

# Dead Man's Eyes



## Necromancy

Level: 6

Range: 0

Components: S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: Special

Dead man's eyes is a deadly necromantic attack. It causes the whites of the caster's eyes to turn black and his pupils to reshape themselves into small white skulls. The caster can affect one victim per round, providing the creature is within 30 feet of the caster and meets his gaze. The gaze attack is in addition to other actions by the caster.

- Creatures with 2 Hit Dice or fewer (or 2nd level or lower) instantly die. No saving throw is allowed.
- Creatures with 2 to 5 Hit Dice (or 3rd to 5th level) instantly die unless they save vs. death magic at a -2 penalty. Those who succeed in their saving throws suffer 2d6 points of damage.
- Creatures with 5+ Hit Dice or more (6th level or greater) suffer 2d6 points of damage unless they save vs. death magic.

If the caster's gaze is reflected back on him (by a mirror, calm water, etc.), he must make a saving throw vs. spell or suffer the effects. When the spell ends, the caster has a 5% chance to become blind for the next 5 to 10 hours (1d6+4).

The material components for this spell are two eyeball-sized glass marbles. The marbles must be the same color as the caster's eyes.

Notes: Restricted to necromancers; uncommon.