

# Death Sight



## Necromancy

Level: 3  
Range: 30 yds.  
Components: S  
Casting Time: 1  
Duration: 5 rds.  
Area of Effect: 1 being  
Saving Throw: Neg.

The victim of this spell sees everyone around him as a walking corpse. A saving throw vs. spell negates the effect. Otherwise, the being must make a RAVENLOFT fear check in the first round. (The victim makes a saving throw vs. paralyzation, adjusted for Wisdom. Failure means victim flees with a 60% chance of dropping held items; flight continues until the threat is outdistanced or evaded, or the spell duration expires. If cornered, defense is possible after a round of hesitation, but at -2 to attack rolls and Armor Class, and the victim is 25% likely to miscast any spell attempted).

If the fear check is passed, the victim must make a RAVENLOFT horror check at the beginning of each of the next four rounds of the spell's duration. (The victim makes saving throws vs. paralyzation, adjusted for Wisdom. Failure means some long-term effects apply: see table.) Once the spell duration ends, no more horror checks are necessary, though the results of a failure last a full month.

The DM decides if and how characters can shorten long-term effects. Use of the forget spell and successfully facing down similar fears might help. The DM is encouraged to reward creative solutions.

Notes: Uncommon in the RAVENLOFT setting; otherwise rare.

### 1d4 Horror Result

1	Aversion
2	Senseless Rage
3	Mental Shock
4	Fearstruck

**Aversion:** The character must avoid undead or be fearstruck automatically. In the open, a minimum distance of 30 feet must be maintained. Indoors, the character cannot bear to be in the same room with the undead and has a round to Leave or be fearstruck. Aversion persists for a month.

**Fearstruck:** This is just like failing a fear check (see above); the character flees, possibly (60%) dropping held items. Further, for the next month, whenever the character confronts undead, he must save vs. paralysis at -2 or flee immediately.

**Mental Shock:** The character is stunned for 3 rounds, then can save vs. paralysis each round to recover. If three saving throws in a row are failed, the character goes into deep shock, and one attempt to recover is allowed each hour. The general condition lasts a month; during this time, whenever undead are encountered, the character must save vs. paralysis at -2 or go into mental shock again.

**Senseless Rage:** When confronted by undead, the character must berserkly try to smash them and anything that gets in his path to them. Double attacks are made at +2 to hit and damage. If the undead are destroyed, the character carries on as if they weren't. Starting round 4 and on even-numbered rounds, a saving throw vs. paralysis is allowed to return to normal. The tendency to fly into these rages lasts for a month. New meetings with undead require a saving throw vs. paralysis at -2 or the senseless rage takes over.