

MOTHER CYST [GENERAL]

You gain the ability to cast necrotic cyst spells by growing a cyst of your own.

Prerequisites: Caster level 1st, Knowledge (religion) 2 ranks.

Benefit: You grow an internal cyst of undead flesh called a mother cyst. The cyst may be noticeable as a discolored swelling on your skin, if desired. The mother cyst is slightly painful, but otherwise isn't harmful. The mother cyst grants you access to a selection of cyst-related spells listed below (and described in Chapter 4 of this book). You cast these spells like any other spell you can cast, once you host a mother cyst (if you are a caster who prepares spells, you can prepare all necrotic cyst spells without referring to a spellbook, as if you had the Spell Mastery feat for each such spell).

Necrotic Cyst Spells: 1st—*necrotic awareness*; 2nd—*necrotic cyst*, *necrotic scrying*; 3rd—*necrotic bloat*; 4th—*necrotic domination*; 5th—*necrotic burst*; 6th—*necrotic eruption*; 7th—*necrotic tumor*; 8th—*necrotic empowerment*; 9th—*necrotic termination*.

Normal: A creature without this feat cannot cast necrotic cyst spells.

NECROTIC AWARENESS

Necromancy

Level: Cleric 1, sorcerer/wizard 1

Components: V, S, F

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You can sense the presence of creatures who bear a necrotic cyst (see spell of the same name). The amount of information revealed depends on how long you remain within range of a creature that triggers your cyst awareness:

1st Round: Presence or absence of creatures with necrotic cysts.

2nd Round: Number of creatures bearing necrotic cysts in the area.

3rd Round: The location of each creature bearing a necrotic cyst. If a cyst-bearer is outside your line of sight, then you discern its direction but not its exact location.

Focus: Caster must possess a mother cyst (see page 28).

NECROTIC BLOAT

Necromancy [Evil]

Level: Cleric 3, sorcerer/wizard 3

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: Living creature with necrotic cyst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You cause the cyst of a subject already harboring a necrotic cyst (see spell of the same name) to pulse and swell. This agitation of the necrotic cyst tears living tissue and expands the size of the cyst, dealing massive internal damage to the subject. The subject takes 1d6 points of damage per level (maximum 10d6), and half the damage is considered vile damage (introduced in *Book of Vile Darkness*) because the cyst expands to envelop the newly necrotized tissue. The cyst is reduced to its original size when the vile damage is healed. Vile damage can only be healed by magic cast within the area of a *consecrate* or *hallow* spell (or an area naturally consecrated or hallowed). Points of vile damage represent such an evil violation to a character's body or soul that only in a holy place, with holy magic, can the damage be repaired.

Focus: Caster must possess a mother cyst (see page 28).

NECROTIC BURST

Necromancy [Evil]

Level: Cleric 5, sorcerer/wizard 5

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: Living creature with necrotic cyst

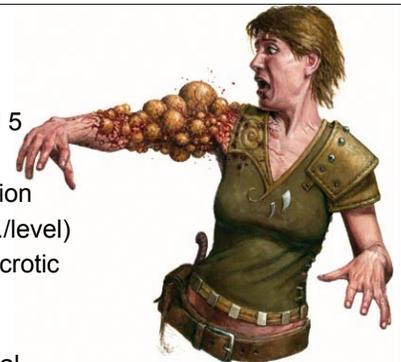
Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

You cause the cyst of a subject already harboring a necrotic cyst (see spell of the same name) to explosively enlarge itself at the expense of the subject's body tissue. If the subject succeeds on her saving throw, she takes 1d6 points of damage per level (maximum 15d6), and half the damage is considered vile damage (see *necrotic bloat*). The subject's cyst-derived saving throw penalty against effects from the school of necromancy applies. If the subject fails her saving throw, the cyst expands beyond control, killing the subject. On the round following the subject's death, the cyst exits the flesh of the slain subject as a free-willed undead called a skulking cyst (see page 120). The skulking cyst is formed from the naked organs of the subject (usually the intestines, but also including a mass of blood vessels, the odd bone or two, and sometimes even half the lolling head).

Focus: Caster must possess a mother cyst (see page 28).



NECROTIC CYST

Necromancy [Evil]

Level: Cleric 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject develops an internal spherical sac that contains fluid or semisolid necrotic flesh. The internal cyst is noticeable as a slight bulge on the subject's arm, abdomen, or face (wherever you chose to touch the target) or it is buried deeply enough in the flesh of your target that it is not immediately obvious—the subject may not realize what was implanted within her.

From now on, undead foes and necromantic magic are particularly debilitating to the subject—the cyst enables a sympathetic response between free-roaming external undead and itself. Whenever the victim is subject to a spell or effect from the school of necromancy, she makes saving throws to resist at a –2 penalty. Whenever the subject is dealt damage by the natural weapon of an undead (claw, bite, or other attackform), she takes an additional 1d6 points of damage.

Victims who possess necrotic cysts may elect to have some well-meaning surgeon remove them surgically. The procedure is a bloody, painful process that incapacitates the subject for 1 hour on a successful DC 20 Heal check, and kills the subject with an unsuccessful Heal check. The procedure takes 1 hour, and the surgeon can't take 20 on the check. *Protection from evil* or a similar spell prevents the necrotic cyst from forming. Once a necrotic cyst is implanted, spells that manipulate the cyst and its bearer are no longer thwarted by *protection from evil*.
Focus: Caster must possess a mother cyst (see page 28).

NECROTIC DOMINATION

Necromancy [Evil]

Level: Cleric 4, sorcerer/wizard 4

Components: V, S, F

Target: Living creature with necrotic cyst

This spell functions like *dominate person* (see page 224 of the *Player's Handbook*), except you can dominate any humanoid that harbors a necrotic cyst.

Focus: Caster must possess a mother cyst (see page 28).

NECROTIC EMPOWERMENT

Necromancy [Evil]

Level: Cleric 8, sorcerer/wizard 8

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You call upon the mother cyst that your body hosts, drawing from it strength, vigor, speed, and vicious certainty. While the spell is in effect, you gain a +8 enhancement bonus to Dexterity, Intelligence, and Wisdom, a +8 natural armor bonus to Armor Class as your skin briefly crusts and hardens, a +5 competence bonus on Fortitude saves, and 100 temporary hit points.

While the empowerment lasts, you are unable to cast any other mother cyst feat-enabled spell.

Focus: Caster must possess a mother cyst (see page 28).

NECROTIC DUPLICATION (custom)

Necromancy [Evil]

Level: Cleric 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You cause a portion of the cyst of a subject already harboring a necrotic cyst (see spell of the same name) to be transferred to the first person touched who does not already have a necrotic cyst or mother cyst. For the purposes of saving throws and spell resistance treat as if the "Necrotic Cyst" spell was being cast on the new host. If successful, the first host will be immune to cyst related spells for 1D30 hours while the necrotic cyst regenerates.

NECROTIC PLAGUE (custom)

Necromancy [Evil]

Level: Cleric 6, sorcerer/wizard 6

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You endow a subject already harboring a necrotic cyst (see spell of the same name) with the ability to give another living person a necrotic cyst as if they had cast the "Necrotic Cyst" spell on the subject. The subject must either be willing, persuaded, or subjected to a spell like *dominate person*. The subject may use this as a spell like ability once per day. Duration is indefinite, but this ability is only active in a number of creatures equal to your charisma modifier (minimum 1).

NECROTIC ERUPTION

Necromancy [Evil]

Level: Cleric 6, sorcerer/wizard 6

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: Living creature with necrotic cyst and all creatures in 20 ft. radius spread

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

You cause the cyst of a subject already harboring a necrotic cyst (see spell of the same name) to explosively enlarge itself at the expense of the subject's body tissue, harming both the subject (and nearby creatures if the subject fails his save).

If the subject succeeds on his saving throw, he takes 1d6 points of damage per level (maximum 15d6), and half the damage is considered vile damage (see *necrotic bloat*). The subject's cyst-derived saving throw penalty against effects from the school of necromancy applies. If the subject fails his saving throw, the cyst expands beyond control, killing the subject. All creatures within 20 feet of the subject take 1d6 points of damage per level (maximum 15d6; Reflex half), and half the damage taken is considered vile damage. All creatures in range that take this secondary damage are also exposed to the effect of the base *necrotic cyst* spell. On the round following the subject's death, the cyst exits the flesh of the slain subject as a free-willed undead called a skulking cyst (see page 120).

Focus: Caster must possess a mother cyst (see page 28).

NECROTIC SCRYING

Necromancy [Evil]

Level: Cleric 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Unlimited

Effect: Cyst-bearer serves as magical sensor

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You can concentrate upon a specific individual who you believe to bear a necrotic cyst (see spell of the same name), and hear or see (your choice) almost as if you were there. Distance is not a factor, but the spell fails if the individual no longer bears the cyst or if the cyst bearer is no longer on the plane of existence you are currently occupying. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect. Lead sheeting or magical protection (such as *antimagic field*, *mind blank*, or *nondetection*) blocks the spell, and you sense that the spell is so blocked.

You may cast the following spells through *necrotic scrying*: *comprehend languages*, *magic mouth*, *message*, *read magic*, *tongues*, and *darkvision*.

Focus: Caster must possess a mother cyst (see page 28).

NECROTIC Expulsion (custom)

Necromancy [Evil]

Level: Cleric 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You cause a the cyst of a subject already harboring a necrotic cyst (see spell of the same name) to be destroyed.

This may only be cast by the one who directly or indirectly caused the cyst to be placed to begin with through the use of either the *Necrotic Cyst* spell, the *Necrotic Duplication* spell, or the *Necrotic Plague* spell.

Focus: Caster must possess a mother cyst (see page 28).

NECROTIC Parlay (custom)

Necromancy [Evil]

Level: Cleric 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You and a subject harboring a necrotic cyst come to an agreement. You remove the cyst, if the subject does something in return. For as long as the subject satisfies the terms of the agreement the necrotic cyst is rendered dormant and may not be subjected to any cyst related spells.

This may only be cast by the one who directly or indirectly caused the cyst to be placed to begin with through the use of either the *Necrotic Cyst* spell, the *Necrotic Duplication* spell, or the *Necrotic Plague* spell.

Focus: Caster must possess a mother cyst (see page 28).

NECROTIC TUMOR

Necromancy [Evil]

Level: Cleric 7, sorcerer/wizard 7

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: Living creature with necrotic cyst

Duration: One day/level or permanent

Saving Throw: Fortitude partial

Spell Resistance: No

You cause the cyst of a subject already harboring a necrotic cyst (see spell of the same name) to envelop a portion of the victim's brain. If the subject succeeds on his saving throw (the subject's cyst-derived saving throw penalty against effects from the school of necromancy applies), you may still influence him by suggesting a course of activity (limited to a sentence or two). The instruction must be worded in such a manner as to make the activity sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the instruction. The instructed course of activity can continue for the entire duration. If the instructed activity can be completed in a shorter time, the instruction ends when the subject finishes what he was asked to do. You can instead specify conditions that trigger a special activity during the duration. If the condition is not met before the spell expires, the activity is not performed.

If the subject fails his saving throw, the cyst envelops a larger portion of the subject's higher brain, and you gain complete control of the actions of the subject permanently. You do not know what the subject is experiencing and share no special link with him. If a common language is shared, you can force the subject to perform as you desire, within the limits of his abilities. If no common language is shared, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." A subject may resist this control, but the presence of his necrotic tumor on his brain stem ensures their loyalty. *Protection from evil* or a similar spell does not protect the subject from following your commands—the tumor is already inside him.

Focus: Caster must possess a mother cyst (see page 28).

NECROTIC TERMINATION

Necromancy [Evil]

Level: Cleric 9, sorcerer/wizard 9

Components: V, S, F, XP

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: Living creature with necrotic cyst

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

You cause the cyst of a subject already harboring a necrotic cyst (see spell of the same name) to physically and spiritually enlarge itself at the expense of the subject's body and soul. If the subject succeeds on her saving throw, she takes 1d6 points of damage per level (maximum 25d6), and half the damage is considered vile damage (see *necrotic bloat*). The subject's cyst-derived saving throw penalty against effects from the school of necromancy applies. If the subject fails her saving throw, the cyst expands beyond control, killing the subject and digesting her soul. *Raise dead*, *resurrection*, *true resurrection*, *wish*, and *miracle* cannot return life to the subject once her soul is digested—she is gone forever. On the round following the subject's death, the cyst exits the flesh of the slain subject as a free-willed undead called a skulking cyst (see page 120).

Focus: Caster must possess a mother cyst (see page 28).

XP Cost: 1,000 XP.

SKULKING CYST

Small Undead**Hit Dice:** 4d12 (26 hp)**Initiative:** +4**Speed:** 30 ft. (6 squares), climb 30 ft., swim 30 ft.**Armor Class:** 19 (+1 size, +4 Dex, +4 natural), touch 15, flatfooted 15**Base Attack/Grapple:** +2/-2**Attack:** Intestine loop +6 melee (1d4 plus attachment)**Full Attack:** 2 intestine loops +6 melee (1d4 plus attachment)**Face/Reach:** 5 ft./5 ft.**Special Attacks:** Attach, blood drain, spell-like abilities**Advancement:**—**Level Adjustment:**—**Special Quality:** Blindsight 60 ft., darkvision 60 ft., inescapable craving, resistance to fire 5, undead traits, +2 turn resistance**Saves:** Fort +1, Ref +5, Will +6**Abilities:** Str 10, Dex 19, Con -, Int 13, Wis 14, Cha 16**Skills:** Climb +15, Hide +23, Listen +11, Move Silently +19, Search +8, Spot +11, Tumble +7**Feats:** Alertness, Weapon Finesse**Environment:** Any**Organization:** Solitary or concentration (3-9)**Challenge Rating:** 4**Treasure:** Standard**Alignment:** Always chaotic evil

The horrible creature walking into view is a mass of free-roaming intestines, flaccid organs, and a few odd rib bones. Dragging behind it like a dead weight is a lolling, maggot-ridden humanoid head. A skulking cyst is disgorged from the rotting corpse of a living creature, born of a necrotic cyst that eventually kills its host.

A skulking cyst prefers shadows and dark corners, only revealing the horror of its form when it strikes lone victims from hiding. Though often cloaked in the detritus of a previous victim, the skulking cyst's true "heart" is a 1-foot diameter spherical sac that contains fluid and semisolid necrotic flesh, which slowly undulates as if in a mockery of breath. A skulking cyst does not speak, but it understands Common and the languages its fleshy carapace originally spoke in life.

COMBAT

A creature of shadows, a skulking cyst prefers to launch attacks on lone victims from dark ceilings and sewer grates.

Attach (Ex): If a skulking cyst hits with an intestine, it latches onto the opponent's body. An attached skulking cyst has an AC of 15.

Blood Drain (Ex): A skulking cyst drains blood, dealing 1d4 points of Constitution damage in each round it remains attached. Once it has drained 7 points of Constitution, it uses its *necrotic cyst* spell-like ability. After that, it drops off and attempts to skitter away into a shadowed corner or other hidden location.

Inescapable Craving:

A skulking cyst has an inescapable craving (see the Undead Metabolism section in Chapter 1) for blood, which it satisfies by using its blood drain ability.

Spell-Like Abilities:

3/day—*darkness*; 1/day—*necrotic cyst* (see page 68). Caster level 3rd.

Skills: A skulking cyst has a +8 racial bonus on Hide and Move Silently (already calculated into the statistics above).

