flutters heavily for a round (prone), take an "E" severity Impact critical and operate at -50 due to nerve damage.	<i>Umli Breeze</i> ; stroke sends foe into a permanent coma. This coma can be relieved by the Minor Brain Repair. +25 hits.	<i>Desert Curse</i> ; blood boils. Target is dead immediately. A strange smell surrounds him and his skin is hot and red. There is no known cure.
91-95	<i>Sangwanca's Bite</i> ; as if bitten by a beast, target is punctured by several deep wounds, bleeding 8 hits per round (total). The spell caster may extend the wounds, causing additional bleeding, at a cost of 5 PP per additional hit per round (up to a limit of 50 PP). +30 hits.	<i>Sangarunyas spikes</i> ; target is impaled on invisible spikes. The wounds are however visible and real. Roll 1d10 to determine the number of spikes and one +90 spear attack for each. No DB available other than inherent armor (use target's AT).	<i>Messy Death of Moloch</i> ; toes head explodes, leaving pieces of it within a radius of 20'. All sane persons within that area must make a RR vs 6 th Ivl Fear or flee. All that remains in area must make a RR vs 4 th Ivl nausea or become sick (act with -10 due to nausea). Target is dead.
96-99	<i>Vengeful Scatha</i> ; removes the skin and tissue of foe's stomach, causing tragic disembowelment. Victim is prone, holding his entrails in his hands, until death (6 rounds) or a very skilled healer arrives. +40 hits.	<i>Gothmogs Hand</i> ; flesh is torn from targets bones. Target take 1-4 "E" disruption crits and is down and out for 8 rounds. Target operate at -80. Nerve damage. +30 hits.	<i>Death's Wave</i> ; liquifies skeleton. Foe is dead immediately in a sad heap of loose flesh. All within 20' must make RR vs 10 th Ivl Fear or flee from the spell caster.
100	<i>Colbran's Cold</i> ; target is freeze dried on the spot (can be used for week rations). Death is immediate. His body breaks down in small portions. Any organic material on targets body are destroyed.	<i>Death Spasm</i> ; body split open by a disruption so powerful that body parts starts falling off. Target dies from shock, organ damage, blood loss and other natural causes within 3 rounds of unbelievably uncontrollable spasms.	<i>Black Disintegration</i> ; target is instantly disintegrated. All that remains in his stead is a black snake, very poisonous. The snake will react like a normal snake. The target is forever gone.