Rite Publishing Presents

101 9th Jevel Spells









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Rite Publishing Presents:

101 9th Jevel Spells

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Accursed Rot: A nigh unhealable and unstoppable cursed disease deals 1d6 Con damage each round to the touched creature and any who touch him.

Aid Item, Greater: Magic item temporarily gains your caster level, heightened DC, and three special charges allowing you to activate the magic item as a standard, move, or immediate action.

Bestow Malediction: Lose one mental ability; fail all saves; fail all attack rolls and ability checks; increase age to maximum; or all magic items become nonmagical.

Black Blizzard: Creates a powerful sand storm that deals 8d6 bludgeoning damage plus 1 point/level, knocks prone and buries creatures each round.

Blightfire Ray: Ray drains 4 points of Constitution each round and grants temporary hp to caster.

Blood Protectors: You create a number of warriors made of blood to defend you.

Cast Out: Exiles target to other plane.

Cleansing Light: Heavenly light damages evil creatures and undead, and causes a secondary effect.

Convert Foe: Opponent becomes your ally, your foes become her foes, she worships your deity and gains the alignment of your deity.

Curse Community: Place powerful curse upon a single permanent settlement.

Defensive Sphere: Immobile spherical shield makes those inside impervious to attacks.

Defile: You ruin a stretch of land and creatures slain rise as undead.

Dreamstealer: Victim never dreams again suffering a cumulative penalty for each dreamless night.

Endless Enemies: One creature/level is cursed to trigger hostile reactions from all creatures they encounter.

Entwined Fate: So long as your archenemy lives, you cannot die or be destroyed.

Glacial Slide: Creates a slow moving but devastating *wall of ice.*

Globe Against the Arcane: As *antimagic field*, but applies only to arcane magic.

Glyph of Warding, Superior: As *glyph of warding*, but up to 15d8 damage or 9th-level spell.

Guardian's Tomb: Transfers creatures to a new location and places them in *temporal stasis* until triggered.

Judgment Day: Subject loses all senses and suffers insight penalty if judged unworthy by the power of law **Khan's Sending:** Sends a creature into a maelstrom of nightmares on the Plane of Dreams dealing 4d6 Wisdom damage.

Lash of Sin: Create a deadly whip with many effects. **Lifefire Ray:** Ray deals 4 points of nigh unhealable damage each round and grants temporary hp to caster.

Lord of the City: You know general status of a city's population, are aware of major issues and threats, and can find and communicate with anyone in it.

Mark of the Avatar: You gain the ability to transform into an avatar form.

Meteorite, Superior: Calls down an actual meteorite strike.

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Occlude: Suppress divine magic other than your own in a 30-ft.-radius.

One Step Beyond: Targets are immune to divination.

Pandemonium: A storm of chaos causes mishaps, makes movements and attacks defy logic, and deals damage.

Phoenix from the Ashes: A dead creature is resurrected and polymorphed into a phoenix.

Purify: Burst damages undead and evil creatures, resurrects destroyed undead creatures to life, and heals good living creatures.

Rain of Blood: A rain blights the land; poisons plants, animals and water; and lowers morale.

Revelation: See things as they really are, plus study area or object to gain additional information.

Siphon Life: Touch deals 10 points of damage/level; caster gains damage as healing or temporary hp.

Spirit of Victory: Grants +10 luck bonus to attacks, damage, AC, saves, and checks.

Sunfire Tomb: Imprisons target in the sun.

Symbol of Destruction: Triggered rune destroys nearby creatures and consumes their remains.

Undo: Caster reverses one effect.

Unending Torment: Target is staggered and suffers a -8 penalty to attack rolls, skill and ability checks.

Vials of Wrath: Create seven vials that can be used to deadly effect.

Weapon of Death: You conjure a black weapon that deals negative energy damage and inflicts a negative level.

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9th-Jevel Druid Spells

Accursed Rot: A nigh unhealable and unstoppable cursed disease deals 1d6 Con damage each round to the touched creature and any who touch him.

Aid Item, Greater: Magic item temporarily gains your caster level, heightened DC, and three special charges allowing you to activate the magic item as a standard, move, or immediate action.

Black Blizzard: Creates a powerful sand storm that deals 8d6 bludgeoning damage plus 1 point/level, knocks prone and buries creatures each round.

Block and Pit Trap: Creates a pit trap and a falling block over top of it to smash creatures down into the pit.

Boiling Sea: Superheat a body of water or create a superheated geyser of water.

Burbling Blast of the Jabberwock: You create a line that deals 1d6 sonic/level damage and causes confusion.

Cast Out: Exiles target to other plane.

Change the Path: Eternally alter a pathway.

Darkest Night of Winter: You create an extremely cold and pitch black area of heavy snow and absolute darkness.

Deadly Tempest: Powerful whirlwind deals bludgeoning, cold, and electricity damage.

Defile: You ruin a stretch of land and creatures slain rise as undead.

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Downdraft: Forces all flying creatures to the ground. Entwined Fate: So long as your archenemy lives, vou cannot die or be destroyed.

Eruption: Volcanic eruption deals 1d6/level, releases fumes and lava each round.

Fist of the Raging Energy: Inflicts 1d6 points of damage/2 caster levels and one of several special effects.

Fly On The Wall: Turns insect into mobile scrying sensor that is very hard to detect.

Form of the Swarm: You polymorph into 4 swarms of your choosing.

Glacial Slide: Creates a slow moving but devastating wall of ice.

Guardian's Tomb: Transfers creatures to a new location and places them in temporal stasis until triggered.

Heart of the Volcano: You shunt a creature into the heart of an active volcano.

Maelstrom: Creates whirlpool anywhere.

Mark of the Avatar: You gain the ability to transform into an avatar form.

Meteorite, Superior: Calls down an actual meteorite strike.

Purify: Burst damages undead and evil creatures, resurrects destroyed undead creatures to life, and heals good living creatures.

Splinter Storm: Creates flying sphere of jagged wood that deal 14d6 magical piercing damage each round.

Sunfire Tomb: Imprisons target in the sun.

Thunderstorm's Fury: Calls multiple lightning bolts.

Wake the Forest Primeval: Plants grapple and crush foes.

9th-Jevel Sorcerer/Wizard Spells

Abjuration

Defensive Sphere: Immobile spherical shield makes those inside impervious to attacks.

Entwined Fate: So long as your archenemy lives, you cannot die or be destroyed.

Immortality: Target stops aging.

Inescapable Shackles: Creature is held immobile and helpless in permanent bonds of force while dimensionally anchored.

Mark of the Prismatic: Subject absorbs prismatic effects, can walk through prismatic wall or sphere and create a prismatic ray.

One Step Beyond: Targets are immune to divination.

Scry Ward: Any attempt to scry the warded creature fails and attracts the attention of scry wardens.

Shunting Ward: Anyone touching target or warded area is teleported away.

Conjuration

Block and Pit Trap: Creates a pit trap and a falling block over top of it to smash creatures down into the pit.

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Cast Out: Exiles target to other plane.

Chain Gang: Creatures are unable to leave each other's sight.

Fist of the Raging Energy: Inflicts 1d6 points of damage/2 caster levels and one of several special effects.

Guardian's Tomb: Transfers creatures to a new location and places them in temporal stasis until triggered.

Khan's Sending: Sends a creature into a maelstrom of nightmares on the Plane of Dreams dealing 4d6 Wisdom damage.

Magic Castle: Creates a permanent castle or fortress to your specifications.

Pandemonium: A storm of chaos causes mishaps, makes movements and attacks defy logic, and deals damage.

Teleport Lair: Caster transfers portion of one location to another location.

Divination

Behind the Curtain: You may magically investigate one subject and receive a full and detailed explanation, but if you reveal the information, you alter reality to your detriment.

Fly On The Wall: Turns insect into mobile scrying sensor that is very hard to detect.

Lord of the City: You know general status of a city's population, are aware of major issues and threats, and can find and communicate with anyone in it.

Revelation: See things as they really are, plus study area or object to gain additional information.

Signify: Allows the caster to pose a question and receive a magical answer or can duplicate any other divination of 8th level or lower.

Touch of Divine Insight: Grants caster the ability to 'trade out' spells for any spell from the target deities' domains.

Ultimate Insight: Caster gains +20 insight bonus on attack rolls, skill checks and saving throws. (Swift)

Enchantment

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Call of the Legendary Jewel: Forces a creature to steal a specific object and bring it to you.

Call of the Obsidian: Force one creature you name to kill a specific creature.

Psychic Clone: Caster creates a mental copy of his mind and puts it inside a creature to gather information, protect himself from the victim, and manipulate the victim.

Triggered Agent: As suggestion, but continuous and changeable.

Unending Torment: Target is staggered and suffers a -8 penalty to attack rolls, skill and ability checks.

Unmind: Disrupt higher mental functions to remove target creature's Intelligence.

Zoanthropy: Target becomes an animalistic savage or suffers from a delusion that he is a monstrous lycanthrope.

Evocation

Tempest: Powerful whirlwind deals bludgeoning, cold, and electricity damage.

Downdraft: Forces all flying creatures to the ground. **Eruption:** Volcanic eruption deals 1d6/level, releases fumes and lava each round.

Flying Flaming Corpse: You deal 1d6/level to a target, set it on fire, and use it as a telekinetic enemy hammer.

Lash of Sin: Create a deadly whip with many effects. Meteorite, Superior: Calls down an actual meteorite strike.

Ray of Ramming: Target suffers 1d6 points of damage/caster level, is pushed back, knocked prone, suffers 1d4 Con and forces flying and swimming creatures to the earth.

Resonance: Sonic vibrations damage specific substance each round.

Ruin Structure: Many objects or one large structure are ruined or broken.

Silent Ruination: Deals 10 damage/level to 1 nonliving creature or object/level.

Vorpal Scythe: Creates a scythe of force that can sever heads.

Illusion

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Dreamstealer: Victim never dreams again suffering a cumulative penalty for each dreamless night.

Illusory World: As mirage arcana, plus creatures.

Phantasmal Opposition: Phantasmal duplicate attacks target creature.

Phantasmal World: 1 target creature/level is trapped within an illusionary existence.

Relive: A target relives all the injuries it has ever suffered in life.

Script of the Lost: Reading text inflicts amnesia Shadowy Cohort: Shadowy warrior functions as an aid de camp.

Necromancy

Accursed Rot: A nigh unhealable and unstoppable cursed disease deals 1d6 Con damage each round to the touched creature and any who touch him.

Bestow Malediction: Lose one mental ability: fail all saves; fail all attack rolls and ability checks; increase age to maximum; or all magic items become nonmagical.

Blightfire Ray: Ray drains 4 points of Constitution each round and grants temporary hp to caster.

Brain drain: You drain all but one point of the target's Intelligence, driving the target insane, and gain access to all the subject's memories and intelligence based skills.

Curse Community: Place powerful curse upon a single permanent settlement.

Curse of the Pyrrhic Victory: When the caster is slain all targets suffer 10 points/level.

Duplicate: Creates an exact duplicate of you that you control.

Endless Enemies: One creature/level is cursed to trigger hostile reactions from all creatures they encounter.

Engulfing Doom: A shrieking maelstrom fills an increasing area and damage.

Lifefire Ray: Ray deals 4 points of nigh unhealable damage each round and grants temporary hp to caster.

Sphere of Deterioration: All creatures in range suffer 1d6 points of exponential damage/round (max 16d6

Symbol of Destruction: Triggered rune destroys nearby creatures and consumes their remains.

Waves of Weakness: Creatures caught in a cone are dazed and take 5d4 points of Strength damage.

Weapon of Death: You conjure a black weapon that deals negative energy damage and inflicts a negative level

Web of Fate: Links several creatures so that damage is divided among them.

Transmutation

Aid Item, Greater: Magic item temporarily gains vour caster level, heightened DC, and three special charges allowing you to activate the magic item as a standard, move, or immediate action.

Change the Path: Eternally alter a pathway.

Curse of the Albatross: Curse a creature, making it impossible for that creature to safely travel again.

Form of the Swarm: You polymorph into 4 swarms of your choosing.

Maelstrom: Creates whirlpool anywhere.

Nigh Indestructible: Target becomes very difficult to destroy.

Petrify: A wave of magic turns everything in its path to stone.

Purge Recollection: Erases one event or fact from the memories of all people or erase all written record ofit

Spirit of Victory: Grants +10 luck bonus to attacks. damage, AC, saves, and checks.

Time Undone: Ray deals 10 points/level and destroys targets 24 hours before they are struck.

Toxic Breath: Gain a breath weapon that deals both 1d6 acid/level and 1d3 poison damage per round. Undo: Caster reverses one effect.



Accursed Rot

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Accursed Rot

School: Necromancy [Evil]; Level: Clr 9, Drd 9, Sor/Wiz 9 Casting Time: 1 standard action Components: V, S, M, DF, (10,000 gp diamond) Range: Touch Target: One creature Duration: Permanent/Instantaneous Saving Throw: None; see text; Spell Resistance: Yes This spell infects both a powerful curse and a horrible rotting disease.

Accursed Rot

Type curse and disease, contact; **Save** Fortitude DC as the spell

Onset instantaneous; **Frequency** 1/round **Effect** 1d6 Con; **Cure** *remove curse* followed by *cure disease* (or similar spell), *miracle* or *wish* spell.

Accursed rot attempts to dispel (as described in *greater dispel magic*) any and all spells or spell-like abilities on the target that directly or indirectly interfere with this accursed rot taking effect. For example, a character casts *accursed rot* and touches a subject with *iron body*. A dispel check is made (DC 11 + the caster level of the spell immunity). If the dispel succeeds, the *iron body* is dispelled before the *accursed rot* takes effect. Accursed rot's dispelling can only affect spells cast upon a living creature. Independent spell effects or those affecting an area cannot be dispelled, even if they prevent the *accursed rot* from affecting the attending creature.

Accursed rot can dispel spells and magic items specifically intended to foil the spell in question (*spell immunity*), that provide general protection from spells (*spell resistance*), and/or offer any bonuses to the saving throws (*cloak of resistance*). You make a check for each instance of protection; a magic item so affected is suppressed for 1d4+1 rounds.

Normally to remove the curse and cure the disease on another creature, a caster must touch the victim; this constitutes contact for purposes of spreading the disease so the caster of a *remove curse* or a *remove disease* would instantly become infected. In addition, even after the curse element of *accursed rot* is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a caster level check (DC 15 + your caster level), or the spell is wasted and the healing has no effect; this effect ends once a creature is fully healed of the Constitution damage dealt by *accursed rot*.

Anyone who dies from *accursed rot* turns to dust and cannot be raised without a *true resurrection* and even after they are raised they are still afflicted by *accursed rot* until it is cured.

Aid Item, Greater

School: Transmutation; Level: Drd 9, Clr 9, Sor/Wiz 9 Casting Time: 1 standard action Components: V, S Range: Touch Target: One magically enchanted item Duration: One hour or until discharged Saving Throw: None; Spell Resistance: No

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This spell temporarily grants the item your caster level, and the DC of one of its effects becomes 20+ your relevant caster ability modifier. It also adds 3 special charges to a magic item. If 3 charges are used then one ability of the item is activated as an immediate action (if you don't know the item's abilities then one ability is activated at random), if 2 charges are used then one ability of the item is activated as a move action, and if 1 charge is used then one ability of the item is activated as a standard action. These charges may be tapped into without drawing upon the item's normal reservoir of charges or uses per day. This buffer (and any unused charges) vanishes when the spell expires or it is discharged. Once the item has been used three times the spell is discharged. If the item cannot be activated by at least a standard action this spell has no effect on that item.

Breaking the Metagame Barrier

With behind the curtain, players and GMs are skirting the edge of game balance disaster. One simple example is this: suppose a GM allows players to use more than one character at any given time. With behind the curtain, a player could voluntarily sacrifice a character for the information available, thereby breaking the metagaming barrier, giving the other character a huge advantage. Even with only one character per player, one player could sacrifice a character so that all the other characters could gain. GMs who have reason to believe that a player would use the spell that way ought to prohibit it. One of the most important roles of the GM is to keep the game fun and fair; that role alone is sufficient to warrant keeping this spell out of play. That said, if the spell is used properly, it could add a new spice to the dynamics between the characters in a party that might really heighten the enjoyment of play. You've been warned: use at your own risk.

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Behind the Curtain

School: Divination; Level: Sor/Wiz 9 Casting Time: 30 minutes Components: V, S, M (a pearl worth 20,000 gp) Range: Personal

Target: You

Duration: Instantaneous

You may magically investigate one subject and receive a full and detailed explanation, but if you reveal the information, you alter reality to your detriment. You and your GM have a discussion about an aspect of your current adventure; this can be as simple as who the current end villain is, or as complex as a detailed explanation of the current plot. The GM offers a complete and perfectly accurate answer that is in no way cryptic, but if the subject is not related to the

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original query, the GM is not required to reveal that information.

If the caster's player ever reveals any of the details of this insight to another player, or if the caster ever reveals any of the details of this insight to another character (PC or NPC-subject to GM adjudication), the caster is destroyed as if never having existing and reality is altered so that the information relayed is in some way vitally inaccurate and the truth is far more deadly and dangerous.

You cannot learn any information about a creature subject to the effects of a *mind blank* though you could learn all about those creatures or objects not protected by the spell.

Bestow Malediction

School: Necromancy; Level: Clr 9, Sor/Wiz 9 Casting Time: 1 standard action Components: V, S Range: Touch Target: Living creature touched **Duration:** Permanent Saving Throw: Will negates; Spell Resistance: Yes You place an especially powerful curse on the creature touched, choosing one of the following effects:

- The targets ability score becomes 1.
- Target always fails saving throws and skill checks.
- Target always fails attack rolls and ability checks.
- Target's age increases to its maximum age minus one year. (Take the venerable age for the target's race, then roll as normal for maximum age and subtract 1 from the result. Dragons are immune to this effect.)
- All magic items in the target's possession become nonmagical as if they were within an antimagic field.

You may also invent your own *malediction*, but it should be no more powerful than those listed above. The GM has final say on the curse's effect.

The *malediction* bestowed by this spell cannot be dispelled but can be removed by a *miracle* or *wish* spell.

Black Blizzard

School: Conjuration (Summoning); Level: Clr 9, Drd 9 Casting Time: 1 round Components: V, S, DF Range: Long (400 ft. + 40 ft./level) Area: Cylinder (180-ft. radius, 50 ft. high) Duration: 1 round/level

Saving Throw: See text; Spell Resistance: Yes You conjure an immense and extremely violent sand storm. The storm obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate

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the target). Perception checks suffer a -8 penalty. Ranged weapons, other than siege weapons, are impossible to operate; siege weapons suffer a -4 penalty to attack rolls. Movement through the area is considered difficult terrain even for flying creatures; each square counts as 2 squares of movement.

The swirling sands and debris deal 8d6 bludgeoning damage +1 point per caster level to all creatures in the area and knock them prone. A successful Fortitude save halves the bludgeoning damage and negates being knocked prone. Flying creatures are forced to the ground by the powerful downdraft and take damage as if they fell unless they make a successful Fly check (DC 10 + your caster level + your relevant caster ability modifier), in which case they remain at their original altitude.

Creatures that are knocked prone are buried beneath the sand. Buried creatures are protected from the swirling sands above but take 1d6 points of nonlethal damage from the sand's weight per minute spent under the sand. If rendered unconscious, the victim must make a Constitution check (DC 15 + 1 per previous check) each minute or suffer 1d6 points of lethal damage each minute thereafter until freed or dead. In addition to the aforementioned physical damage, a buried creature also lacks breathable air and immediately starts suffocating. A buried creature can free itself by making a DC 15 Strength check. The DC increases by +2 for each previous failed check. Creatures that aren't buried can dig out their friends in 1 round; however, precisely locating a buried creature requires a DC 25 Perception check.

Blightfire Ray

School: Necromancy; Level: Clr 9, Sor/Wiz 9 Casting Time: 1 standard action

Components: V, S

Range: Close (25 ft. +5 ft./2 levels) Effect: Ray

Duration: Instantaneous/5 rounds; see text **Saving Throw:** Fortitude partial; see text; Spell Resistance: Yes

You shoot forth a flaming, night-black ray that strikes with an appalling and shadowy chill. A night-black flame begins to burn on the victim's body. If the victim fails a Fortitude save, it suffers 4 points Constitution drain. The opponent must continue to save every round for the next 4 rounds (5 rounds total) to avoid being drained of an additional 4 points of Constitution per round. The caster gains 10 temporary hit points whenever it drains 4 points of Constitution. These temporary hit points last a maximum of 1 hour. If the victim is slain by blightfire ray, only icy fragments of the victim remain.

Block and Pit Trap

School: Conjuration (Creation); Level: Drd 9, Sor/Wiz 9 Casting Time: 1 standard action **Components:** V, S Range: Medium (100 ft. + 10 ft./level) **Effect:** A 10 ft. by 10 ft. column of ground with a depth of 10 ft./level, to a maximum depth of 200 ft. and a 10-foot block of stone; see text **Duration:** 1 round/level **Saving Throw:** Reflex partial;

Spell Resistance: No

You open up an extra dimensional hole in the ground or floor and summon a 10-foot square block of stone above the hole that falls, fitting seamlessly into the hole. If the hole is opened directly below a creature, the creature is smashed into the hole, taking 6d6 points of bludgeoning damage from the block and 1d6 for every 10 feet it forces the creature to fall. Only creatures directly above the pit risk falling in. Creatures are buried by the stone block at the bottom of the pit; it takes 1 minute to uncover a creature buried at the bottom of the pit; a buried creature can free itself with a successful Strength Check DC 19. Any creature standing in the area where you first conjured the pit must make a Reflex saving throw to move to safely to the nearest open space (this does not provoke an attack of opportunity) but it still suffers the damage from being struck by the stone block as it leaves the area. In addition, the edges of the pit are sloped, and any creature ending its turn on a square adjacent to the pit must make a Reflex saving throw, with a +2 bonus, to avoid falling into it. At any point during the duration of the spell other targets may be forced into this pit by means such as a bull rush. Those creatures do not receive a saving throw.

The pit's smooth, greased, stone walls have a Climb DC of 30 and a climber must make a successful Reflex save each round or be forced to move at half his climbing rate. Once the spell ends, the pit and the block disappear and the creature is deposited harmlessly on the surface.

Blood Protectors

School: Conjuration (Creation); Level: Clr 9 Casting Time: 1 standard action Components: V, S, M/DF (your fresh blood) Range: Close (25 ft. + 5 ft./2 levels) Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart Duration: 1 minute/level

Saving Throw: None; Spell Resistance: No

You channel divine energy into your own shed blood, transforming and expanding the drops of blood into a group of warriors. You can create one creature for every four levels (so, a 20th level cleric could spawn five of these creatures). Each blood protector created costs one hit point's worth of shed blood.

Blood protectors appear humanoid but have no distinct features; their bodies are clearly composed of fresh blood, somehow held together in largely solid form. The warriors appear to have armor molded to them, and each one wields a shield and either a spear or short sword (your choice) with a +5 enhancement bonus. These warriors count as constructs. They do not have names, personalities, or any sense of self, but can follow simple orders. After the spell fades, or if they are destroyed, they revert to drops of blood.



Blood Protectors

Blood Protector

N Medium construct (water) **Init** +8; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

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AC 26, touch 14, flat-footed 22 (+4 Dex, +10 armor +2 shield) hp 69 (9d10+20) Fort +4, Ref +8, Will +4 Immune construct traits

Offense

Speed 30 ft. **Melee** +5 shortsword or +5 shortspear +19/+14 (2d6+10)

Statistics

Str 20, Dex 18, Con –, Int –, Wis 11, Cha 1 Base Atk +9; CMB +14; CMD 18

Boiling Sea

School: Transmutation [Earth, Fire, Water]; Level: Drd 9

Casting Time: 1 standard action **Components:** V, S, M/DF (drop of water) **Range:** Long (400 ft. + 40 ft./level)

Area: Water in a volume of 10 ft./level by 10 ft./level by 2 ft./level (S), or one geyser of super-heated water filling a 5 ft. square and spraying upward 10 ft. level **Duration:** 10 min./level (D)

Saving Throw: See text; Spell Resistance: No

This spell has two different applications, both of which control water in different ways. The first version of this spell causes water in the area to swiftly superheat to the point of boiling. The second version causes water to surge from superheated seas deep beneath the earth to rise up, and create a large geyser. *Boiling sea* deals 1d6 points of fire damage per round of exposure (no save). If a creature is fully immersed it deals 10d6 points of fire damage per round of exposure (no save). In addition, those wearing metal

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armor are affected as if by a *heat metal* spell (no save). Breathing air within the range of the *boiling sea* spell deals 1d6 points of fire damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves.

Geyser: Any creature entering the *geyser*, or occupying the square it appears in, must make a Reflex saving throw to avoid being hurled into the air and then falling to the ground. If the creature fails its saving throw, it takes 10d6 points of damage (half bludgeoning, half fire) from the super-heated water and also takes falling damage based upon the height of the *geyser* (e.g., if the *geyser* is 130 feet tall, the creature takes 13d6 falling damage), landing prone in a random square adjacent to the vent. A successful saving throw halves the damage and negates the falling damage, and the creature is moved to the closest square adjacent to the geyser (Large-sized or larger creatures are moved enough so that they are not on top of the geyser but still adjacent to it).

In addition, the *geyser* sprays superheated water in a hemispherical emanation around its square. The radius of this emanation is equal to one-half the geyser's height (e.g., a 130-foot *geyser* has a 65-foot-radius emanation). Any creature within this area, including you, takes 2d6 points of fire damage each round as scalding water cascades on them.

You can choose to make a smaller geyser than your level permits if an obstruction prevents it from reaching its full height, or if you simply want to create a spread of superheated rain that's smaller than what would be created by a full-height *boiling sea* spell.

Brain Drain

School: Necromancy; Level: Sor/Wiz 9 Casting Time: 1 round Components: V, S Range: Long (400 ft. + 40 ft./level) Target: 1 living creature Duration: Instantaneous Saving Throw: Fort partial; see text; Spell Resistance: Yes

You extract the knowledge and memories from a target creature within range. The spell drains Intelligence from the subject until only 1 point of Intelligence remains and the target is driven insane as per the *insanity* spell. The caster is free to draw on all memories and Intelligence-based skills of the victim, using the victim's skill ranks, but modified by the Intelligence, caster's feats, other and anv miscellaneous modifiers. After 1 hour the ability to access the victim's Intelligence-based skills ends, but you can still draw upon its other memories with a successful Intelligence check (DC 15).

If the save succeeds, the Intelligence drain is negated, and the caster cannot access its memories or Intelligence-based skills, the victim instead takes 9d6 points of damage and is staggered for 1 round. A target that succeeds on the saving throw is also

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immune to that same caster's *brain drain* spell for 24 hours after the staggered condition ends.

Burbling Blast of the Jabberwock

School: Evocation [Sonic, Mind-Affecting; see text]; Level: Drd 9

Casting Time: 1 standard action **Components:** V, S, F (blood of a jabberwock) **Range:** Medium (100 ft. + 10 ft./level)

Area: Line 5 ft. wide

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Duration: Instantaneous

Saving Throw: Will and Reflex partial see text; Spell Resistance: Yes

You send forth a line of discordant sonic energy that damages and confuses everything in its path to the limit of its range. The spell deals 1d6 points of damage per caster level (maximum 25d6) and inflicts the confused condition. Upon a successful Reflex save a subject suffers only half damage. Upon a successful Will save a subject suffers the confusion effect for only 1 round and is thereafter immune to that same caster's *burbling blast of the jabberwock* spell for 24 hours. The confusion effect is mind-affecting; both are sonic effects.

Remove curse does not remove the confusion effect. *Greater restoration, miracle,* or *wish* can restore the creature.

Call of the Legendary Jewel

School: Enchantment (Compulsion); Level: Sor/Wiz 9 Casting Time: 1 round

Components: V, S, F (a unique gem or piece of jewelry worth 20,000 gp)

Range: Unlimited

Target: One creature

Duration: See text

Saving Throw: Will negates; Spell Resistance: Yes

A specific creature you name (a creature without a name is immune) must spend all its time stealing an object you name that does not belong to it (an object without a name cannot be the subject of the theft). Once the subject takes the object and brings it to you, the spell ends. You can force the target to act immediately or allow it to make preparations, though its every action is forced toward working towards the eventual theft. If you give the creature time you can later force it to act immediately.

The creature may have to go through threatened or dangerous areas (passing by guards or moving through an area protected by a *glyph of warding*) to get at the object, or it may even have to break through a barrier or pick a lock. The spell ends immediately if there is no chance that the creature can physically reach the object—including a situation forcing the creature to pass through an area that would, without a doubt, kill it.

For example, a creature with only 30 hp that must swim through acid to reach the object is unaffected by the spell. While under the effects of *protection from* *evil* or a similar spell, the subject can ignore the compulsion, but such a ward does not prevent establishing *call of the legendary jewel*, nor dispel it.

Call of the Obsidian

School: Enchantment (Compulsion); Level: Sor/Wiz 9 Casting Time: 1 round Components: V, S, M (obsidian worth 5,000 gp) Range: Unlimited Target: One creature Duration: See text Saving Throw: Will negates; Spell Resistance: Yes

A specific creature you name (a creature without a name is immune) must dedicate all of its actions to killing or destroying a specific creature you name (a creature without a name cannot be the target of the assassination). After the subject kills or destroys the assassination target, the spell ends. You can force the target to act immediately or allow it to prepare, though its every action is forced toward working towards the eventual assassination. If you give the creature time you can later force it to act immediately. The subject may have to pass through dangerous areas (moving through a region covered by enemy archers) to get at the creature, or it may even have to break through a barrier. The spell ends immediately if the subject physically cannot reach the creatureincluding a situation forcing the subject to pass through an area that would, without a doubt, kill it. For example, a subject that breathes only in water but must cross land to reach its target is unaffected by the spell.

While under the effects of *mind blank*, *protection from evil* or a similar spell, the subject can ignore the compulsion, but such a ward does not prevent establishing *call of the obsidian*, nor dispel it.

Cast Out

School: Conjuration (Teleportation);
Level: Clr 9, Drd 9, Sor/Wiz 9
Casting Time: 1 standard action
Components: V, S, F (feather from wing of an evil solar angel)
Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Permanent/instantaneous

Saving Throw: Will partial; **Spell Resistance:** Yes This spell sends a target whose name you utter away from this plane and into a dimension of your choosing; even if the target normally has the ability to return (or to travel to any other plane), he cannot do so. A successful Will save results in the spell dealing 10d6 points of damage instantaneously to the creature instead.

This spell cannot be dispelled though it can be removed with a *freedom, miracle,* or *wish* spell cast on the spot from which the creature was cast out. The damage dealt by this spell cannot be healed magically by any conjuration (healing) effect of 8th level or

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lower. The damage also does not heal naturally or via fast healing though it can be regenerated; if the regeneration is granted by a spell it will not function against this damage if the spell is 8th level or lower.

Chain Gang

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School: Conjuration (Teleportation); Level: Sor/Wiz 9 Casting Time: 1 standard action Components: V, S, F (*dimensional shackles*) Range: Medium (100 ft. + 10 ft./level) Target: One creature/level, no two of which can be more than 30 ft. apart and self Duration: Permanent Saving Throw: Will partial; see text; Spell Resistance: Yes

You bind a group of people to each other and to you. Those bound are unable to leave the sight of the group as a whole, though they can create a chain so that one member has line of site with another member. If a member of the group is not in line of sight of the group, that individual is teleported back to the closest member of the group. The caster of *chain gang* can teleport a single member, or the group as a whole, to her as a full-round action once a day for a duration of up to 1 hour. During this time, this spell is suppressed for that hour, but she can dismiss this effect returning them to their original location as an immediate action. A dispel magic or mage's disjunction effect targeting or affecting the individuals or the group has no effect, the whole of the group, the caster, and the spell focus must be present for those spells to be effective. Otherwise, the spell only ends if the spell focus is broken.

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Change the Path

School: Transmutation; Level: Drd 9, Sor/Wiz 9 Casting Time: 30 minutes

Components: V, S, M (10,000 gp gem) **Range:** Long (400 ft. + 40 ft./level) **Effect:** One path up to 100 ft./level

Duration: Instantaneous

Saving Throw: None; Spell Resistance: No

Change the Path can completely twist a path around, causing it to bend around itself, shifting boulders, buildings, trees, sewers, statues, walls, and underground tunnels to fit its new path, with hardly noticeable effects by the locals.

To use this spell, you must stand on the path that you wish to adjust, and must be of a sufficient level to alter the entire length of the path (subject to DM adjudication). If you meet these prerequisites, you can do one or more of the following:

- Make the path longer or shorter, but no more than twice, or less than half, its original length.
- Make as many twists and turns as you like within the resulting length.
- Make the path wider or narrower, but no more than twice, or less than half, its original width.

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Change one end of the path such that it intersects with another street or dead ends elsewhere within the spell's range.

Shifting and warping reality around its new path, the path affected by *change the path* moves structures and creatures out of its way harmlessly, pushing objects apart or pulling them together, narrowing and widening the new street to suit the result that the spellcaster designates. The spell cannot alter any other objects other than the path itself, and cannot affect magical structures.

Cleansing Tight

School: Evocation [Good, Light]; Level: Clr 9 Casting Time: 1 standard action Components: V, S, M, DF (angel's teardrop) Range: Medium (100 ft. + 10 ft./level) Area: All creatures within a 30-ft.- radius burst **Duration:** Instantaneous Saving Throw: Will partial (see text); Spell Resistance: Yes

Perhaps no light shines with more goodness or is more beautiful than the light of the celestial planes itself. With this spell, the caster summons a portion of this heavenly light to weaken and inflict damage upon powerful evil beings, evil extraplanar creatures, devils, demons, and undead.

All creatures with the Evil subtype, all evil-aligned creatures with an aura that radiates its alignment, and all undead within the area of effect suffer 1d6 points of holy damage per caster level (maximum 25d6). Those creatures that have a particular vulnerability to sunlight takes half again as much (+50%) damage, based on the type of creature you're affecting. The spell also inflicts a secondary effect based on the type of creature affected:

- Evil Subtype: Inflicts the blindness condition
- Evil Aura: Inflicts the exhausted condition

Undead: Turned (as if by a successful use of turn undead)

A successful Reflex save results in half damage and negates the secondary effect.

Convert Foe

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Clr 9 Casting Time: 1 standard action Components: V, S, M/DF, (10,000 gp diamond) Range: Touch **Target:** Touched creature **Duration:** Instantaneous Saving Throw: Will partial; Spell Resistance: Yes

The subject becomes a loyal cohort, and comes to be indoctrinated to your alignment and into the beliefs of your deity and/or ethos. The subject views you and your allies as if under the effects of a *charm monster*,

while viewing all your opponents as his opponents even if they were formally his trusted allies. The subject's alignment becomes that of your deity's alignment. The subject is also forcibly converted to the worship of your deity. Devout followers of another deity (clerics, paladins, etc.) get a +4 bonus to their saving throw against the spell. The subject still remembers his previous life but believes he has had a revelation about the truth of the universe. For example, a paladin affected by this spell could become an anti-paladin believing that the whole of his life was a waste as the people he served were not worthy of him and never appreciated his sacrifices.

Upon a successful save the target is subject to the Confused condition for 1 round. A target that succeeds on the saving throw is also immune to that same caster's convert foe spell for 24 hours after the confusion ends.

Nothing short of a *miracle*, wish or another casting of convert foe can reverse the effects of this spell.

Note: Many deities will refuse to grant their clerics access to this spell.

Curse Community

School: Necromancy; Level: Clr 9, Sor/Wiz 9 Casting Time: 1 standard action **Components:** V, S **Range:** Long (400 ft. + 40 ft./level) Target: One permanent settlement of humanoids

Duration: Permanent

Saving Throw: Will negates; see text; Spell Resistance: Yes

You place a powerful curse upon a single permanent settlement. The community's champion (typically its political or spiritual leader) makes the saving throw. The GM determines the community's champion and its effective borders. You choose one of the following effects:

- All Craft, Knowledge, and Profession checks made within the settlement's borders automatically fail.
- The settlement and all within are hidden from sight and divination, as if affected by the screen spell. Those who leave the settlement and then attempt to return are also subject to this effect.
- All within the settlement suffer from a continuous *modify memory* effect, which causes them to forget that anything exists outside the settlement's borders.
- All within the settlement's borders take a -8 penalty on attack rolls, saving throws, ability checks, and skill checks (excluding those that automatically fail, as noted above).

You may also invent your own *curse community*, but it should be no more powerful than those listed above. The GM has final say on the curse's effect. This spell cannot be dispelled, but it can be removed with a *miracle* or *wish* spell.

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Curse of the Albatross

Curse of the Albatross

School: Transmutation; Level: Clr 9 Casting Time: 1 standard action Components: V, S, M, DF (dead albatross) Range: Touch Target: One creature Duration: Permanent Saving Throw: None; Spell Resistance: Yes

This ancient and powerful rite causes disastrous luck to befall a creature. The creature can never again safely travel over land, nor can he be a part of any crew on a vessel. The target of this curse has the material component hung around his neck, marking him as cursed. Placing the component around the neck requires an attack roll on the part of the caster. Success means that the component has been placed around the neck; even if removed immediately, the curse takes effect. From this point on, the target can never travel again. The effects of the curse can be many-fold; a colossal monster more than seven CR higher than the highest level character on the vessel may come to attack the conveyance, terrible weather or a disaster (see Advanced Players Guide) plagues the subject and the vessel he travels on. The GM is encouraged to make up any circumstance that will stop or slow the creature's progress to a crawl. In all cases, the curse at the very least destroys the vessel or conveyance that the subject uses.

This spell cannot be dispelled but can be removed with a *miracle* or *wish* spell.

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Curse of the Pyrrhic Victory

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School: Necromancy [Death]; Level: Sor/Wiz 9 Casting Time: 30 minutes Components: V, S, M (ash) Range: Medium (100 ft. + 10 ft./level) Target: Any number of creatures, no two of which can be more than 30 ft. apart Duration: 1 day/level (D) or until discharged Saving Throw: Fort partial; Spell Resistance: Yes When the caster is killed or destroyed all targets

When the caster is killed or destroyed all targets within range of the spell at the time of the caster's death or destruction suffer 10 points of damage per caster level. A successful save results in the target suffering 10d6 points of damage instead. A creature slain by this spell has its body completely consumed. The spell's discharge occurs based solely on the caster's death or destruction, regardless of whether the caster wants it to. You can use only one *curse of the pyrrhic victory* spell at a time; if a second is cast, the first one (if still active) is negated.

The *curse of the pyrrhic victory* cannot be dispelled, but it can be removed with a *miracle*, or *wish* spell.

Darkest Night of Winter

School: Evocation [Cold, Darkness]; Level: Drd 9 Casting Time: 1 standard action

Components: V, S, F (tongue from an old or older white dragon)

Range: Personal

Target: You

Duration: 1 round/level

You surround yourself with a sphere of darkness and heavy snowfall with a radius of 400 feet plus 40 feet per caster level. This heavy snow leaves 4 feet of snow on the ground; it costs 4 squares of movement to enter a square covered with heavy snow. Nonmagical light and magical light from a lower level source does not penetrate this sphere.

The darkness and heavy snow render all creatures, even those using darkvision, subject to the blindness condition (no save). The heavy snow also obscures *true seeing*, blindsense, blindsight (but not lifesense), and tremorsense beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

Those subjects within the range of the spell suffer 1d6 points of cold damage per minute (no save). In addition, a subject must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those not wearing heavy clothing or wearing any sort of armor take a -4 penalty on their saves. In addition, those wearing metal armor are affected as if by a *chill metal* spell (no save).

Darkest night of winter can be used to counter or dispel any light spell of equal or lower spell level (including prismatic spells such as *prismatic sphere* that would not normally be affected).

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School: Evocation [Air, Cold, Electricity]; Level: Drd 9, Sor/Wiz 9 Casting Time: 1 standard action Components: V, S, F (100 gp exotic feather) Range: Long (400 ft. + 40 ft./level) Effect: Swirling winds in a 20-ft. radius, 40 ft. high Duration: 1 round/level (D) Saving Throw: Reflex partial; see text; Spell Resistance: Yes

This spell creates a powerful vortex of raging wind, hail, and lightning that moves through the air, along the ground, or over water at a speed of 90 feet during your turn. The deadly tempest deals 2d6 points of cold damage, 2d6 points of electricity damage, and 2d6 points of bludgeoning damage to all creatures and objects in the area of effect. Any Large or smaller creature coming into contact with the vortex must also succeed on a Reflex save or be picked up bodily and held suspended in its powerful winds, taking the same damage each round on your turn (no save). Huge creatures (and Large or smaller creatures making successful saving throws) are limited to onehalf speed within the vortex but take damage as normal. Gargantuan and Colossal creatures take damage but are otherwise unaffected.

Within the *deadly tempest*, a creature takes a -4 penalty to Perception checks, and all air or land movement is at one-half speed. Missile weapons are deflected (automatically missing) if they enter or pass through the vortex, while any other normal ranged weapon passing through the wind has a 30% miss chance (giant-thrown boulders, siege engine projectiles, and other massive ranged weapons are not affected). Gases, most gaseous breath weapons, and creatures in gaseous form cannot enter or pass through the vortex (though it presents no barrier to incorporeal creatures).

As a move action, you can concentrate on controlling the vortex's movement or specify a simple program (move forward or backward, follow a circular path, move from corner to corner through a room, and so on). As part of this move action you may direct the vortex to eject any carried creatures whenever you wish, depositing them wherever the vortex happens to be when they are released.

If the vortex of a *deadly tempest* exceeds the spell's range, you lose control of it (even if it comes back within range) as it moves off in a random, uncontrolled fashion for 1d3 rounds and then dissipates.

Defensive Sphere

School: Abjuration; Level: Clr 9, Sor/Wiz 9 Casting Time: 1 standard action Components: V, S, M (a crystal sphere) Range: o ft. Area: Up to 10-foot radius per level sphere centered on you Duration: 1 minute/level (D) Saving Throw: None; Spell Resistance: No

You create a translucent blue protective sphere around yourself and your surroundings. The sphere is immobile and you cannot leave the area of the sphere or the spell ends. You can resize the sphere as an immediate action every round, up to its maximum size. Those within the sphere are impervious to all ranged attacks, whether physical (arrows, javelins, and falling boulders) or magical (spells, spell-like abilities, and super natural abilities). Likewise, such attacks cannot be launched from within the confines of the sphere at targets outside its area. No creature can pass through the barrier, either way, without your conscious consent (although it is a free action for you to allow it), so melee attacks through the sphere are impossible as well. (Creatures with your mental permission can move through the sphere and make melee attacks, but then they are outside its confines.) Creatures cannot pass through the sphere more than once per casting of the spell, even with your permission. You can never make attacks through the sphere or move outside it without ending the spell. Environmental threats, from poison gas to horrible cold or a raging fire, do not affect those within the area of the sphere-the interior is always safe and comfortable.

If you change the size of the sphere, you do not "drag" creatures or objects. If your reshaping the sphere would cause something to no longer be within its confines, the sphere passes through it harmlessly. Thus, the sphere can pass through the ground, walls, or stationary objects without problem and its size is not subject to the limits of line of effect. Even magical movement—such as teleportation, ethereal travel, or creatures moving incorporeally—does not allow passage through the sphere if you do not wish it. Likewise, conjured creatures, objects, or energies cannot appear within the area of the shell without your consent if the conjurer is outside it.

Defile

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School: Necromancy [Evil]; Level: Clr 9, Drd 9 Casting Time: 1 standard action Components: V, S, M, DF (20,000 gp onyx) Range: 60 ft.

Area: 60-ft. burst, centered on you

Duration: Permanent and instantaneous **Saving Throw:** None and Fortitude half; **Spell Resistance:** Yes

This spell releases a burst of foul, life-destroying energy from the negative energy plane. All land in the area of effect blackens and is forever ruined. The spell reduces all plants to cinders.

Against plant creatures, the spell deals 1d6 points of

damage per caster level (maximum of 20d6). *Defile* is equally effective against other opponents. Against living creatures (except vermin, which are immune), the spell deals 1d8 points of damage per caster level (maximum of 10d8). Those killed by this blast rise up uncontrolled with the corporeal undead creature template 1d4 rounds later.

All water on the despoiled land turns poisonous as if tainted with lich dust (See *Pathfinder*® *Roleplaying*

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*Game Core Rulebook*TM). Finally, necromancy spells cast in the area affected by *defile* are cast at +1 caster level and the DCs to save against their effects are increased by 1.

A *wish* or *miracle* spell is needed to repair land ruined by this spell.

Undead caught in the *defile* spell's burst heal all damage and gain maximum hit points based on their Hit Dice. For example, a Medium zombie who has 2d12+3 Hit Dice and 16 hp increases its hit point total to 27 because of this spell.

Corporeal Undead Creature (CR *1)

"Corporeal undead" is a template you can add to any non-undead, corporeal creature. The creature's type changes to Undead. It retains all type modifiers. The undead creature uses all the base creature's statistics and special abilities except as noted here.

A corporeal creature's quick and rebuild rules are the same.

Rebuild Rules: Senses gains darkvision 60 ft.; **AC** natural armor changes to a value based on the creature's size (see chart below) **hp** HD change to d8, lose Con bonus, add Cha bonus. **Defensive Abilities** undead qualities; **Speed:** Winged undead creature's flight is magical, as the flight special quality (use the creature's original flying speed). **Melee** gains one claw attack damage appropriate for its size (if it does not possess a claw attack, even if it wouldn't normally have a claw). **Ability Scores:** +2 Str +2 Dex, Con –

Size		AC	Size	AC
Tiny smaller	or	+0	Huge	+4
Small		+1	Gargantuan	+6
Medium		+2	Colossal	+10
Large		+3	-	-

Downdraft

School: Evocation [Air]; Level: Drd 9, Sor/Wiz 9 Casting Time: 1 standard action

Components: V, S, F (scale from an old or older silver dragon's foot)

Range: Personal

Target: You

Duration: 1 round/level

You must be standing on the ground to cast this spell. You surround yourself with a sphere of power with a radius of 400 feet plus 40 feet per caster level that instantly forces all flying creatures or aircraft (such as a balloon) to the ground. Creatures, aircraft and passengers suffer 1d6 points of damager per 10 feet traveled (maximum 20d6). A *feather fall* spell or successful Fly or Profession (appropriate to aircraft) check negates this damage, though the creature and aircraft is still forced to the ground. The DC for the check is 11 plus your caster level plus your relevant caster ability modifier. Creatures and aircraft cannot fly within the radius of the spell.

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Dreamstealer

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School: Illusion (Phantasm) [Mind-Affecting, Evil]; Level: Clr 9, Sor/Wiz 9

Casting Time: 1 hour

Components: V, S, F (a personal belonging of the target and an ivory box worth 1, 500 gp)

Range: Unlimited

Target: One living creature

Duration: Permanent

Saving Throw: Will Partial; **Spell Resistance:** Yes By means of this powerful spell the caster curses his victim with eternal nights of fitful, dreamless sleep that can induce a crippling state of hopelessness. The victim can be any distance away upon the same plane of existence. In addition to the complicated ritual needed to cast this spell, the caster must also have some personal belonging of the victim or some part of the victim's body (lock of hair, a drop of blood, nail shaving, etc.) The victim's belonging or body part must be sealed in the specially built ivory box.

The next time the subject sleeps, his dreams will be stolen, leaving behind an empty, disturbing void save for an image of the caster (or of a faceless individual if the caster wishes to remain anonymous) placing the victim's personal belonging in the ivory box. When the victim awakes he suffers a -1 profane penalty on attack rolls, saving throws, checks, and weapon damage rolls, this penalty increases by one for each dreamless night the subject endures (maximum -25 profane penalty).

This spell cannot be dispelled; only destroying the ivory box, a *miracle* or a carefully worded *wish* ends this spell.

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Creatures that do not sleep (such as elves, but not half-elves) or dream are immune to this spell.

Duplicate

School: Necromancy; Level: Sor/Wiz 9

Casting Time: 1 round

Components: V, S, M (2 matched diamonds worth 1,000 gp each)

Range: Personal

Target: You

Duration: 1 round/level

You create a temporary duplicate of yourself and your gear (excluding artifacts). This is not a *clone*—you control the duplicate as surely as you control yourself, for you and it are one person: one mind with two bodies. Both you and the duplicate can do anything that you can do, independently. For example, if you are an 18th level sorcerer, so is the duplicate—you can both cast spells, communicate with your familiar, walk across the room, use items, and so on. In any given round of the duration, you can both take independent actions, so the duplicate can cast a spell and you can use a wand. You and the duplicate do not need to stay close to each other. If you create a duplicate, you can have it step through a magic *gate* to explore what lies beyond, while the "real you" stays

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Endless Enemies

safe on this side. You share the same thoughts—your thoughts are the duplicate's.

The duplicate is an exact replica of you as you are at the moment you cast the spell though it cannot act until the round after you cast the spell. If you are down 11 hit points and 1 point of Constitution, so is the duplicate. If you are diseased, so is the duplicate. The duplicate does not carry lingering spell effects (neither beneficial ones, such as cat's grace or stoneskin, nor harmful ones, such as slow or doom), even if you do when you cast the spell. After the duplicate is created, you can cast spell effects on it (or the duplicate can cast them), but even then, spell effects are not necessarily shared by both of you. The duplicate cannot be commanded to hurt you any more easily than you can be commanded to harm yourself. Spells cast by either the duplicate or you come from your spell total. For example, if you are a wizard and have one *lightning bolt* spell prepared, when the duplicate casts the spell, it is no longer available to you. Charged items (or items or abilities with a number of available uses per day) that you or the duplicate use count against the total number of daily charges or uses.

If the duplicate dies, the spell duration ends. If you die, the duplicate becomes the permanent version of you, its gear becomes the "real gear," and your gear disappears. You suffer a permanent negative level as you transition your soul into the new form as if you had been the subject of a *resurrection* spell. The duplicate is now you (and can cast *duplicate* again). You cannot have more than one duplicate at a time (and a duplicate cannot have a duplicate). This spell cannot be made permanent, other than by the death of the caster, as mentioned above.

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Endless Enemies

School: Necromancy; Level: Clr 9, Sor/Wiz 9 Casting Time: 1 standard action Components: V Range: Close (25 ft. + 5 ft./2 levels) Target: One creature/level, no two of which can be more than 30 ft. apart Duration: Permanent Saving Throw: None (see text); Spell Resistance: Yes This curse turns everyone against the victims; trusted

allies and companions believe the victims have

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betrayed them; people the victims have never met believe they are brigands, pirates and/or wanted criminals in disguise. All creatures who encounter the victims must make a Will saving throw (as the spell DC) or have their attitude toward the subjects become hostile (see the *Pathfinder* ® *Roleplaying Game Core Rulebook*TM). These creatures know that they have become subject to a spell effect and are likely to perceive this as an attack. Diplomacy checks made to reverse the effects of *endless enemies* are made at a – 20 penalty.

This spell cannot be dispelled, though it can be removed with a *miracle* or *wish* spell.

Engulfing Doom

School: Necromancy; Level: Sor/Wiz 9 Casting Time: 1 standard action Components: V, S, M (1,000 gp onyx) Range: Medium (100 ft. + 10 ft./level) Target: 20 ft. radius emanation

Duration: 1 round/level or until discharged **Saving Throw:** Reflex half; **Spell Resistance:** Yes This spell summons forth a shrieking maelstrom of negative energy that completely fills the target area. Any living creature caught in the initial burst suffers 15d6 points of negative energy damage, though a successful Reflex save reduces this damage by half. For each creature in the area of effect that is killed by the *engulfing doom*, the radius of the emanation increases by 5 feet at the beginning of the following

round and the damage caused increases by 1d6. If, for example, 3 targets are killed by the spell, at the beginning of the next round the radius increases by 15 feet, and the damage caused increases by 3d6 to cause a total of 19d6 hit points of damage to all creatures caught in the area of effect. The maximum damage this spell can cause in a given round is 25d6 hit points, but there is no maximum to the area of effect. If the spell fails to kill a creature the spell discharges. Undead creatures in the area are healed for half this amount of damage.

Entwined Fate

School: Abjuration; Level: Clr 9, Drd 9, Sor/Wiz 9 Casting Time: 30 minutes

Components: V, S, F (silver box containing archenemy's item)

Range: Personal

Target: You

Duration: Instantaneous

This spell renders you effectively immortal while your nemesis is also alive. So long as you keep a personal item belonging to your archenemy (what constitutes an archenemy is subject to GM adjudication) and that archenemy is alive, any effect that would result in your death or destruction is negated by this powerful abjuration. You cannot die so long as your archenemy is alive.

Remove curse does not negate this spell and it cannot be dispelled. However, if your archenemy's personal item is removed from the box you can be slain or destroyed (often this box is hidden away and well protected). You also lose the benefits of this spell if your archenemy dies or is destroyed. If you archenemy is dead you are subject to a *soul bind* effect with the spell focus of this spell serving as the spell focus.

Eruption

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School: Evocation; Level: Drd 9, Sor/Wiz 9 Casting Time: 1 standard action

Components: V, S, M (pinch of ash) **Range:** Long (400 ft. + 40 ft./level)

Effect: A volcanic eruption

Duration: 1 round/level

Saving Throw: Reflex half and Fortitude negates; see text;

Spell Resistance: Yes

Eruption creates a small volcanic eruption. On the round the spell is cast, the ground explodes at a point within range chosen by the caster. The explosion deals 1d6 points of damage per caster level (maximum 25d6) to all creatures within a thirty-foot radius. A Reflex saving throw reduces this damage by half. The explosion leaves a five-foot diameter eruption crater. This is a one-time effect.

On the second round of the spell, noxious fumes and ash fill an area within a sixty-foot radius around the eruption. Any creature that breathes the air must make a Fortitude save or be sickened. The cloud lasts until the spell ends, at which point it dissipates into the atmosphere. F F Landar Landar Landar Landar Landar Landar Find 5

Beginning on the third, round lava flows from the eruption crater. The lava fills a five by five foot square per round. If the spell is cast on a slope, the lava flows downhill, otherwise, it pools around the eruption site. Incidental exposure to lava deals 2d6 points of damage per round. Total emersion within the occupied square deals 20d6 points of damage per round. After exposure, the victim takes half the exposure damage (1d6 or 10d6) for an additional 1d3 rounds. The flow is slow enough that a character can estimate where the lava will flow the round prior to it entering her square and has no problem moving out of the way the round before. If she chooses to remain in the square, she receives no saving throw. The lava continues to flow until the end of the spell's duration at which point the lava flow begins to cool.

This spell cannot be cast when there is no ground within range. The spell will function as long as the caster starts the spell in contact with the ground. The ground may be paved over, but an artificial floor by itself does not count as the ground.

Fist of Raging Energy

School: Conjuration (Summoning) [See Text]; Level: Drd 9, Sor/Wiz 9 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) Effect: A fist, size Large, of seething energy Duration: 1 round/level

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Saving Throw: See text; Spell Resistance: Yes

You conjure a fist with a diameter of 8 to 9 feet made of roaring fire, freezing ice, corrosive acid, seething electricity or clashing thunder. The fist flies through the air at a speed of 90, as you direct (a free action in a given round). You can use the fist to attack a single target, with its attack bonus equaling your caster level plus your relevant caster ability modifier. Directing the fist to attack in any given round, as opposed to just having it move, is a move action. The fist inflicts 1d6 points of the chosen energy type damage per two caster levels (maximum 12d6) plus a special effect based on the energy chosen:

Acid: Creatures struck, regardless of size, must make a Reflex save or their equipment suffers half its hp total in damage and suffers from the broken condition.

Cold: Creatures struck that are smaller than Large must make a Reflex saving throw or be absorbed into the fist. Those absorbed move with the fist and suffer from the paralyzed condition and are subject to suffocation. The fist can hold two Medium, four Small, eight Tiny, or sixteen Fine creatures.

Electricity: Creatures struck, regardless of size, must make a Fortitude save or suffer the dazed condition for 1 round. *Fire:* Flammable objects (including creatures) within 5 feet of the fist catch fire and suffer 1d6 points of fire damage per round (no save) until someone uses a full-round action to put out the flames.

Sonic: Creatures struck that are smaller than Gargantuan must make a Fortitude save or be stunned for 1 round.

The spell takes on the descriptor of the energy chosen. If you so wish it, the fist can attempt bull rush, charge, overrun, or sunder actions (CMB equals your caster level plus your relevant caster ability modifier +4). It does not make attacks of opportunity.

Fly On The Wall

School: Divination (Scrying); Level: Drd 9, Sor/Wiz 9 Casting Time: 1 minute Components: V, S Range: Touch Target: One touched insect Duration: 1 day/level (D); see text

Saving Throw: None; Spell Resistance: Yes

This spell turns a normal insect you touch into a magical sensor. Suitable targets include bees, flies, or ants.

As long as the target is within long range (400 ft. + 40 ft./level) of you, you can concentrate to activate the sensor. When you do so, you can see and hear through the sensor as if you were using *clairaudience* and *clairvoyance*. The sensor can be noticed with a successful Perception check DC 37 (observant creatures might notice a subtle pattern of the caster's eyes appearing on the insect). For the duration of the spell you can direct the movement of the insect. The spell ends immediately if the insect is damaged.

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Flying Flaming Corpse, Greater

School: Evocation [Fire, Force]; Level: Sor/Wiz 9 Casting Time: 1 standard action Components: V, S, M (puppet strings) Range: Long (400 ft. + 40 ft./level) Target: One corporeal creature Duration: Instantaneous and 1/round per level (see text)

Saving Throw: Fortitude partial; Spell Resistance: Yes

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You set a creature on fire, seize it with telekinesis, and use it to batter nearby opponents or objects. The target takes 1d6 points of fire damage per caster level (maximum 25d6) and is set on fire (1d6 additional each round) A creature can extinguish the target as a full-round action. You must target a specific creature when casting this spell and once you select that creature you cannot switch to another. Each round (including the round in which the spell is cast), as a move action, you can attempt to hurl the target at any creature or object within range of the spell. You must make an attack roll whenever you use the target as a weapon. The attack bonus for this attack is equal to your caster level plus either your Intelligence or Charisma modifier (whichever is higher). If you successfully hit the new target with the creature, both it and the creature take damage based on the creature's size (see below) plus 2d6 fire.

Creature Size	Damage Dealt
Fine	1d4
Diminutive	1d6
Tiny	1d8
Small	1d10
Medium	2d6
Large	2d8
Huge	2d10
Gargantuan	3d6
Colossal	3d8

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The target struck by the subject of this spell must make a Reflex saving throw or also be set on fire. If the subject would be killed or destroyed by the damage this spell inflicts, it remains intact until after the spell ends. A successful saving throw halves the initial damage, negates its being seized by telekinesis for that round, (dead bodies receive no saving throw) but is still set on fire. The target creature must make a Fortitude saving throw each time you attempt to use it as a weapon. If it makes its saving throw it can act normally, but if it fails its save it loses all actions for the round and ends its turn prone in a square adjacent to the target of your attack. However, if the creature chooses to resist your efforts to move it, taking no other actions for the round, it gets a +4 circumstance bonus on its saving throw.

Form of the Swarm

School: Transmutation (Polymorph); Level: Drd 9, Sor/Wiz 9 Casting Time: 1 standard action

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Components: V, S, F (jade circlet worth 1,500 gp) Range: Personal Target: You

Duration: 10 min./level (D)

This spell allows you to take the form of four separate swarms; these can be army ant, bat, centipede, crab, leech, rat, spider, and/or wasp swarms. You can choose from one to four of any of the types; you could, for example, choose two centipede and two spider swarms. These swarms have all their normal qualities and abilities but also bear a tiny portion of your consciousness that allows you to perceive what they do and to control their actions. While in this form, you cannot use any of your own abilities or take any actions other than controlling the swarms. If all of the swarms are destroyed you are transformed back into your normal self in the same condition you were when you cast the spell. If you dismiss the spell or it is dispelled, choose one of the squares previously occupied by any one of the remaining swarms and that is where you reappear. Casters often use this spell as a form of escape, sending three of the swarms to attack their foes while using the fourth flying swarm (bats or wasps) to flee.

Glacial Slide

School: Evocation [Cold]; Level: Clr 9, Drd 9 Casting Time: 1 standard action Components: V, S, M (a handful of glacial ice or a handful of ice from the Plane of Water) Range: Long (400 ft. +40 ft./level) Effect: A plane of ice, up to 30 ft. square/level Duration: 10 minutes/level Saving Throw: Special; see text; Spell Resistance: Yes

You create an artificial glacier that slowly moves in any direction that you choose at the time of casting; however, once set in motion, the glacier continues moving in the designated direction until the spell's duration expires or an intervening barrier prevents it from moving any further. The ice moves at a rate of 5 ft. per round, and slowly crushes any immobile creatures, objects and structures in its path. When the glacier comes into contact with any immobile object or structure, the glacier deals 25d6 points of damage. If the object or structure withstands the damage, the glacier's progress is halted in that particular location. Creatures unable to escape its path also take 25d6 points of cold and crushing damage (50% each) and are entitled to a Fortitude save to reduce the damage by half. They are subsequently buried within the glacier and take 1d6 points of nonlethal damage from the glacier's weight and 1d6 points of cold damage per minute within the ice. Targets rendered unconscious must make a Constitution check (DC 15 + 1 per previous check) each minute or suffer 1d6 points of lethal damage each minute thereafter until freed or dead. In addition to the aforementioned physical damage, a buried creature also lacks breathable air and immediately starts suffocating. Small objects are simply swept away and entombed inside of the glacier.

Each 10-foot square of glacier has 90 hp. Creatures can hit the wall automatically. A section of wall reduced to o hit points is breached. If a creature (including a buried creature) tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level. Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the glacier) takes 1d6 points of cold damage + 1 point per caster level (no save). Fire can melt a *glacial slide*, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a *glacial slide* creates a great cloud of steamy fog that lasts for 10 minutes.

Globe Against the Arcane

School: Abjuration; Level: Clr 9 Casting Time: 1 standard action Components: V, S, DF Range: 10 ft. Area: 10-ft.-radius emanation, centered on you

Duration: 10 min./level (D)

Saving Throw: None; Spell Resistance: See text This spell functions exactly as antimagic field, except it applies only to arcane magic, allowing divine spellcasters to cast spells normally. The globe also suppresses psionic powers and effects.

Glyph of Warding, Superior

School: Abjuration; Level: Clr 9 Casting Time: 10 minutes **Components:** V, S, M (powdered diamond worth at least 800 gp)

Range: Touch

Target or Area: Object touched or up to 5 sq. ft./level

Duration: Permanent until discharged Saving Throw: See text;

Spell Resistance: No (object) and Yes; see text

This spell functions like *glyph of warding*, except that a superior blast glyph deals up to 15d8 points of damage, and the *superior spell glyph* can store a spell of 9th level or lower. You must trace the glyph with incense, which must first be sprinkled with the powdered diamond.

Read magic allows you to identify a *superior gluph of* warding with a DC 19 Spellcraft check.

Guardian's Tomb

School: Conjuration (Teleportation); Level: Clr 9, Drd 9, Sor/Wiz 9 Casting Time: 1 standard action Components: V, S, DF Range: Medium (100 ft. + 10 ft./level) Target: One creature **Duration:** Instantaneous Saving Throw: Will negates; Spell Resistance: Yes

You transfer a target as greater teleport to another safe location where he remains (with all of his equipment), held entombed in *temporal stasis*. The

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subject remains there unless a specific condition is met (see below), someone dispels the temporal stasis, or someone casts a *freedom* spell at the creature's current location or at the locale where *quardian's tomb* was originally cast. If *freedom* is used to free the creature, it reappears in the original locale.

The creature is released from *temporal stasis* when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case. Disguises and illusions can fool them. Normal darkness does not defeat a visual trigger, but magical *darkness* or *invisibility* does. Silent movement or magical silence defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. The spell cannot distinguish alignment, level, Hit Dice, or class except by external garb.

The range limit of a trigger is 15 feet per caster level, so a 17th-level caster can command a guardian's tomb to respond to triggers as far as 255 feet away. Regardless of range, the spell can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

Heart of the Volcano

School: Conjuration (Teleportation) [Fire]; Level: Drd 9 Casting Time: 1 standard action Components: V, S, F (heartscale of a great wyrm fire subtype true dragon) Range: Medium (100 ft. + 10 ft./level) Target: One creature **Duration:** 1 round/level Saving Throw: Will negates; see text; Spell Resistance: Yes

You transfer a target, body and soul, into the heart of an active volcano; the subject takes 20d6 points of fire damage and 10d6 points of bludgeoning damage each round it remains inside the heart of the volcano. Each round on its turn, the subject may attempt a new saving throw to end the effect (this is a full-round action that does not provoke attacks of opportunity) and return from where it was originally teleported; failure results in it being returned to the heart of the volcano.

Illusory World

School: Illusion (Glamer); Level: Sor/Wiz 9 Casting Time: 1 standard action **Components:** V, S Range: Long (400 ft. + 40 ft./level) Area: One 30-ft. cube/level (S) **Duration:** Concentration +1 hour/ level (D) Saving Throw: Will disbelief (if interacted with); Spell Resistance: No As mirage arcana, except you can disguise or conceal creatures to the effect.



Heart of the Volcano

Creatures remain disguised or invisible, as you desire, so long as they remain within the spell's area. A creature that interacts with the effect (such as being attacked by a creature disguised by the spell) and succeeds at a Will save sees through all elements of the illusion. A creature using an 8th level or lower divination spell (such as see invisibility or true seeing) or a spell like *invisibility purge* to pierce the illusion must make a successful caster level check (DC 15 + your caster level) or fail to overcome the illusion.

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Immortality

School: Abjuration; Level: Sor/Wiz 9 Casting Time: 24 hours Components: V, S, M (5,000 gp jewel) Range: Touch Target: One living creature **Duration:** Instantaneous Saving Throw: Fortitude negates (harmless); Spell Resistance: Yes

The target stops aging. She continues to experience age effects, but has no maximum age.

When casting the spell, make a caster level check (DC 30). If you succeed, the target looks youthful and remains that way. If unsuccessful, she continues to look older and older as time passes, becoming a dreadful, shriveled husk. This spell can only be cast once on any living creature.

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Inescapable Shackles

School: Abjuration [Force]; Level: Sor/Wiz 9 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) Target: Any creature Duration: Permanent/1 round (D) Saving Throw: Reflex partial; Spell Resistance: Yes

This spell causes a set of shackles made of force to come into being and affix themselves to the target creature, immobilizing it, and anchoring it to its current location; no force can move the shackles from this location. The creature is also rendered helpless. Creatures who fail their save receive no chance to use Escape Artist to slip their bonds, and have no chance of bursting their bonds. Any creature bound within them is affected as if a *dimensional anchor* spell were cast upon it (no save). An inescapable shackles is immune to dispel magic, although a mage's disjunction can still dispel it. An inescapable shackles can be damaged by spells as normal, except for disintegrate, which automatically destroys it. It can be damaged by weapons and supernatural abilities, but the bonds formed by inescapable shackles have hardness 30 and a number of hit points equal to 20 per caster level. Contact with a sphere of annihilation or *rod of cancellation* instantly destroys the shackles. Creatures that make their saving throw are instead entangled for 1 round. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell.

Judgment Day

School: Divination [Law]; Level: Clr 9 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft/2 levels) Target: One creature Duration: Permanent

Saving Throw: Will partial; Spell Resistance: No The subject's deeds are judged by the power of law. The subject is investigated regarding the following actions he may have taken: unprovoked violence or murder; broken a truce, peace treaty, or violated the territorial sovereignty of another state; looted recently (within 1 week) wrecked ships and persons thereon; committed piracy (privateers are exempt); mistreated prisoners; violated the sovereignty of foreign embassies or harmed a known diplomat; failed to properly execute a legal extradition of a prisoner; owned slaves or worked as a slave trader (enslavement of those defeated in a declared war, to avoid genocide is permissible); and, finally, assisted in the crime of genocide against any race, ethnic group or culture. If the subject has committed any of the preceding acts, the subject loses all perception of realty and constantly relives the perpetrated acts as if he were the victim of the offense, rendering him blind and deaf and losing access to all other senses

(blindsight, tremorsense, etc.). The subject also suffers an insight penalty to his attack rolls, checks, and saving throws equal to your caster level. A successful save negates the blindness, deafness, loss of senses, and reduces the insight penalty to -2.

Khạn's Sending

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School: Conjuration (Teleportation) Level: Clr 9, Sor/Wiz 9 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Target: One creature Duration: 2d4 rounds

Saving Throw: Will partial; **Spell Resistance:** Yes This spell physically sends a target into a nightmare. The victim is actually cast into a shrieking maelstrom of nightmares on the Plane of Dreams where it can take no actions but observe. The victim physically returns 2d4 rounds later from its original locale. The victim takes 4d6 points of Wisdom damage, but is otherwise free to act on the round it returns. A successful Will save causes the creature to blink out briefly and suffer only 2 points of Wisdom damage, and afterwards is immune to that same caster's *khan's sending* for 24 hours.

Jash of Sin

School: Evocation [Evil, Force]; Level: Clr 9, Sor/Wiz 9 Casting Time: 1 standard action Components: V, S Range: Personal Effect: Whip of force Duration: 1 minute/level Saving Throw: See text; Spell Resistance: Yes

From your lips, brightly glowing runes fall and coalesce in your hand, gathering in such a way as to form a thick and long whip made of multicolored force. When you cast this spell, a shimmering multihued whip of force comes into being in your hand. This can be used as a normal whip, but it has several unique properties. You are treated as proficient when wielding this whip, and you do not suffer any penalty for attacking a foe in melee with another creature. The whip deals 3d6 points of damage upon a successful touch attack and since it is made of force, it can hit ethereal and incorporeal targets, bypassing all damage reduction (but not hardness). There is no save against this aspect of the spell. F F FWLTNLADZZMTSTERTAZZCLALTRAS F

If an attacked creature has spell resistance, the resistance is checked the first time the infernal whip strikes it. If the whip is successfully resisted, it has no further effect on that creature.

If not, the whip can strike that creature, which cannot apply SR to the whip's additional abilities (although it gets saves against these abilities as normal). If you release the whip, it vanishes, but you can recall it to your hand as a free action so long as the duration of the spell has not expired and it has not been dispelled.

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In addition, each time you damage a foe with the whip, it produces one of several spell-like effects listed in the table that follows. All effects target only the creature damaged by the whip. The save DC is equal to the spell's DC.

Roll	Effect
1	Lust: as <i>sympathy</i> (Will negates)
2	Gluttony: as <i>vampiric touch</i>
3	Greed: as <i>teleport object</i> (any object attended by opponent, Will negates)
4	Sloth: inflicts Exhausted condition (no save)
5	Wrath: 80 points sonic damage and inflicts Stunned condition for 1 round (Fortitude halves damage and negates the Stunned condition)
6	Envy: reduces highest ability score to 1 (as <i>bestow curse</i> , Will negates)
7	Pride: caster gains benefit of <i>greater heroism</i>

8 Roll Twice (ignoring rolls of 8)

Tifefire Ray

School: Necromancy; Level: Clr 9, Sor/Wiz 9 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. +5 ft./2 levels) Effect: Ray Duration: Instantaneous/7 rounds; see text

Saving Throw: Fortitude partial; see text; Spell Resistance: Yes

You shoot forth a flaming, pure white ray that strikes with an appalling and burning heat. A pure white flame begins to burn on the victim's body. If the victim fails a Fortitude save, it suffers 4 points of damage. The victim must continue to save every round for the next 6 rounds (7 rounds total) to avoid suffering an additional 4 points of hit point damage per round. The caster gains 4 temporary hit points whenever this spell deals 4 points of damage. These temporary hit points last a maximum of 1 hour. If a victim is slain by this sell, only blackened ash remains of the victim. Hit points lost to the lifefire ray never heal naturally and can only be magically restored by a 9th level conjuration (healing) spell that also requires a successful caster level check (DC 15+ your caster level). Fast healing and regeneration are also ineffective against the damage dealt by this spell. Creatures that can only be killed under specific conditions are immune to this spell.

Lord of the City

School: Divination; Level: Clr 9, Sor/Wiz 9 Casting Time: 1 hour Components: V, S, M (1,000 gp accurate map of settlement) Range: Personal Target: You

Duration: 10 minutes/level

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You can cast *lord of the city* only within a settlement that is home to at least 100 people. The area must be considered a city, town, village, hamlet, or similar community (you cannot, for example, define 100 farmers living across hundreds of acres as a settlement). For the duration, you know the general status of the people in the city: content, rebellious, afraid, dying etc. You become aware of large-scale calamities or strong emotions-anything that affects at least 10 percent of the population or physically endangers 1 percent of the population. For example, in a city of 10,000 people, if 155 people had the plague, you would become aware of it (with no further details). If the city were under attack, you would become aware of it. If a major festival were occurring with a thousand people attending, you would know whether they were enjoying themselves. You would not learn of minor occurrences (two people attacked during a robbery, three people dying in an accident, five people dying of natural causes, and so on).

Further, with 1 round of concentration, you can learn the location and status of a single individual you name, if that creature is within the settlement. You must have touched that creature or have something belonging to it in your possession at the time of the attempt. The ability to locate individuals is as powerful and accurate as with *discern location*. Lastly, once per level while the spell remains in effect, you can send a message to anyone in the settlement and get a reply as if you had cast *sending*.

Maelstrom

School: Transmutation [Water]; Level: Drd 9, Sor/Wiz 9 Casting Time: 1 standard action Components: V, S, M/DF (a bottle and a cork) Range: Long (400 ft. + 40 ft./level) Effect: A 10 ft./level-radius whirlpool with a central 5-ft. wide vortex Duration: 1 round + 1 round/level

Saving Throw: None; see text;

Spell Resistance: No; see text

This spell allows you to create a whirlpool anywhere with devastating effects. You create a 10-foot-radiusper-caster-level sphere or hemisphere of water; in its center there is a 5-foot wide extradimensional hole that produces a powerful vortex. Within that extradimensional space, the vortex is 10-feet-percaster-level deep; the whirlpool does not otherwise displace any original underlying material (such as the floor). All creatures in the area of effect can hold their breath as a free action at the moment this is spell is cast. You can create the vortex on the deck of a ship as easily as on a dungeon floor or in the open sky. The vortex produces a powerful current extending from the edge of the vortex to a distance equal to the vortex's depth, such that a creature in the area of effect must make a Swim check (DC equal to your caster level + your relevant caster ability modifier) to swim normally. Failure means the creature cannot use a move action to move this round and is drawn

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1d6×10 feet toward the center of the vortex. If the Swim check fails by 5 or more, the swimmer is sucked down beneath the vortex. Freedom of movement has no affect against a *maelstrom* spell as this is normal movement, and movement caused by a *maelstrom* does not provoke attacks of opportunity.

When a creature reaches the vortex, it must make another Swim check at the same DC. If this check succeeds, the swimmer is ejected from the vortex and thrown to the edge of the effect (roll randomly to determine direction). If the check fails, the swimmer is pulled down.

A creature pulled down takes 1d6 points of magical bludgeoning damage per caster level (creatures with damage reduction 5 or higher than cannot be overcome by magical bludgeoning damage are immune to this damage) and remains pinned on the bottom, where it takes an additional 1d6 points of damage each round. The creature can only escape by making a successful Swim check (same DC needed to avoid being pulled under). If successful, the swimmer is thrown clear of the vortex but remains underwater at the vortex's depth (roll to determine direction).

When the duration of the spell ends, creatures and objects within the hole instantly rise up from the bottom of the vortex until they are at the original top of the vortex.

Boats and ships can fall afoul of the vortex just as creatures can, but the vessel's pilot can fight the current with a Profession (sailor) check (same DC as a Swim check to resist the current). On a failed check, a boat or ship less than 20 feet long has a 95% chance to capsize, a vessel from 20 to 60 feet long has a 50% chance to capsize, and a vessel over 60 feet long has a 20% chance to capsize. Even if a vessel doesn't capsize, it is drawn 1d6×10 feet toward the vortex on a failed check. When a vessel reaches the vortex, it suffers 4d6 points of damage and may sink unless its pilot makes a successful Profession (sailor) check (same DC as a Swim check to resist being pulled under, but with a +1 bonus per 10 feet of the vessel's length). If the vessel sinks, it breaks apart and goes under in 1 round, with all creatures aboard thrown into the water and forced to make Swim checks to avoid being sucked under.

Magic Castle

School: Conjuration (Creation); Level: Sor/Wiz 9 **Casting Time:** 30 minutes **Components:** V, S, M (rod of security) **Range:** Long (400 ft. + 40 ft./level) Effect: One magical castle **Duration:** Instantaneous

Saving Throw: None; Spell Resistance: No

With a grand display of magical energies, you instantaneously create a castle of your design that has two rooms per caster level. The entire square footage of the castle cannot exceed 100,000 square feet. The castle walls are made of stone, the doors of wood (with DC 30 locks), although the hardness of all materials is increased by 5. The interior of the castle is fully furnished, and each room is magically lit with a

brightness level that varies with your whim (from daylight to magical darkness). The castle also automatically contains weapons (melee and ranged) and chain hauberks enough to outfit 50 guards or defenders. In addition, you can choose one of the following options:

- The castle exists on another plane (an otherwise empty pocket dimension), with the only doorway existing on the plane on which you cast the spell. The doorway you attach the spell to must be in range at the time of casting or the spell creates a freestanding doorway to you specifications.
- The castle floats in the air at a height of your choosing. The magic keeping the castle in the air cannot be dispelled or suppressed.
- The castle is surrounded by a ward through which one general type of creature, chosen by you, cannot pass (undead, fey, humanoids, etc.).

Lastly, you can choose to have any portion of the castle disappear or fall apart upon your death, or you can choose to have the whole place collapse at the time of your demise. If the castle floats, you can have it fall when you die.

Mark of the Avatar

School: Transmutation; Level: Clr 9, Drd 9 Casting Time: 1 round Components: V, S, M (single bead from a strand of prayer beads) Range: Touch Target: One creature Duration: Until discharged Saving Throw: Will negates (harmless); Spell Resistance: Yes The energy of this spell creates a mark on the face,

hand, or other prominent feature of any living creature representative of the deity or power invoked by the caster.

Taking avatar form is an immediate action and the avatar form lasts for 1 minute per caster level; transforming to or from avatar form requires the command word to be spoken, so that a gag or a silence can prevent it from occurring. effect The transformation is always a spectacular affair; the subject appears to be struck by lightning, or engulfed in flames, or glow with otherworldly energy. The display is sufficient to immediately ruin any attempt to hide, and grants a +10 circumstance bonus to the Perception checks of anyone who simply hasn't noticed the subject's presence.

The avatar looks only slightly like the subject's normal form. It is always in the prime of life, even if the subject is younger or older, and is obviously virile and powerful. The avatar displays an obvious magical nature, the exact details of which depend on the deity or power that created the avatar; the subject may crackle with an aura of electricity, or have eyes of flame and skin of steel, or any other mystic appearance (subject to GM approval). The avatar is different enough from the subject's normal

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countenance that it counts as a disguise, even granting a +10 circumstance bonus to the Disguise skill check if someone might recognize him.

The subject is healed as by a *heal* spell and gains darkvision out to 60 feet. The subject also gain a +10 size bonus to Strength, a +8 size bonus to Constitution, a +8 natural armor bonus, and gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to the spellcaster's caster level.

For the duration of the effect, while in avatar form, damage the avatar form takes is treated as if it were dealt to a different character and is taken from this separate set of hit points, rather than the caster's own hit points, as are all effects up to and including death (which ends the spell, returning the subject to its original form, in the same location where the avatar was slain). If the avatar is reduced to negative hit points or is slain, the subject immediately reverts to normal form. All equipment carried by the caster changes appearance slightly to match the avatar's overall image (and new size, if the avatar form is larger or smaller), but is otherwise unaffected.

The avatar is immune to ability drain, ability damage, disease, energy drain, poison, and polymorph; any of these effects that have taken hold on the subject are suppressed while in avatar form. Any other spell or ability affecting the subject also affects the avatar when it is taken. An anti-magic field suppresses the avatar form as long as the subject remains within, but the avatar form returns if the caster leaves the area (it does not count against the duration of the effect).

At the end of this effect's duration, the subject reverts back to his normal shape, and is fatigued for an amount of time equal to the length of time he held avatar form. The subject can also return to normal form voluntarily, which will naturally shorten the duration of his fatigue.

You can only be subject to one *mark of the avatar* at a time, and you cannot cast this spell gain until the spell has discharged and the duration of the avatar form is expired. If the avatar form is slain, the caster can never again cast this spell, as if it was not part of his spell list.

Mark of the Prismatic

School: Abjuration; Level: Sor/Wiz 9 Casting Time: 1 standard action Components: V, S Range: Touch Target: Creature touched Duration: 10 minutes/level or until discharged Saving Throw: Special (See Text); Spell Resistance: Yes

The energy of this spell creates a multicolored arcane sigil on the face, hand, or other prominent feature of the creature touched. Those bearing this sigil are protected from damage and the effects caused by prismatic effects such as those created by *prismatic spray*. When the spell absorbs 1 prismatic effect per 2 caster levels, *mark of the prismatic* ends. The spell also provides the creature touched with a special

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ability. The creature can move through a prismatic wall or prismatic sphere once, ignoring it as if it were there. not If the creature uses this ability, the spell ends immediately afterward. Mark of the prismatic does not grant the creature the ability to make attacks through a prismatic wall or sphere, only to move through it. Recipients also possess the ability to cast a prismatic ray

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from the palm of the hand that inflicts all 7 prismatic effects upon the target, if a ranged touch attack strikes the target within medium range (100 ft. + 10 ft./level). Using this prismatic ray ability is a standard action that immediately dismisses the *mark of the prismatic*.

Meteorite, Superior

School: Evocation [Fire]; Level: Clr 9, Drd 9, Sor/Wiz 9 Casting Time: 30 minutes Components: V, S, M (minor artifact) Range: Long (400 ft. + 40 ft./level) Target: One 5-ft.-square impact point; see text Area: 200-ft. radius; see text Duration: 3 months/instantaneous; see text Saving Throw: Reflex half; see text; Spell Resistance: None

This spell evokes a larger piece of celestial matter, the impact of which mirrors a natural meteorite impact. A *superior meteorite* screams down from space three months after the casting of this spell, leaving a visible tail in the sky as it approaches over the course of this time. This spell can be cast only when the target is under the open sky or under no more than 10 feet of solid rock; if the target is moved during that time, the spell fails. At the time of impact it leaves a scarlet trail of smoke and a thunderous roar.

All within 50 feet of the impact point take 50d6 points of damage, those out to 100 feet away take 25d6 points of damage, those out to 150 feet away take 12d6 points of damage, and those out to 200 feet away take 6d6 points of damage. This damage is half bludgeoning damage and half fire damage. Successful Reflex saving throws reduce damage by half. Creatures in the radius are knocked prone whether or not they make their saves. The crater that results from a *superior meteorite* strike measures 50 feet in diameter and 30 feet deep.

Nigh Indestructible

School: Transmutation; Level: Sor/Wiz 9 Casting Time: 10 minutes **Components:** V, S, M (1000 gp powered adamantine)

Range: Touch

Target: Object touched, up to a 10 ft. cube/level **Duration:** Permanent

Saving Throw: Fortitude negates (harmless, object); Spell Resistance: Yes (harmless, object)

This spell causes an object to become much harder to destroy than it normally would be. The object's hardness increases by 20 and it gains 40 hit points per inch of thickness (these increases do not stack with other magic effects that increase hardness or hit points, and the spell does not stack with itself). The object also repairs itself as though it had fast healing 10. If the object already has a greater fast healing than this spell grants, then it keeps the higher amount. While *nigh indestructible* makes an object harder than adamantine, it does not count as adamantine for damage reduction, or any other purpose.

Occlude

School: Abjuration; Level: Clr 9 Casting Time: 1 standard action Components: V, S, DF Range: 30 ft. Area: All creatures within a 30-ft.-radius spread centered on you Duration: 1 round/level (D)

Saving Throw: Will negates; Spell Resistance: Yes

You channel the power of your god to suppress magic from divine sources (other than you) in the area. All creatures that fail their saving throw temporarily lose access to all spells derived from a divine source if that source is other than your god. This access is lost for as long as they remain in the area of the spell. This spell has no effect on deities or artifacts.

One Step Beyond

School: Abjuration; Level: Clr 9, Sor/Wiz 9 Casting Time: 10 minutes Components: V, S, M (1,000 gp gem per creature) Range: Touch Target: One creature per level Duration: One day/level Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) The targets protected by this abjuration remain

completely immune to divination spells of any level, including *discern location* and even a *wish* or *miracle* spell used as a divination. Similar to *mind blank*, this spell provides foolproof protection against scrying and mind-reading attempts of any kind, and the subjects cannot be seen with a spell like *arcane eye*. An invisible character protected by this spell would also not be seen by *see invisibility* or *true seeing* spell.

Pandemonium

School: Conjuration (Creation, Teleportation) [Chaos]; Level: Clr 9, Sor/Wiz 9 Casting Time: 1 round **Components:** V, S **Range:** 300 ft. **Area:** 300-ft.-radius emanation **Duration:** 1 round/level

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Saving Throw: See text; Spell Resistance: Yes

A roaring multicolored light appears in the area, a bizarre conglomeration of destructive energy crashing through it. Any creature within the area takes 5d6 points of damage each round, and non-chaotic creatures are blinded (Will save halves the damage and negates the blindness). Roll each round to determine the energy type dealt (1d6: 1-acid, 2-cold, 3-electricity, 4-fire, 5-sonic, 6-force damage).

All attacks in the area have a 50% chance of missing and a 50% chance of automatically hitting; Missile attacks that miss have an additional 50% chance of being redirected to hit the attacker. While in the area, each creature may use a move action to teleport to any other location within the area of effect; immediately after teleporting, the creature has a 50% chance to then be teleported back to the previous position. Every spell cast within the radius has a 50% chance of causing a mishap (as a scroll mishap). WYZZCLAK FUNST

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Petrify

School: Transmutation; Level: Sor/Wiz 9 Casting Time: 1 standard action Components: V, S, M (bit of petrified wood) Range: 40 ft. Area: 40-ft. spread centered on you Duration: Instantaneous Saving Throw: Fortitude negates (object);

Spell Resistance: Yes (object)

A wave ripples out from you, turning everything in its path to stone, including creatures, plants, and manufactured objects. (Objects in a creature's possession turn to stone or save as the creature does, do not roll for each item separately.)

Unlike most spells, physical barriers and things that block line of effect do not protect against *petrify*; the wave merely turns the barrier to stone then continues to petrify everything behind it. A *wall of force*, a *prismatic wall/ sphere* or an *antimagic field* will halt the progression of the petrifying wave.

A *stone to flesh* spell restores victims of this spell to their natural states, even if they were not made of flesh (a tree for example) a *miracle* or *wish* spell can revert all creatures at once.

Phantasmal Opposition

School: Illusion (Phantasm) [Mind-Affecting]; Level: Sor/Wiz 9 Casting Time: 1 standard action Components: V, S, F (silver mirror worth 250 gp) Range: Close (25 ft. + 5 ft./2 levels) Target: One creature Duration: 1 round/level (D) Saving Throw: Will partial (disbelief); Spell Resistance: Yes

You create a phantasmal image of the target creature which only it can see, with you and other onlookers

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discerning only a vague shape. The phantasmal duplicate appears in the subject's space.

The subject gets a Will save to recognize the image as unreal, but if that save fails, the phantasm attacks the subject using its most potent attack (highest-level harmful spell, most potent weapon, and so forth). None of the duplicate's attacks or actions affect anyone but the subject, and none of the duplicate's actions (including its initial appearance) provoke attacks of opportunity. A successful save negates the effects but the target suffers 8d6 points of damage.

If the subject moves, the duplicate moves with it. The phantasm and the target creature have the same initiative, but since they have the same Dexterity score as well, the GM will roll each round to see which gets to act first. In this and all other ways, the duplicate functions exactly like the subject, having the same statistics, hit points, and equipment. Any piece of equipment separated from the duplicate immediately reappears in the duplicate's possession.

If the target creature's save succeeds, the phantasmal duplicate appears in the creature's space but cannot harm or affect it in any way.

Phantasmal World

School: Illusion (Phantasm) [Mind-Affecting]; Level: Sor/Wiz 9

Casting Time: 1 standard action

Components: V, S

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

Target: 1 creature/level, no two of which can be more than 30 ft. apart

Duration: Permanent (see text)

Saving Throw: Will disbelief, then Will partial; Spell Resistance: Yes

You create a phantasmal image in the minds of all targets of a false reality that blocks out all other stimuli simply by forming the thoughts of the subject's subconscious mind into something that its conscious mind can already and believably visualize: this phantasmal world. Only the spell's subjects can see the *phantasmal world*. You see only vague shapes. Each target first gets a Will save to recognize the images as unreal. If that save fails, the false existence masks the true world. The subjects must succeed on a second Will save or be afflicted with the helpless condition in the true world (they could eventually die from aging or starvation) though they continue to act in the false reality.

If a subject of *phantasmal world* succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the spell can be turned upon you. You must then disbelieve it or become subject to its mind-affecting attack.

Phoenix from the Ashes

School: Conjuration (Healing); Level: Clr 9 Casting Time: 1 standard action Components: V, S, M/DF (phoenix feather, diamond worth 10,000 gp) Range: Touch Target: Dead creature touched Duration: See text Saving Throw: None; see text; Spell Resistance: Yes (harmless) You restore life to a deceased creature and transform it into a phoenix as if both a resurrection and then a

it into a phoenix as if both a *resurrection* and then a *polymorph any object* spell were cast upon it.

Psychic Clone

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School: Enchantment (Compulsion) [Mind-Affecting]; Level: Sor/Wiz 9

Casting Time: 1 standard action

Components: V, S, M (animal tooth)

Range: Touch

Target: One living creature

Duration: Instantaneous

Saving Throw: Will partial; **Spell Resistance:** Yes You imbed within the target's mind a mental duplicate of your thought patterns. There are three purposes of *psychic clone*: to unlock and retrieve knowledge stored somewhere in the subject's mind, to protect the subject's life, and to prevent the subject from harming or allowing harm to come to the caster.

While under the effects of *mind blank*, *protection from evil* or a similar spell, the subject can ignore the compulsion, but such a ward does not prevent establishing *psychic clone*, nor dispel it.

The spell serves its purposes in the following manner:

• The *psychic clone* can cause the subject to enter a coma for 30 minutes, making the subject seem dead, though a successful Perception or Heal check (DC 15 + your caster level + your relevant caster ability modifier) reveals that the victim is still alive.

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- The *psychic clone* can control the subject's memory and nervous system allowing it to create any phantasmal spell effect it wishes though only the subject perceives the illusion (disbelief DC equal to DC of this spell) and can also *modify memory* (same DC) on the subject.
- Once per day it can dominate the subject for 1 hour as *dominate monster* (DC equal to DC of this spell).
- The *psychic clone* can protect its subject as if it is a *mind blank* spell and as a *misdirection* spell if it so wishes.
- The *psychic clone* has a mental link to the caster that allows the caster to track the subject as if the caster were using *discern location*.
- The *psychic clone* contains much of the caster's knowledge and intellect. This includes any of the caster's skill ranks and memories at the time of the casting but he will not have access to any of the caster's spells, spell-like abilities, supernatural, extraordinary or other class abilities. It can choose to communicate its knowledge and information if it believes it will serve its goals. It also has perfect recollection of everything the PC experiences (except when suppressed, see below).

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A successful Will save against the spell or any of its effects suppresses all the effects of the *psychic clone* for 24 hours.

Purge Recollection

School: Transmutation; Level: Sor/Wiz 9 Casting Time: 24 hours Components: V, S, M (10,000 gp wooden staff broken at the time of casting) Range: Close (25 ft. + 5 ft./2 levels) Effect: One fact or memory of an event Duration: Instantaneous Saving Throw: None; Spell Resistance: No You modify up to five minutes of all creatures'

recollections of a single fact in one of the following ways:

- Eliminate all memory of an event that people still living actually experienced. All creatures (except for you and those within range you designate) forget the event. This use of the spell can even undo the effects of a mind-affecting spell cast during that time even though where the event took place must be within range.
- Erase the details of a fact that no one living (except perhaps you) remembers or knows, from all written records. This use of the spell eradicates the fact forever and divination magic will function as if this fact never existed. If someone living does know the fact, the spell fails, although it does reveal the name(s) of the one(s) who knows. A single fact includes the password to open an ancient tomb, the name or truename of a creature, or the location of a lost city.
- Change the details of an event that no one living remembers or knows about, but which lies in written records. If someone living does know the details of the event, the spell fails, although it does reveal the name(s) of the one(s) who knows.
- Implant a false memory of an event or a fact into the written records. If this use of the spell results in multiple "answers" to a question that a sage seeks in the written records, the sage has an equal chance of discovering any one of them. The caster gets no warning that there are multiple answers.

Deities are immune to the effects of this spell, and are not considered living creatures for the purposes of the spell, GMs are encouraged that deities remain silent on the effects of this spell lest they start a war with the deity governing magic and/or secrets they wish hidden be revealed.

A single five-minute duration or a single fact that occurred during those five minutes can only be affected by this spell once. You cannot, for example, erase the fact from memory and then erase the whole five minutes from all recorded records.

XV

Purify

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School: Conjuration (Healing) [Good]; Level: Clr 9, Drd 9 Casting Time: 1 standard action

Components: V, S, M/DF (a 20,000 gp diamond) **Range:** 60 ft.

Area: 60-ft. burst, centered on you

Duration: Permanent and instantaneous

Saving Throw: None and Will half;

Spell Resistance: Yes

This spell releases a burst of pure, life-granting energy from the positive energy plane. All land in the area of effect becomes permanently pristine and beautiful.

The spell causes all plants to reach their mature growth immediately.

Against undead creatures, the spell deals 1d6 points of damage per caster level (maximum of 20d6). *Purify* is equally effective against other opponents. Against non-undead, evil-aligned creatures, the spell deals 1d8 points of damage per caster level (maximum of 10d8). Undead destroyed by this blast are returned to life as if by a *resurrection* spell 1d4 rounds later if a *resurrection* spell cast by you could affect them.

All food and water in the area is affected as if *a purify food and drink* had been cast upon it, conjuration (healing) spells cast in the area affected by *purify* are cast at +1 caster level and the DCs to save against their effects are at +1. A *wish* or *miracle* spell is needed to harm the land affected by this spell.

Good-aligned living creatures caught in the *purify* spell's burst heal all damage as if affected by a *heal* spell and gain temporary hit points equal to your caster level (maximum 25).

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Rain of Blood

School: Conjuration (Creation); Level: Clr 9 Casting Time: 10 minutes Components: V, S Range: Long (400 ft. + 40 ft./level) Area: 2-mile-radius circle

Duration: 1 hour

Saving Throw: See text; Spell Resistance: No

The *rain of blood* is one of the most terrible plagues. Spread over an area, it pollutes the countryside, changing fertile land to barren, and poisoning crops, water supplies (requiring *purify food and drink* to remedy) and those caught in the downpour. Those who are caught in the downpour suffer a -4 morale penalty to all saves and skill checks that lasts for the duration of the rain and for 4d12 hours afterward (this penalty is applied to the save against the poisonous downpour). Drinking the water has the same effect as being caught in the downpour. Crops and water fully shielded from the rain are immune to this effect, but the smallest drop will pollute it.

Poison (Ex) Contact; *save* DC as spell; *frequency* 1/round for 6 rounds; *effect* 1d3 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

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Reforestation

Ray of Ramming

School: Evocation [Force]; Level: Sor/Wiz 9 Casting Time: 1 standard action Components: V, S Range: Long (400 ft. plus 40 ft./level) Effect: Ray Duration: Instantaneous Saving Throw: None; Spell Resistance: Yes

An invisible ray of force springs from your hand. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of force damage per caster level (maximum 25d6), the creature is pushed back 60 ft. (or until he strikes a barrier, suffering damage as if he had fallen 60 ft.), is knocked prone and suffers 1d4 Constitution damage. Flying creatures and swimming creatures must make the appropriate skill check (Fly or Swim, DC 11+your caster level + your relevant caster ability modifier) or be forced downward to the limit of the spell's range; if they reach a horizontal surface they are knocked prone upon that surface.

Reforestation

School: Transmutation (Polymorph); Level: Drd 9 Casting Time: 1 standard action **Components:** V, S, DF **Range:** Close (25 ft. + 5 ft./2 levels) **Target:** One creature/level, no two of which can be more than 30 ft. apart **Duration:** Permanent **Saving Throw:** Fortitude negates; Spell Resistance: Yes

The victim of this spell suddenly stiffens. His skin turns to bark, his toes dig into the ground as roots, and his fingers become branches and twigs. In a moment, each target is polymorphed into the type of tree the caster chooses at the time of casting, for all eternity though. The tree is the same size as the target. The spell only ends if it is dispelled or the divine focus is broken or ruined. The target loses all abilities and ability scores, effectively becoming a tree (an inanimate object).

Relive

School: Illusion (Shadow); Level: Sor/Wiz 9 Casting Time: 1 standard action Components: V, S, M (a broken silver mirror) Range: Close (25 ft. + 5 ft./2 levels) Target: 1 creature Duration: Instantaneous/1d4+1 rounds Saving Throw: Will partial; Spell Resistance: Yes

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Resonance

School: Evocation [Sonic]; Level: Sor/Wiz 9 Casting Time: 1 standard action Components: V, F (a tuning fork); see text Range: Medium (100 ft. + 10 ft./level) Area: 30-ft.-radius emanation Duration: Concentration, up to 1 round/level Saving Throw: Fortitude half or Fortitude partial (object); see text;

Spell Resistance: Yes (object)

Resonance emits a high-pitched noise that is attuned to resonate with a specific type of substance, such as stone, iron, or even human flesh. The specific material is chosen at the time of casting. Within the area, only the type of material that has been selected takes damage from the spell. When used against inanimate objects, the spell simply deals 6d6 points of sonic damage per round to all objects of the chosen material that are within the area of effect. A Fortitude save (for attended or magical objects) negates this damage. Regardless, a new save is made every round.

When used against living tissue, this spell has varying effects, depending on the particular tissue targeted. Some of the most common types are detailed bellow.

- *Flesh:* Targeting flesh causes the targets muscle tissues to tear themselves apart. This not only deals 6d6 points of sonic damage per round, but also deals 1d4 points of Strength and Constitution damage per round. A successful Fortitude save reduces the sonic damage by half, and negates the Strength and Constitution damage. Regardless of the result, a new save is made every round.
- *Bones:* Targeting bones causes the targets bones to break and crumble. The spell deals 6d6 points of sonic damage to affected creatures per round and furthermore deals 1d4 points of Dexterity and Constitution damage per round. A successful Fortitude save reduces the sonic damage by half and negates the Dexterity and Constitution damage. Regardless of the result, a new save is made every round.
- *Brain:* Targeting the brain tissue of a living creature is especially lethal. If the creature fails its saving throw the creature takes 1d4 points of Intelligence and Wisdom damage and is dazed for one round. Furthermore, the living creature must immediately make a second saving throw. If the second saving throw also fails, then the living creature suffers 10 points of damage per level. If the subject succeeds the initial saving throw, it suffers 10d6 points of damage. If the is enough damage to kill the creature its brain explodes. If the creature is still alive it suffers migraine headache and suffers –4 circumstance penalty on

attack rolls, skill checks, and ability checks. Regardless, a new save is made each round.

Any creature that is immune to sonic damage is also immune to the effects of the spell. A creature that is resistant to sonic damage gets a +1 to its saving throw for every 5 points of sonic resistance it possesses. This spell cannot be enhanced with the Silent Spell feat, or other effects that remove the verbal component.

Revelation

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School: Divination; Level: Clr 9, Sor/Wiz 9 Casting Time: 1 standard action Components: V, S, M (500 gp crystal lens) Range: Personal Target: You Duration: 1 min./level Saving Throw: None or Will partial; see text; Spell Resistance: No Revelation functions as true seeing but allows you to

Revelation functions as *true seeing* but allows you to gain additional information if you spend a full-round action studying an area or subject. Each round, you can do one of the following:

- Study an area no larger than a 10-foot cube and see all secret doors hidden by any means. You also see through mundane disguises and spot creatures that are hiding.
- Study a single creature or object and see all auras the creature has, including its alignment and any magical auras. You know the strength of any alignment or magical auras revealed (as *detect chaos/evil/good/law* and *detect magic)*. Identifying a magic aura's school requires a Spellcraft check (DC 15 + spell level), which you make as a free action. No magical effects short of a *mind blank* or the direct intervention of a deity will keep you from noting a subject's aura.

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Study a single creature and know whether it is currently under a curse or any form of magical or mental control. When this spell reveals such effects, you can attempt to discern the location and identity of whatever entity laid the curse or established the control (if entity is on the same plane as you at the time you cast the spell). The entity gets a Will save to negate this effect, but if the save fails, you know its name and approximate location (as though you had used a discern location spell against a creature you have seen). If the entity has more than one name, you learn either the name by which the subject of the curse or control knows the entity, or the name the entity most commonly uses in public, as applicable.

• Study a single creature and know whether it is currently capable of assuming a different form (via a special quality, magic item, or a spell available for casting) and any limitations on what those forms can be. For example, you could detect the true nature of a lycanthrope or doppelganger, or sense that the sorcerer you face knows *alter self* and has a 2nd-level spell slot

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available with which to cast it). The creature is allowed a Will save to negate this effect.

Study one creature and know whether it is living or nonliving, and whether a nonliving creature is undead or a construct. You also know the creature's condition, as though you had used detect animals or plants.

For uses of the spell that allow it, a successful Will save makes the target creature immune to the current casting of the spell. You know that a creature has successfully saved and can attempt to study it again, but you must cast the spell again to do so. Any use of this spell that allows a Will save is blocked by a *mind* blank effect or the direct intervention of a deity. Under such circumstances, you know that the spell is blocked but not the source of that blocking.

Ruin Structure

School: Evocation; Level: Sor/Wiz 9 Casting Time: 1 standard action Components: V, S, M (a vial of universal solvent) **Range:** Medium (100 ft. + 10 ft./level) Target: Nonliving mater within a 30 ft. radius, or a single construction of nonliving matter,- up to 1000 cubic feet in volume per level **Duration:** Instantaneous

Saving Throw: Fortitude partial (object); Spell Resistance: Yes (object)

Crumble causes the bonds holding nonliving matter to break apart, ruining them, and leaving only a pile of debris. If the objects in question succeed on a Fortitude save, they object is reduced to half its normal hit points total and gains the broken condition, further successful saves have no effect. If the target is large enough that it has multiple zones of hit points (such as a wall having hit points for every five-foot section) each area is subject to the effect.

If the surface below a character is destroyed, the creature takes falling damage as normal (1d6 points per 10 feet; a successful Acrobatics check can reduce the damage).

If a structure such as a building is ruined while occupied, those inside it may be trapped and take damage. A character inside a heavy structure, such as a multi-level wooden structure or a stone structure takes 9d6 points of damage from falling debris and is buried (see below). A successful Reflex save reduces damage by half. Any character inside a light structure, such as a single-level wooden structure takes 3d6 points of damage (Reflex save for half) and is only buried on a failed Reflex save. Also, characters standing near a heavy structure (within 5 ft. per 15. ft. of height) take 3d6 points of damage from falling debris (Reflex save for half). Very light structures, such as canvas tents, do not pose a substantial risk to their occupants.

Script of the Jost

School: Illusion (Phantasm) [Mind-Affecting]; Level: Sor/Wiz 9

Casting Time: 1 standard action

Components: V, S, M (rare ink worth 1,000 gp) Range: Touch

Effect: Up to 1 page (or 1 sq. ft.) of magical writing/level

Duration: 1 day/level or until triggered (D) **Saving Throw:** Will negates; see text; Spell Resistance: Yes

You create a piece of text that appears normal and harmless at first glance, but poses a serious danger to anyone reading it. In this case, "reading" the script means any attempt to study it, identify it, or fathom its meaning.

On a successful Will save, the reader of the script of the lost is able to look away with only a slight sense of discomfort, but a failed save causes the reader to suffer from total amnesia losing the use of all spells and abilities that require an action to use; the subjects also lose access to their memories and Knowledge skills. Script of the lost vanishes after it affects 1 creature per caster level. You can follow a secret page spell immediately by script of the lost, so only creatures that discover the *secret page* are subject to the effects of this spell.

Dispel magic and remove curse do not remove the amnesia. Greater restoration, miracle, or wish can restore the creature.

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Scry Ward

School: Abjuration; Level: Sor/Wiz 9 Casting Time: 10 minutes Components: V, S, M (a broken mirror) Range: Touch Targets: One creature/level **Duration:** 1 day/level Saving Throw: Will negates; Spell Resistance: Yes You scatter fragments of a broken mirror over the

target creatures and as you speak and gesture, the pieces flare with lime light when they touch the creatures and then melt away. All attempts to scry the warded creatures automatically fail, revealing nothing. In addition, anyone who attempts to scry the warded creatures is immediately attacked by creatures from a summon monster VI. They hunt down and attack the creature responsible for the scrying until the spell ends, they lose the trail, they are dispelled, destroyed, or the quarry is killed or destroyed.

Shadowy Cohort

School: Illusion (Shadow); Level: Sor/Wiz 9 Casting Time: 1 standard action **Components:** V, S, F (an onyx statue worth 500 gp) Range: Close (25 ft. + 5 ft./2 levels) Effect: One shadowy cohort; see text Duration: 1 hour/level or until discharged Saving Throw: None; Spell Resistance: No Shadow cohort creates the illusion of a ominous Medium-sized warrior (AC 10 + your caster level + vour relevant caster ability modifier) under vour command. The sentinel may be commanded to do

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Shadowy Cohort

anything you wish as it serves as an extension of your intelligence, skills and personality, remaining utterly loyal to you. The sentinel has a BAB equal to your and adds your associated stat bonus (an 18th level sorcerer with a Charisma of 19 creates a sentinel with a BAB of +18, and an attack of +12). It inflicts 2d8 plus 1 point of damage per caster level (maximum +25). The cohort is discharged after being successfully struck for 12 points of damage per caster level (maximum 300), it uses your saving throws.

Shunting Ward

School: Abjuration; Level: Sor/Wiz 9 Casting Time: 1 standard action Components: V, S, M (*cubic gate*) Range: Touch Target: One creature or object, or one 10-foot cube/caster level Duration: Permanent (D)

Saving Throw: Will partial; **Spell Resistance:** Yes This ward *greater teleports* any creature touching the subject 1d100 \times 10 miles away instantaneously in a random direction away from the subject; creatures who make a successful Will save are transported 1d20 + 10 feet in a random direction away from the subject. Creatures using a melee attack against the subject only deal their damage if they succeed on their Will save. Creatures using attended objects to touch the creature are considered to be touching the creature (for example using a 10-foot pole) and only affect the subject with the attended object on a successful Will save.

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The creatures arrive safely in the new destination and are never transported into a solid object or into midair (if these are the only options, the spell does not function). Even if a subject with this ward cast upon it wants to be touched, the spell's effects remain the same. Creatures that touch the warded creature multiple times (even with weapons) must make a saving throw each time.

If cast on an area, the ward affects anyone entering the area and every creature must make a saving throw each round they are in the area.

The whole warded area radiates strong magic of the abjuration school. A successful *dispel magic* removes this ward from a specific creature or object but not an area. A successful *mage's disjunction* destroys the entire *shunting ward* effect.

Signify

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School: Divination; Level: Sor/Wiz 9 Casting Time: 1 standard action Components: V, S, M (fortune telling tool 250 gp) Range: Personal Target: You Duration: Instantaneous This powerful spell offers an incredibly wide range

This powerful spell offers an incredibly wide range of uses. It allows the caster to ask a question and derive a magical answer; the question can have any kind of phrasing and offers a complete, perfectly accurate answer (though it can be cryptic). Instead of this ability, *signify* can be used to duplicate the effects of any divination spell of 8th level or below, foregoing any need for material components other than those required by this spell. F FWYTNLANZYMTSTATSTATSTALTANY 5 F

Silent Ruination

School: Evocation [Sonic]; Level: Sor/Wiz 9 Casting Time: 1 standard action

Components: V

Range: Close (25 ft. + 5 ft./2 levels) **Target:** One nonliving creature or object/level within

a 40-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude negates; Spell Resistance: Yes

When you cast this spell, you emit an inaudible ultrasonic pulse that possibly destroys targeted creatures and objects. The spell affects up to one nonliving creature or object per caster level, inflicting 10 points of damage per caster level ignoring hardness. Nonliving creatures and objects closest to the point of origin are affected first.

Siphon Tife

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School: Necromancy; Level: Clr 9 Casting Time: 1 standard action Components: V, S Range: Touch Target: Living creature touched Duration: Instantaneous/1 hour; see text Saving Throw: Fort half; Spell Resistance: Yes Siphon life deals 10 points of damage per caster level and heals you for an amount equal to the damage dealt. If this healing would exceed your normal hit point total you gain temporary hit points equal to the remaining damage you deal. You can't heal or gain more temporary hit points than the sum of the subject's current hit points and the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear one hour later. If the creature successfully saves, *siphon life* deals half this amount.

Sphere of Decay

School: Necromancy; **Level:** Sor/Wiz 9 **Casting Time:** 1 standard action **Components:** V, S, M (150 gp brass statue of a living creature) **Range:** Close (25 ft. + 5 ft./2 levels)

Targets: All living creatures within range **Duration:** 1 round/level (D) **Saving Throw:** Fortitude half (each round);

Spell Resistance: Yes

This potent spell affects only living creatures, causing them to wither and crumble, eventually reducing them to dust. On the first round, all within the range (except you) suffer 1d6 points of damage. The next round, they suffer 2d6 points of damage. The next round deals 4d6, and so on, to a maximum of 16d6 points of damage each round. Creatures who make a successful save suffer half damage, but they must attempt a new saving throw each round. A saving throw is required of anyone who spends any amount of time in the range of the spell, so that even a character that entered the area and backed out again on the same action would still need to make a save.

The damage progression always starts at 1d6 points of damage. So even if the spell has been going for 5 rounds, a target entering into range suffers 1d6 points of damage on his first round, 2d6, 4d6, 8d6 and finally 16d6. Exiting and reentering the spell's range, however, restarts the damage the victim was suffering as if he had not left—it does not start over. So, say a character stays in range for 3 rounds, and then leaves for 2 rounds. On his first round back in range, he suffers 8d6 points of damage. The spell's effect moves as you do, since it affects everyone in range of you.

Spirit of Victory

School: Transmutation Level: Clr 9, Sor/Wiz 9 Casting Time: 1 standard action Components: V, S, F (great wyrm gold dragon heart

scale)

Range: Personal Target: You

Duration: 1 round/level

You call upon the powers of good fortune made manifest to inhabit your physical form and enhance it. You gain a +10 luck bonus to attack rolls, damage rolls, saving throws, checks, and Armor Class.

Splinter Storm

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School: Conjuration (Creation); Level: Drd 9 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10ft./level) Effect: 10-ft.-diameter sphere Duration: 1 round/level Saving Throw: Reflex half; Spell Resistance: Yes

A swirling mass of jagged wood and splinters flies in whichever direction you point and damages those it strikes. It has a speed of 30-ft. If it enters a space with a creature, you can stop its movement (as a free action) for the round and it deals 14d6 points of magical piercing damage to that creature (creatures with damage reduction 5 or greater that is not overcome by magical piercing damage are immune to this effect), though a successful Reflex save results in half damage.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays in its current location. The storm cannot push aside unwilling creatures or batter down large obstacles. A *splinter storm* winks out if it exceeds the spell's range.

Sunfire Tomb

School: Conjuration (Teleportation) [Light]; Level: Clr 9, Drd 9 Casting Time: 1 standard action Components: V, S, DF Range: Medium (100 ft. + 10 ft./level) Target: One creature Duration: Instantaneous Saving Throw: Will negates; Spell Resistance: Yes

You transfer a target, body and soul, into the sun, where he remains (with all of his equipment), held entombed in stasis forever. For the subject, time ceases to flow and he grows no older. His bodily functions virtually cease, and no force or effect can harm him. He is, however, painfully aware of the heat and light around him-those sensations are all he experiences while entombed in the sun. The subject remains there unless someone casts a freedom spell at the locale where sunfire tomb was originally cast, whereupon the subject reappears in that locale. Magical search by scrying, a locate creature spell, or similar divination does not reveal the fact that a creature is entombed, but discern location does. A *miracle* or *wish* spell will not free the recipient but will reveal where he is entombed.

The *sunfire tomb* spell functions only if the target's name and some facts about his life are known.

Symbol of Destruction

School: Necromancy (Death); Level: Clr 9, Sor/Wiz 9 Casting Time: 10 minutes Components: V, S, M (mercury

Components: V, S, M (mercury and phosphorus, plus powdered diamond and opal worth 7,500 gp each)

Range: 0 ft.; see text **Effect:** One symbol

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Duration: See text **Saving Throw:** Fortitude partial; **Spell Resistance:** Yes

This spell functions like *symbol of death*, except a *symbol of destruction* slays each creature within its radius suffers 10 points of damage per caster level. If the target's Fortitude saving throw succeeds, it instead takes 10d6 points of damage but are immune to the effects of this symbol for 24 hours. If the spell slays the target, it consumes the remains utterly in holy (or unholy) fire (but not its equipment or possessions).

The only way to restore life to a character who has failed to save against this spell (and was slain) is to use *true resurrection*, *miracle*, or a carefully worded *wish* spell followed by *resurrection*.

Once triggered, the *symbol of destruction* remains active until it affects creatures whose combined total current hit points do not exceed 200, or for 10 minutes per level, whichever comes first.

Magic traps such as *symbol of destruction* are hard to detect and disable. A rogue (only) can use the Perception skill to find a *symbol of destruction* and Disable Device to thwart it. The DC in each case is 25 + spell level, or 34 for *symbol of destruction*.

Jeleport Jair

School: Conjuration (Teleportation); Level: Sor/Wiz 9 Casting Time: 12 hours Components: V, S, F (*cubic gate*) Range: 0 ft.

Area: Up to 400 sq. ft./level (S) **Duration:** Instantaneous

Saving Throw: None; Spell Resistance: No

You transport yourself and an area chosen by you (and everything in that area) to another location that you have physically visited. The destination must be somehow befitting of the locale moved. Thus, if a dragon's lair is a system of caves built into a cliff side, you can shift the lair to another set of cliffs nearby, on another continent, or on another plane. The spell then creates the space needed for the shift (magically and instantly digging out new caves in the new cliff wall that conform to the original caves) and fills in the space left behind (the old caves at the original location are filled in with natural stone). The lair conforms as well as possible to the new site. Conforming may include shifting the layout, size, and entrance of a location slightly (subject to GM adjudication).

If it fit within the spell's area, a whole building could be transported to a new location. You could also move only a few rooms, making them into their own separate structure at the destination or attaching them onto an existing structure. They could even replace rooms in an extant structure.

You transport the environment as well, so when shifting a castle underwater, the castle does not fill with water; if you transport it into the heart of a volcano, the interior of the castle retains its normal temperature. As the duration is instantaneous, these effects remain (e.g. a castle room teleported into the heart of a volcano remains comfortable).



Thunderstorm's Fury

Thunderstorm's Fury

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School: Evocation [Electricity]; Level: Drd 9 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level)

Effect: One or more 30-ft.-long vertical lines of lightning

Duration: 1 min./level

Saving Throw: Reflex half; **Spell Resistance:** Yes Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-footwide, 30-foot-long vertical bolt of lightning that deals 7d6 +1 point per caster level of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected.

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You need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However, each round after the first you may use a standard action (concentrating on the spell) to call a bolt. You may call a total number of bolts equal to your caster level.

If you are outdoors and in a stormy area - a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size)—each bolt deals 14d6 +2 points per caster level instead of 7d6 + 1 point per caster level.

This spell functions indoors or underground but not underwater.

Time Undone

School: Transmutation; Level: Sor/Wiz 9
Casting Time: 1 standard action
Components: V, S, F (object not native to the present time)
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: Fortitude partial;
Spell Resistance: Yes
A bar of liquid light springs from your pointing finger.
This ray is not blocked by anything. When it strikes an

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object, it passes through that object and continues on to the limit of its range. You must make a ranged touch attack against all targets within the ray to its maximum range. All targets within the area of effect take 10 points of damage per caster level. A successful save results in half damage. If the spell slays or destroys the target, it consumes the remains and a creature's soul utterly including any equipment or possessions. That creature can never be resurrected, raised or transformed into undead by any means, including *miracle* and *wish*. Only divine intervention from a deity whose portfolio deals with time can restore the creature to life. Artifacts are immune to the effects of this spell.

There is a greater side effect of using time undone. Any creature or object destroyed with this spell ceases to exist for 24 hours before he was stuck by this spell. That is, if a creature is destroyed, it is as if that creature never existed for the previous 24 hours. Memories of those actions remain, but the actual events of the creature's life during the last 24 hours never occurred. For example, an opponent kills several allies but is later slain by this spell, the allies the opponent killed are later found alive, having a blurred memory of their death and at times others who were witness to their deaths express surprise at seeing them alive.

Jouch of Divine Insight

School: Divination; Level: Sor/Wiz 9 Casting Time: 1 standard action Components: V, S, F (holy symbol of chosen deity) Range: Personal Target: You

Duration: 1 hour/level or until discharged

This spell is a dangerous divination at best but its effect is often well worth the risk. It grants the caster a sudden, intuitive knowledge of the essence and true name of a chosen deity. This can be any deity the caster knows of and does not need to be of a compatible alignment. Once cast, the knowledge gained by this spell grants the caster the ability to 'trade out' spells for any spell from any of the deity's domains of the same level, similar to the cleric's Spontaneous Casting ability. Each time this is done, the caster must make a Concentration check (DC 30) or touch of divine insight ends immediately after the traded spell is cast.

The knowledge of the deity's true name is a subtle and intuitive one. It cannot be imparted through any form of communication and cannot be put to any other use. Once the spell ends, the knowledge disappears completely.

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Toxic Breath

School: Transmutation; Level: Sor/Wiz 9 Casting Time: 1 standard action Components: V, S Range: Personal Target: You Duration: 1 round/level

Your mouth and lungs fill with a foul-tasting fluid so when you speak or exhale, a fine green mist leaks from your nose and mouth. After casting this spell, you gain a supernatural toxic breath weapon; you may activate this breath weapon once every 1d4 rounds as a standard action.

Breath Weapon (Su): 60-ft. cone, DC as per the spell, instantaneously deal 1d6 points of acid damage per caster level (a successful Reflex save halves the damage), it also deals 1d3 points of poison damage for 6 rounds to the ability score of your choice (you must choose at the time of using the breath weapon); three successive Fortitude saves are required to negate the effects of the poison.

Triggered Agent

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Sor/Wiz 9

Casting Time: 1 standard action

Components: V, S, M (trump card from a tarot deck)

Range: Touch

Target: One creature

Duration: Permanent (D) Saving Throw: Special (Will partial); Spell Resistance: Yes

As suggestion, except the effect does not discharge and the target need not understand the caster. The caster telepathically implants the *suggestion* into the subject. Once the suggestion discharges, the caster can simply reissue a new suggestion (though he must touch the target again as a standard action). The caster cannot implant more than one active suggestion in a creature at a time.

The suggestion planted must not take place immediately and is instead buried in the victim's subconscious until triggered. Its trigger must be based either on an event as it is perceived by the victim or an amount of time going by. During the period while the suggestion is buried and untriggered, neither divination spells nor Sense Motive will reveal that the subject is under the effect of an enchantment. Attempts to remove the *suggestion* during this period, such as with *dispel magic* or *break enchantment*, add a +20 bonus to the DC. The subject does not make his saving throw until the triggering event occurs.

While under the effects of mind blank, or a similar spell, the subject can ignore the compulsion, but such a ward does not prevent establishing *triggered agent*, nor dispel it.

A successful save against the spell inflicts an *insanity* spell upon the target, which requires a second save at the same DC.

Ultimate Insight

School: Divination; Level: Sor/Wiz 9 Casting Time: 1 swift action Components: V Range: Personal Target: You Duration: 5 rounds or special

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This spell has as many different names as there are races that know of it. The ultimate form of social divination, *ultimate insight* opens the caster to the infinite knowledge of how all life thinks, acts and lives. Everything about life, from its history to its myriad social traditions, is laid bare and revealed in one moment of incredible revelation. While this immense amount of knowledge is short-lived and impossible for a mortal mind to retain for long, it can be put to good use while it lasts.

A caster under the effect of this spell gains a +20 insight bonus on attack rolls, skill checks, and saves.

The power of this spell goes even further. Any task other than combat that this spell applies to can be completed within its duration, no matter how long it would normally take to complete, as long as the caster can dedicate more than half the spell's duration to that task. The sole exception to this is an attempt to chronicle the vast knowledge gained in any way. There is simply far too much information in the caster's mind to allow the kind of concentration required to write down everything he has learned. More narrow topics are acceptable though.

For example, an 18th level caster could fight warriors for 2 rounds, and spend a vast number of days crafting a flawless suit of magical *chain mail*.

Undo

School: Transmutation; Level: Clr 9, Sor/Wiz 9 Casting Time: 1 standard action

Components: V, S, F (a ring that is or was a *ring of three wishes*)

Range: Touch

Target: One effect

Duration: Instantaneous

Saving Throw: None; Spell Resistance: No

You specify a single effect that has occurred within the previous round and reverse it entirely. The effect can be an extraordinary ability, spell, a spell-like ability, a supernatural ability, a physical attack, a poison, a disease, a trap, a hazard, a disaster, or anything similar. Undo functions as if a *miracle* or *wish* had been cast to remove the effect.

Damage inflicted by the effect is repaired or healed, slain victims are restored to life (to the condition they were in before the effect), a curse is lifted, and so on whatever the effect did, this spell undoes it.

Note that this spell does not make it so that the effect was never instigated; it only undoes its consequences. So if you cast this spell to undo the effects of a *meteor swarm* spell, the caster of the *meteor swarm* really did cast it (and used the spell slot), but the damage is all repaired.

Effects from 9th-level or higher spells (or effects from an extraordinary or supernatural effect where the creator's CR is 17 or higher) require that you make a caster level check to undo them (DC 15 + creator's caster level or if it's an extraordinary or supernatural ability, the creator's CR). Thus, if you wish to undo the effects of an ancient red dragon's breath weapon you would need to touch the ancient red dragon or touch a creature injured by that breath weapon, and make a DC 34 caster level check.

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Unending Torment

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Clr 9, Sor/Wiz 9

Casting Time: 1 standard action

Components: V, S

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Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous/1 round

Saving Throw: Will partial; **Spell Resistance:** Yes This spell causes a creature to suffer from insane levels of endless wracking pains that impose a -8 circumstance penalty on attack rolls, skill checks, and ability checks. In addition, the creature is staggered by the shear agony. Upon a successful save, the subject negates the staggered condition but suffers from a -4 circumstance penalty on attack roll, skill checks and ability for 1 round.

Remove curse does not remove *unending torment*. *Mass heal, miracle,* or *wish* can restore the creature.

Unmind

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Sor/Wiz 9

Casting Time: 1 standard action

Components: V, S, M (padlock)

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will partial; **Spell Resistance:** Yes *Unmind* disrupts all the recipient's higher mental functions, effectively removing its Intelligence score and reducing the creature to a state of sheer instinct, similar to vermin. The affected creature is unable to use any mental skill, cast spells, activate magic items, use spell-like abilities, use class features, understand language, or communicate coherently.

Extraordinary or supernatural abilities are not affected, but the creature may not be able to effectively use or control them. The subject can use weapons it has in its hands or carries on its person at the time the spell takes effect (though it fails to recognize other weapons as such), but it takes a -4 non-proficiency penalty with such weapons whether it normally has proficiency or not. The subject's natural weapons (including unarmed strike) remain unaffected.

While the spell is in effect, the subject remembers who its allies and enemies are, and can follow and even protect them. Likewise, it can attack enemies, though it's limited to simple tactics such as a mindless undead or vermin would use. The subject becomes immune to all mind-affecting and languagedependent effects.

Those targets fortunate enough to make their Will saves are still affected as if by a *confusion* spell for 1 round but are immune to subsequent castings of this spell from the same caster for 24 hours.

The subject remains in this mindless state until a *greater restoration, miracle,* or *wish* spell is used to cancel the *unmind* effect.

Vials of Wrath

School: Conjuration (Creation, Summoning); Level: Clr 9 Casting Time: 1 standard action Components: V, S **Range:** Long (400 ft. + 40 ft./level)

Effect: Up to seven vials with varying effects Duration: Concentration (maximum 7 rounds, see text) Saving Throw: See text; Spell Resistance: Yes You utter seven words and each time you do, you pluck a magically-created vial from your tongue and set it before you. The vials tremble with scarcely contained power. This spell creates up to seven vials,

one per round of the spell's duration. When a vial is created, you may cause its effect to take place immediately at any point within the spell's range, or you can keep it for later use. Should you not use the vial immediately, it remains potent for 10 minutes per level. To use a saved vial, you must shatter it in the area to be affected (you need not be the one to shatter the vial). Vials weigh 1 ounce apiece and can be thrown as grenade-like weapons with a 10foot range increment. The effects of the vials can be dispelled as normal depending on the nature of the effect's duration (permanent, instantaneous, or a given duration).

The vials appear, one per round of concentration, in the following order:

Vial Effect Round

- Creatures within a 50-ft.-radius spread 1 take 8d6 points of unholy damage (no save) and are scarred by a mark of your choosing. This mark can be no more than 4 inches in diameter. It can be removed only with a regeneration, miracle or wish. This is an instantaneous effect.
- Water within a 150-ft.-radius spread is 2 transformed into blood (no save). Any water-breathing creature within the area of effect must hold its breath until it escapes the area or drown. In a large body of water or running water, the blood dissipates naturally. This is an instantaneous effect.
- All non-water liquids within a 150-ft.-3 radius spread, even potions, turn to blood. Magical liquids or creatures carrying them can make a Will save against this effect, liquid. This is one for each an instantaneous effect.
- Creatures within a 50-ft.-radius spread 4 explode into flames, taking 8d6 points of fire damage (no save). This is an instantaneous effect.
- Creatures within a 50-ft.-radius spread are 5 blinded, taking 1 point of Dexterity damage each round. A Will save negates the Dexterity damage each round. This is a permanent effect.
- 6 Appearing in the vial's space, 1d₃ swarms as per the *creeping doom* spell.
 - As *symbol of death* in a 150-ft.-radius area.

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Vorpal Scythe

School: Evocation [Force]; Level: Sor/Wiz 9 Casting Time: 1 standard action **Components:** V, S, F (*vorpal* weapon) **Range:** Close (25 ft. + 5 ft./2 level) Effect: One scythe of force Duration: 1 round/level or until discharged (D) ልሴ ፑ ሮ ይልኘፕንህፈቆኃዾሂል ዮጽም ሂል ፕ ም ይደራል ሆኖኘ ልዿ ኽ ፑ

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Saving Throw: None; Spell Resistance: Yes You create a razor-sharp scythe of pure force. This scythe attacks the opponent you desire, once per round starting on the round you cast the spell. The scythe has a total attack bonus equal to your caster level plus your relevant caster ability modifier with a +5 enhancement bonus. Because it is a force effect, the scythe can strike ethereal and incorporeal creatures. The scythe deals 9d6+5 plus your relevant caster ability modifier points of damage on a successful attack and has a threat range of 19-20 and a critical modifier of x4.

Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the scythe severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off. After severing a head the spell is discharged.

The scythe occupies a square just as a creature would and threatens an area five feet in each direction. The scythe can take attacks of opportunity, but only one per round (even if the caster could take more). The scythe is capable of flanking opponents, but normally requires specific instructions to do so. If left on its own, the scythe will move to its target in the most direct path possible and attack it. If the target moves out of range, the scythe will hover at the edge of the range and resume its attack should the target return.

As a standard action, once each round after the first, you can designate a new target for the scythe, or give it a more complex attack order, such as making it flank the target. It cannot at any time have more than one target.

The scythe is immune to physical attacks but can be affected by *dispel magic*, *disintegrate*, a *rod of cancellation* or similar effects. For the purpose of touch attacks, the scythe has an AC of 16 (+1 size, +5 deflection).

If the scythe's target has spell resistance, make the check the first time the scythe attacks. If the target fails to resist, the scythe affects it normally for the duration of the spell. If the target resists, the scythe cannot affect that target, but it is not dispelled and the caster can designate a new target next round. Once a creature has made a resistance check, the result is used for the duration of the spell, even if the scythe is changed from the target and then back to it again.

Wake the Forest Primeval

School: Transmutation; Level: Druid 9 Casting Time: 1 minute Components: V, S, M (small vine of gold worth 50 gp) Range: Medium (100 ft. + 10 ft./level) Area: Plants in a 40 ft./level radius spread Duration: 1 round/level Saving Throw: None; Spell Resistance: No

You cause the ancient wrath of the forest to stir, the trees themselves seeming to come alive as they grapple and crushing anything in the area. Vegetation in the affected area warps, twists, and entangles foes in the manner of an *entangle* spell, but with much more deadly consequences. An affected creature gets no save to avoid the entangle effect. At the beginning of your turn next turn, each entangled creature must make an opposed grapple check against the entwining plants. Treat the plants as having a Combat Maneuver Bonus equal to your caster level + your relevant caster ability with a +4 circumstance bonus. If the plants succeed on the grapple check, they deal 2d8 + twice your relevant caster ability modifier in bludgeoning damage to the grappled creature. The plants continue

to grapple entangled creatures each round until the spell ends or all entangled opponents die or escape. Entangled creatures can attempt to break free as a move action, making a Strength check (DC is equal to the DC of the spell) or Escape Artist check (DC 10 + your caster level + your relevant caster ability modifier). Each round on your turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement. Creatures in the area can also escape by dealing damage to the plants. Treat each plant entangling a creature as a wooden object with a hardness of 15 and hit points equal to 5 times your caster level. A creature that moves adjacent to an entangled creature and deals damage equal to the plants' hit points frees the entangled creature for 1 round but does not end the spell effect. If an area effect (such as a *fireball* spell) deals damage equal to the plants' hit points, any trapped creatures within the area are freed for 1 round. On the following round, the plants once again attempt to entangle freed creatures.

Waves of Weakness

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School: Necromancy; Level: Sor/Wiz 9 Casting Time: 1 standard action Components: V, S Range: 120 ft. Area: Cone-shaped burst Duration: Instantaneous

Saving Throw: Fortitude partial; see text;

Spell Resistance: Yes

You unleash a cone of putrid green energy from your outstretched hands. All creatures in the area take 5d4 points of Strength damage and are dazed for 1 round. A successful Fortitude save halves the damage, negates the dazed condition and renders the subject immune to subsequent castings of this spell from the same caster for 24 hours. The second s

A character with a Strength score of 0 is too weak to move in any way and is unconscious.

Weapon of Death

School: Necromancy [Death]; Level: Clr 9, Sor/Wiz 9 Casting Time: 1 standard action Components: V, S, F (masterwork magical weapon with at least a +2 enhancement bonus) Range: Close (25 ft. + 5 ft./level) Effect: A large black ghostly war hammer Duration: 1 round/level Saving Throw: None; Spell Resistance: Yes This spell conjures up a large ghostly weapon

This spell conjures up a large ghostly weapon (reflecting the caster's focus) that crackles with black necromantic energy. The *weapon of death* floats at the side of the caster and follows her wherever she goes. The ghostly weapon acts as a conduit between the Negative Energy Plane and the Material Plane and can be used to deliver life-draining attacks on living creatures or to heal undead via a successful touch attack. As a swift action or as part of the initial casting, the caster can send the *weapon of death* outward up to 15 feet away from her and have it attack any target within that range. Once the hammer begins attacking

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a particular target it will continue to attack that target without requiring concentration or additional actions from the caster. Switching targets is a swift action. The *weapon of death* otherwise behaves like a *spiritual weapon* in terms of its movement and range. The *weapon of death* attacks once per round, and deals 3d6 points of negative energy damage, plus 1 point per caster level (maximum +25) upon a successful touch attack. Whenever a living creature is touched by the *weapon of death* it suffers 1 negative level. Undead creatures touched by the weapon suffer no damage and are instead healed of the damage that the *weapon of death* would have dealt.

If the *weapon of death* slays the target, it consumes the remains utterly in holy (or unholy) fire (but not its equipment or possessions).

Spells or items that ward against negative energy and/or energy drain can protect a creature against this spell's effects. However, each time the weapon of death strikes a creature that is warded against negative energy or energy drain, the caster may make an immediate caster level check to dispel the warding effect, exactly as if the *weapon of death* were a targeted *dispel magic* against the warding effect.

Web of Fate

School: Necromancy; Level: Sor/Wiz 9 Casting Time: 1 standard action Components: V, S, M (web dipped in your blood) Range: Close (25 ft. + 5 ft./2 levels) Targets: One creature/level, all of whom must be within 30 ft. of each other Duration: Permanent Saving Throw: Will negates; see text;

Spell Resistance: Yes

Blood drops fling forth from your hand, unerringly striking affected targets. The blood hangs there for a moment before being absorbed into their bodies. You create a mystic connection between the subjects so that all of them share the same fate. Each time one of the subjects takes damage, that damage is divided evenly among all the subjects of the spell (any remaining damage is dealt to the target of the attack). Special conditions affecting one creature can be elected by a member of the web to affect that member instead as an immediate action. If a creature is killed by shared damage or by another effect, it is simply removed from the link, and damage is thereafter divided among the remaining creatures. The link forged by web of fate is effective regardless of distance, but it cannot cross the boundaries between planes. When the spell ends, subsequent damage is no longer divided between the subjects, but damage already split is not reassigned.

Unwilling creatures who make their saves are not linked by this spell. The caster knows which creatures are subject to the spell and which are not at the time of casting. A caster who is one of the spell's subjects knows the location and status of all the others as though using a *status* spell. No subject, not even the caster, can voluntarily leave the link.

This spell cannot be dispelled, but it can be removed with a *miracle*, or *wish* spell.

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Zoanthropy

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School: Enchantment (Compulsion) [Mind-Affecting]; Level: Sor/Wiz 9 Casting Time: 1 standard action Components: V, S, M (animal tooth) Range: Medium (100 ft. + 10 ft./level) Target: One living creature Duration: Instantaneous Saving Throw: Will partial; Spell Resistance: Yes This spell has two potential effects, causing a target

This spell has two potential effects, causing a target either to act like a savage animal or to believe it is a local, dangerous monster.

- *Rabid:* The target becomes savage, attacking with its teeth, attempting to bite its closest ally (bite 1d2, provokes an attack of opportunity if it does not have a natural bite attack). The subject's Intelligence becomes 2 and it gains a size bonus of +12 to Strength and +8 to Constitution. The target also gains a +5 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to your caster level (maximum 25). The affected creature is unable to cast spells, activate magic items, use spell-like abilities, use class features, understand language, or communicate coherently, it can also only use the following skills: Acrobatics, Climb, Fly, Perception, Stealth, and Swim.
- *Monstrous Delusions:* Whenever the subject sleeps, the nearest dangerous predator that is at least 3 challenge ratings higher than the target awakens from sleep and begins to travel about hunting. During that time, the subject will dream as if seeing through the creature's eyes; when it is nearly time for the subject to awaken, the monster will seem to have to travel back to where the subject is sleeping. When alone, the subject will often black out, destroy his clothes and other garments, but retain no memory of having done so. GM's are encouraged to use their imagination to help enhance the subject's delusion that he has become a monstrous lycanthrope.

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Those targets fortunate enough to make their Will saves are *fascinated* for 1 round but are immune to subsequent castings of this spell from the same caster for 24 hours.

The subject remains in this mindless state until a *greater restoration, miracle,* or *wish* spell is used to cancel the *zoanthropy* effect.

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