

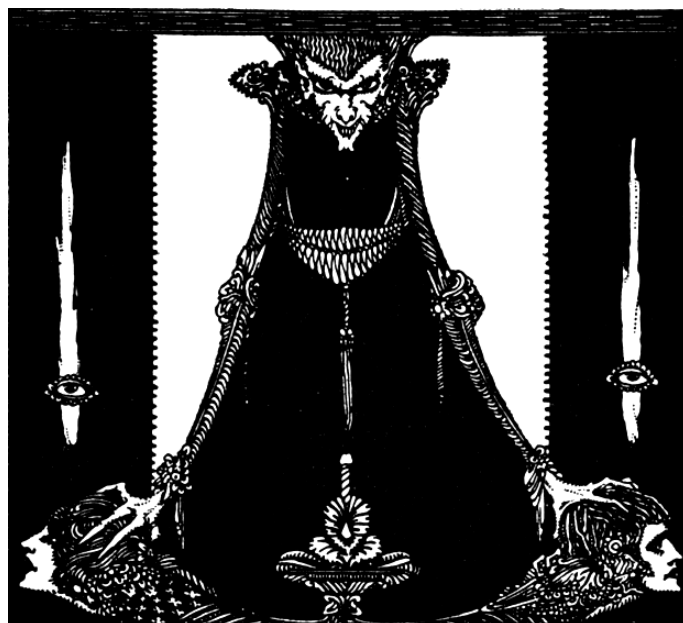
The Weirdomancer

Requirements: None
Prime Requisite: INT
Hit Dice: 1d4
Maximum Level: None

Weirdomancers are a unique form of magic-user. They eschew the study of all traditional spells, and instead cultivate mastery of the forces of the elements, life, death and the physical body. They command especially powerful summoning magic

Weirdomancers have the same weapon and armour restrictions as magic-users, and can use the same types of magic items, including those items usable to characters of all classes. They are, however, only able to use scrolls containing spells on their spell list – not scrolls of other magic-user or illusionist spells. Weirdomancers advance using the same experience and spell acquisition tables as standard magic-users.

All the spells on the weirdomancer spell list are described in Theorems & Thaumaturgy.



1st level

1. Banish elementine
2. Command dead
3. Command undead
4. Detect disease
5. Detect poison
6. Detect undead
7. Dying words
8. Edibility (reversible)
9. Exterminate
10. Firelight
11. Haunting
12. Lasting breath
13. Locate remains
14. Natural weaponry
15. Pass undead
16. Preserve dead (reversible)
17. Ray of fire / cold
18. Reptilian metabolism
19. Seasong / windsong / firesong
20. Shadow touch
21. Shapes
22. Skeletal servitor
23. Skin transformation
24. Spore cloud
25. Summon elementine
26. Vitality surge
27. Yeast growth

2nd level

1. Accelerated healing
2. Accelerated immune system
3. Accelerated metabolism
4. Choke
5. Corpse visage
6. Death recall
7. Drone
8. Elemental cancellation
9. Fungal growth
10. Ghoul touch
11. Incinerate / uncinerate (reversible)
12. Lend strength or fortitude
13. Life energy protection
14. Polyvorousness
15. Ray of pain
16. Resist turning
17. Seal tomb (reversible)
18. Spectral hand
19. Staunch blood flow
20. Summon greater elementine
21. Summon swarm
22. Symbiotic familiar
23. Tidal force
24. Venom
25. Zombie servitor

3rd level

1. Banish elemental
2. Cannibalize
3. Divide body
4. Hibernate
5. Natural weaponry, improved
6. Revert shapechange
7. Skull sight
8. Skull speech
9. Summon elemental I
10. Summon undead I
11. Unhallow
12. Vacuum
13. Valour in death
14. Vampiric enslavement
15. Zone of sinister stillness

4th level

1. Charm undead
2. Chimera I
3. Contact elemental spirit
4. Detach / graft
5. Hive mind
6. Hive sight
7. Immunity to disease
8. Inter
9. Mummy touch
10. Plant metabolism
11. Plant symbiosis
12. Raise dead, lesser
13. Reassemble
14. Spore blast
15. Summon elemental horror
16. Summon elemental II
17. Summon undead II
18. Swarm transformation

5th level

1. Command elemental I
2. Contact other plane
3. Devolution
4. Divide mind
5. Elemental plane protection
6. Gaseous form
7. Guardian spirit
8. Immunity to poison
9. Portent of doom
10. Regeneration
11. Summon elemental III
12. Summon undead III
13. Transfer pregnancy
14. Venomous blood
15. Wall of gloom
16. Zone of creeping terror

6th level

1. Bind spirit
2. Chimera II
3. Command elemental II
4. Contact spirit
5. Curse of undeath
6. Flesh blast
7. Impregnate
8. Knowledge of life
9. Lich touch
10. Life cycle
11. Organ transference
12. Sacrificial resurrection
13. Summon greater elemental kin
14. Summon undead IV
15. Transformative pupation
16. Virus

7th level

1. Command elemental III
2. Death geas
3. Egg of life
4. Elemental plane protection, 10' radius
5. Mutate
6. Parasitic implantation
7. Regeneration, greater
8. Replicate lifeform
9. Summon undead V
10. Undead regeneration
11. Vats of creation
12. Xenogamy
13. Zone of weakness

8th level

1. Amalgam of earth and air
2. Amalgam of fire and water
3. Chimera III
4. Elemental portal
5. Elemental wrath
6. Explosive growth
7. Mass devolution
8. Meld elemental
9. Organ transference, greater
10. Regenerative pupation
11. Skeletal army
12. Summon undead VI
13. Survival of the fittest

9th level

1. Artificial intelligence
2. Brimstone monolith
3. Demand
4. Elemental gate
5. Elemental portal, greater
6. Extinction
7. Extraordinary regeneration
8. Genesis
9. Mass mutation
10. Pact of brass
11. Reinstate spirit
12. Steal life force
13. Summon undead VII
14. Zone of death

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