

Hellspells From the spellbook of Monsa Moon

First, 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 -1 penalty is applied. If five 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, far worse than any pitfiend. 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.

So don't have just any high level evil npc casting these spells! Use with care!

Hellstrike

(Enchantment)

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 can not be cast on a magic weapon, or used in conjunction with other temporary enchantments such as flame arrow, enchanted weapon, etc.

Hellfire

(Invocation/Necromancy)

Level: 8

Range: 50yards + 5yards/caster 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 2d4 damage/level of caster to its unfortunate victim. If victim is good, he takes 2d4+2 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: 50yards +5yards/caster 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.