

Evil Essence 3.8.1

DARK CONTACTS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Detect Demon I	5'R	1 min/lvl (C)	100'	Pm
2)	Rattle the Bones	Self	—	Self	I
3)	Blood Vision I	1'R	1 md	Touch	I
4)	Detect Good I	1 target	—	50'	Pm
5)	Dark Spy	1 target	1 min/lvl (C)	50'/lvl	I
6)	Dark Invitation I	50'R	1 day/lvl	Touch	F
7)	Blood Ritual I	3'R	Varies	Touch	I
8)	Detect Demon II	50'R	1 min/lvl (C)	50'/lvl	Pm
9)	Detect Good II	50'R	1 min/lvl (C)	50'/lvl	Pm
10)	Familiar	1 animal	P	Touch	U
11)	Investiture I	1 familiar	P	10'	U
12)	Blood Vision II	1'R	2 mds	Touch	I
13)					
14)	Blood Ritual II	5'R	Varies	Touch	I
15)	Dark Invitation II	50'R	1 week/lvl	Touch	F
16)	Investiture II	1 familiar	P	10'	U
17)					
18)					
19)					
20)	Investiture III	1 familiar	P	10'	U
25)	Demonic Info Link	1 object	P (1x/day)	10'	E
30)	Dark Invitation True	50'R	P	Touch	F
50)	Investiture True	1 familiar	P	10'	U

1. Detect Demon I — Caster detects any demon within the area.

2. Rattle the Bones — When faced with a question about which he has little or no information caster asks beyond the void (i.e a demon) for an answer. The Gamemaster will bias the choice favorable by 25% (e.g, roll 1-100: the answer will be correct on 26-100, incorrect on 01-25).

3. Blood Vision I — Caster gets a vision on the surface of a basin filled with liquid (usually blood) on a topic he decides on before casting the spell. Interpreting the vision requires a *Divination* roll. This spell is usable only once per day and only once per topic.

4. Detect Good — Detects "good" in an animate target or Holy abilities in an inanimate object.

5. Dark Spy — Caster summons an insect under his control, through which he may either see or hear (chosen upon casting the spell). The insect is a tiny demon and will always be ominous in appearance (thus having additional risk of being detected).

6. Dark Invitation I — Caster marks a spot with a visible rune, symbol or mark, creating an invitation for creatures of the netherworld (usually demons, usually evil). Caster of this spell has no power or control of what comes through. There is a percentage chance every active day equal to casters level that a creature of the dark chose to answer the invitation and come through the portal to this plane. The demeanor of the creature varies from playful to cruel. It is not in any way held to the invitation spot.

7. Blood Ritual I — As *Blood Vision I*, except requires a ritual that usually takes about 1 hour to perform. The vision is larger, clearer and more detailed than the *Blood Vision I*, thus easier to fathom (+10 to *Divination* roll).

8. Detect Demon II — As *Detect Demon I*, except for area and range.

9. Detect Good II — As *Detect Good I*, except for area and range.

10. Familiar — The caster can attune himself to a small animal to serve as his familiar. The caster must obtain the animal through normal means (can be no more than 10% of the caster's own mass) and cast this spell on the animal once per day for one week (concentrating for 2 hours each day). The caster can then control the familiar and view the world through its senses by concentrating on it (though the familiar must be within 50' per level).

11. Investiture I — This spell is cast upon the caster's familiar. However, the familiar must be a type of animal that is usually associated with "evil" (e.g., a reptile, a bat, a raven, etc.). This spell transfers part of the caster's "life" into the familiar. This spell must be cast upon the familiar every day for a month (concentrating for 2 hours a day). The familiar retains all of its old abilities **and** it gains special abilities. The familiar will become a malformed version of the animal it once was (more grotesque). The caster can view the world through the senses of the creature at a range of 250' per level. The creature's AT changes to 4, and it gains a +10 to its DB and OB. The caster can cast spells through the familiar as if the caster were exactly where the familiar is (this includes casting "self" spells on the familiar — the range for this ability is 50' per level). The creature will make all of its RRs at half the caster's level (or its own level, whichever is higher). The familiar can be sent on long range missions relating to the caster's nature. If the familiar dies, the caster will lose one quarter of his Power Points and Hits for 1-5 weeks (can't be regained by any means until time has passed).

12. Blood Vision II — As *Blood Vision I*, except caster can decide upon two different topics to be shown in the basin. Still only usable once per day.

14. Blood Ritual II — As *Blood Ritual I*, except the vision is larger and even more detailed, providing a +20 bonus to the *Divination* attempt.

15. Dark Invitation II — As *Dark Invitation I*, except for duration.

16. Investiture II — The target of this spell is a familiar that has had *Investiture I* successfully cast upon it. This spell puts more of the caster into his familiar. The caster must cast this spell once per day for six months (for 2 hours each day). The caster can use the familiar's sense up to 1,000 feet per level away; can cast spells through the familiar up to 200' per level away; the creature's AT improves to 11; its gets a DB bonus of +20 (to the original DB); it gets an OB bonus of +30 (to the OB); gains a poisonous attack that is used in conjunction with its normal attack (bite, sting, etc.); makes RRs at three quarters the caster's level or its own level (whichever is higher); its appearance continues to become more grotesque (assuming the nature of the caster — it may not be recognized as the animal-type that it once was). If the familiar dies, the caster loses half his Power Points and Hits for 1-5 weeks.

20. Investiture III — As *Investiture II*, except familiar becomes even more part of the caster. *Investiture II* must already have been completed, then the caster must cast this spell once per day for one year (for 2 hours each day). Caster can use the familiar's senses up to 1 mile per level away; can cast spells through the familiar up to 1,000' per level away; the creature's AT improves to 12; it gets a DB bonus of +30 (to the original DB); it gets an OB bonus of +50 (to the

original OB); gains a minor breath weapon attack (in addition to its normal attacks); makes its RRs at the caster's level (or its own, whichever is higher); its form becomes completely grotesque and could not be associated with the animal it once was. However, if the familiar dies, the caster loses three quarters of his Power Points and Hits for 1-5 weeks.

25. Demonic Information Link — Creates a permanent link to the world of Demons. The target of the spell must be a large object or a location. The target object or place can only be activated once per day and the caster may ask a question to the demon world and receive an answer. For example, this spell could be cast upon a large mirror. Someone could use the mirror once per day to attempt to find out the answer to a question (i.e., "Mirror, Mirror, on the wall...").

30. Dark Invitation True — As *Dark Invitation I*, except duration is permanent.

50. Investiture True — As *Investiture III*, except familiar becomes even more part of the caster. *Investiture III* must already have been completed, then the caster must cast this spell once per day for another year (for 2 hours each day). Caster can then use the familiar's senses indefinitely; can cast spells through the familiar without limitations; the creature may grow in size up to double the caster's mass; getting a DB bonus of +50 (to the original DB); an OB bonus of +80 (to the original OB) and make two attacks per round without penalty. However, if the familiar dies, the caster loses three quarters of his Power Points and Hits for 1-5 weeks.

SPECIAL NOTES

1) Demons gain information by common knowledge among Demons, by contacting other Demons, or by observing the human plan (mentally and physically). See Section 7.1.31 for more information on Demons.

2) See Section 7.3 for more information on using evil spell lists.