

Craft Eighth Level Spells

Anti-arcane Shell (Abjuration)

Level: 8
Range: 0
Components: V, S
Duration: 1 turn/level
Casting Time: 1 Action
Area of Effect: 1 foot/level diameter sphere
Saving Throw: None
Spell Resistance: No

The practitioner surrounds himself with an invisible barrier that moves with him. The area within this barrier is totally impervious to arcane based magic, the magic of Magicians, Healers and most Bards, preventing the passage of these spells or effects. It likewise prevents the functioning of any magical items based on arcane magic. The area is also impervious to breath weapons, gaze or voice attacks, and similar special attack forms.

The earth-force based magic of the Craft however works perfectly well in and around the barrier, as do clerical spells of any level. The practitioner, as well as other members of the Craft can function without penalty within the area of effect, Craft made magical items also function without any problem.

The *anti-arcane shell* also hedges out charmed, summoned, or conjured creatures, if the magic affecting them is mana based. It cannot be forced against any creature that it would keep at bay. Any attempt to do so will create a discernible pressure, and continued pressure will break the spell. Artifacts, relics, and creatures of demigod or greater status are unaffected by the *anti-arcane shell*.

Antipathy-Sympathy (Enchantment/Charm)

Level: 8
Range: 90'
Components: V, S
Duration: 2 hrs./level
Casting Time: 1 hr.
Area of Effect: 10-ft. cube or one item
Saving Throw: Will, Special
Spell Resistance: Yes

This spell allows the wizard to set certain vibrations to emanate from an object or location that tend to either repel or attract a specific type of intelligent creature. The wizard must decide which effect is desired with regard to what creature type before beginning the spellcasting. The spell cannot be cast upon living creatures.

Antipathy: This spell causes the affected creature to feel an overpowering urge to leave the area or to not touch the affected item. If a Will save +2 on the DC is successful, the creature can stay in the area or touch the item, but the creature will feel very uncomfortable, and a persistent itching will cause it to suffer the loss of 1 point of Dexterity per round (for the spell's duration), subject to a maximum loss of 4 points and a minimum Dexterity of 3. Failure to save forces the being to abandon the area or item, shunning it permanently and never willingly returning to it until the spell is removed or expires.

Sympathy: By casting the sympathy application of the spell, the wizard can cause a particular type of creature to feel elated and pleased to be in an area or touching or possessing an object or item. The desire to stay in the area or touch the object is overpowering. Unless a Will save +2 on the DC is successfully

rolled, the creature or character will stay or refuse to release the object. If the saving throw is successful, the creature or character is released from the enchantment, but a subsequent saving throw must be made 1d6 turns later at the normal DC. If this saving throw fails, the affected creature will return to the area or object.

Note that the particular type of creature to be affected must be named specifically--for example, red dragons, hill giants, wererats, lammasu, vampires, etc.

If this spell is cast upon an area, a 10-foot cube can be enchanted for each experience level of the caster. If an object or item is enchanted, only that single thing can be enchanted; affected creatures or characters.

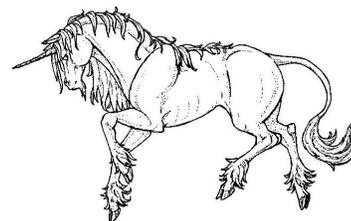
Curse, Greater (Enchantment/Charm)

Level: 8
Range: Special
Components: V, S, M
Duration: Until dispelled
Casting Time: 1 turn
Area of Effect: 1 creature
Saving Throw: Special
Spell Resistance: No

This spell causes a greater malediction to be placed upon a creature of the casters choosing.

Certain conditions must be met in order for the *curse* to take effect. The victim must be known to the caster by two of the following methods. The victim's face is known, the victim's birth name, or true name should it differ, the victim's place of birth. Once the needed knowledge is gathered, the caster must procure a personal object from the victim, hair or nail clippings are best but owned objects will do. An effigy of the victim must be made in wax, while great artistic skill, is not required, the effigy must contain the personal object, and show some prominent feature of the victim. Finally a brazier is lit and the effigy and wormwood are thrown in the fire and the *curse* spoken. The wording of a curse must contain the malediction, and the condition of its ending. I.e. "Bread and meat will taste as foul rot in thy mouth until the debt to the Sisters of Mercy be repaid". Maledictions can include diseases, withering of limbs, loss of property, friends, family, and/or reputation. The victim receives no saving throw if they have personally harmed the caster. A normal saving throw vs. Will +2 on the spell DC is allowed if the *curse* is cast on behalf of another. Success means that the *curse* has failed. The victim does not have to be present, or even aware they are being cursed, and not likely to even learn of the curse until its effects become known.

A *remove curse* spell will not normally dispel this manner of curse, there is only a 5% chance per level of the person casting the *remove curse* that it will work. If the *remove curse* fails, they will still be aware of the curse and its nature, and can pass this information on to the cursed individual.



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Dimensional Lock (Abjuration)

Level: 8

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

Components: V, S

Duration: 1 day/level

Casting Time: 1 Action

Area of Effect: 20-ft.-radius emanation centered on a point in space

Saving Throw: None

Spell Resistance: Yes

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like abilities. Once dimensional lock is in place, extradimensional travel into or out of the area is not possible.

A dimensional lock does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

Discern Location (Divination)

Level: 8

Range: Unlimited

Components: V, S, DF

Duration: Instantaneous

Casting Time: 10 minutes

Area of Effect: One creature or object

Saving Throw: None

Spell Resistance: No

A discern location spell is among the most powerful means of locating creatures or objects. Nothing short of a *mind blank* spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. Discern location circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

Earthquake (Alteration)

Level: 8

Range: 360'

Components: V, S, M

Duration: 1 minute

Casting Time: 1 turn

Area of Effect: 5-ft. diameter/level

Saving Throw: None

Spell Resistance: No

A local tremor of fairly high strength rips the ground. The shock is over in one minute. The earthquake affects all terrain, vegetation, structures, and creatures in its area of effect. The area of effect of the *earthquake* spell is circular, with a diameter of 5 feet for every experience level of the priest casting it. Thus a 20th-

level priest casts an *earthquake* spell with a 100-foot-diameter area of effect.

Solidly built structures with foundations reaching down to bedrock sustain one-half damage. An earth elemental opposed to the caster in the area of effect can negate 10% to 100% (roll 1d10, 0 = 100%) of the effect. Other magical protections and wards allowed by the DM may also reduce or negate this effect. If cast undersea, this spell may, at the discretion of the DM, create a tsunami or tidal wave.

The material components for this spell are a pinch of dirt, a piece of rock, and a lump of clay.

Geas (Enchantment/Charm)

Level: 8

Range: 10 yards

Components: V

Duration: Special

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: None

Spell Resistance: No

A *geas* spell places a magical command upon a creature to carry out some service, or refrain from some action or course of activity as desired by the spellcaster. The creature must be intelligent, conscious, under its own volition, and able to understand the caster.

While a *geas* cannot compel a creature to kill itself or perform acts that are likely to lead to its certain death, it can force almost any other course of action. The geased creature must follow the given instructions until the *geas* is completed. Failure to do so will cause the creature to grow sick and die within 1d4 weeks. Deviation from or twisting of the instructions causes corresponding loss of strength points until the deviation ceases. A *geas* can be done away with by a *wish* spell, but a *remove curse* or *dispel magic* spell will not negate it.

Genus Loci (Enchantment/Charm)

Level: 8

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 1 day

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

The *genus loci* spell is a powerful kind of contingency. It causes an area of land to defend itself from invasion when certain circumstances, named in the spell, happen.

The land defends itself with the animals and plants living on and in it at the time the spell is activated. All creatures of animal intelligence or less come under control of the spell, whether wild or domestic. Domestic animals hold no loyalty once in the area of a *genus loci*, if the person riding them or using them fits the land's description of enemy, they are attacked. Plants assume a limited form of movement and form thorn walls, tangles, and what ever else will aid the general defense.

The *genus loci* must be cast in the open. A single area up to ten miles square can be protected by a single spell. The actual casting of the spell lasts from sunup to sundown, but preparation

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for the spell may take a week or more. The area of the *genus loci* must be marked, with stakes of living wood from local trees, a minimum of eight stakes must be used. Each must be purified before placing. After each is placed a piece is broken off and retained. Once the border stakes are placed the spell may begin. The caster purifies the center of the area, builds a fire and begins the casting. Fine incenses must be burnt worth 1000 gp, the land described and the nature of the trigger and the release given. Once all is finished the wood pieces from the boundary are burned, after this point the actual boundary stakes are no longer needed, and the *genus loci* is in place.

The spell will last until set off, even the death of the caster will not still the spirit wakened in the land. If the spell is reinforced each decade it will grow in strength and intelligence, fay creatures will move into the area, satyrs and nymphs, the wee folk and others. After sixty years, a treant or a unicorn will grace the land. In the case of an evil caster, the evil equivalents will inhabit the land.

Once active, the *genus loci* will assume a life of its own, and it will defend the land until the release is given or the land is burned free of all life. The only other way to end a *genus loci* is with a *wish*, before it is active. After a *genus loci* becomes active only the power of a god can stop it.

Living with one of these spirits is not easy for the common man. He must hunt with prudence, cut no live wood, unless he plants another tree, failure to do these things will result in an "accident" to the offender. The older the *genus loci*, the more intelligent the penalty will be. Many reports of "fay woods" or "haunted forests" are the result of long forgotten *genus loci* spells.

Heal (Necromancy)

Level: 6
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: None
Spell Resistance: Yes

Heal enables the priest to wipe away disease and injury in the creature who receives the benefits of the spell. It completely cures all diseases deafness or blindness of the recipient and heals all points of damage suffered due to wounds or injury. It dispels a *feeblemind* spell. It cures those mental disorders caused by spells or injury to the brain. Naturally, the effects can be negated by later wounds, injuries, and diseases.

When cast on undead *Heal* acts like *Harm*

Major Enchantment (Alteration)

Level: 8
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 hour
Area of Effect: 1 item
Saving Throw: None
Spell Resistance: No

This spell allow the creation of magical items of great power. The item to contain the spell must be suitable for the spell; e.g., a

dagger will not hold a spell of healing. The item may be of natural construction; i.e. a staff of normal wood, a crystal or a jewel., or it may be man made, objects of art or metal. The object must be purified, then the lesser enchantment spell cast upon it. Afterwards the spell to be contained must be cast, either by the practitioner, or another whose magic is desired. The spell is bound to the item until the charges are used. The item must be worth at least a tenth the value of the item to be created.

Any item creatable by the craft can be created using this spell.

Maze (Conjuration/Summoning)

Level: 8
Range: 5 yds./level
Components: V, S
Duration: Special
Casting Time: 1 action
Area of Effect: 1 creature
Saving Throw: None
Spell Resistance: Yes

An extradimensional space is brought into being upon the utterance of a *Maze* spell. The subject vanishes into the shifting labyrinth of force planes for a period of time that is dependent upon its Intelligence. (Note: Minotaurs are not affected by this spell.)

Intelligence of Mazed Creature	Time Trapped in Maze
under 3	2d4 turns
3-5	1d4 turns
6-8	5d4 rounds
9-11	4d4 rounds
12-14	3d4 rounds
15-17	2d4 rounds
18+	1d4 rounds

Note that *teleport* and *dimension door* spells will not help a character escape a *maze* spell, although a *plane shifting* spell will.

Mind Blank (Abjuration)

Level: 8
Range: 30 yds.
Components: V, S
Duration: 24 hours
Casting Time: 1 Action
Area of Effect: 1 creature
Saving Throw: None
Spell Resistance: Yes

When the *mind blank* spell is cast, the creature is totally protected from all devices and spells or creatures that detect, influence, or read emotions or thoughts. This protects against *augury*, *charm*, *command*, *confusion*, *divination*, *empathy* (all forms), *ESP*, *fear*, *feeblemind*, *suggestion* (all forms), *phantasmal killer*, *possession*, *rulership*, *soul trapping*, and *telepathy*. Cloaking protection also extends to the prevention of discovery or information gathering by **crystal balls** or other scrying devices, *clairaudience*, *clairvoyance*, *communing*, *contacting other planes*, or wish-related methods (*wish* or *limited wish*).

The *mind blank* is also protection against any psionic attack. No psionic power that affects the mind can work while the spell endures. A creature with a *mind blank* cannot be part of a psychic

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link nor can a telepath communicate with them.

Permanency (Alteration)

Level: 8
Range: Special
Components: V, S
Duration: Permanent
Casting Time: 2 rounds
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

This spell affects the duration of other spells, making the duration permanent.

The practitioner can only cast *permanency* on spells they themselves cast. *permanency* will not work on summoning spells, and is not truly desired on some spells. It also will not work on spells that have instantaneous or permanent durations.

Permanency can be placed on items to retain a spell placed on them; i.e. *lighten load* or *weighty chest*. It is also a part of many enchantments of magical items.

The effect of a *permanency* can only be dispelled by a caster of greater level than the caster of the *permanency*.

Polymorph Any Object (Alteration)

Level: 8
Range: 5 yards/level
Components: V, S
Duration: Variable
Casting Time: 1 round
Area of Effect: Special
Saving Throw: Special
Spell Resistance: No

This spell changes one object or creature into another. When used as a *polymorph other* spell, simply treat the spell as a more powerful version, with saving throws made with a -4 penalty to the die roll. When it is cast in order to change other objects, the duration of the spell will depend on how radical a change it is from the original state to its enchanted state, as well as how different it is in size. This will be determined by your DM by using the following guidelines:

<i>Kingdom</i>	Animal, vegetable, mineral
<i>Class</i>	Mammals, bipeds, fungi, metals, etc.
<i>Relationship</i>	Twig is to tree as sand is to beach etc.
<i>Size</i>	Smaller, equal, larger
<i>Shape</i>	Comparative resemblance of the original to the polymorphed state
<i>Intelligence</i>	Particularly with regard to a change in which the end product is more intelligent.

A change in kingdom makes the spell work for hours or turns; i.e. hours of one removed, turns if two removed. Other changes likewise affect spell duration. Thus, changing a lion into an androsphinx would be permanent, but turning a turnip into a purple worm would last for only hours. Turning a tusk into an elephant would be permanent, but turning a twig into a sword would last for several turns duration. All polymorphed objects radiate a strong magic, and if a *dispel magic* spell is successfully cast upon them, they return to their natural form.

Power Word Stun (Enchantment/Charm)

Level: 8
Range: 150'
Components: V
Duration: Special
Casting Time: 1 action
Area of Effect: 60° arc in front of the caster.
Saving Throw: None
Spell Resistance: Yes

When a *power word stun* is uttered all creatures in the area of effect are stunned, reeling and unable to think coherently or to act, for a duration dependent on their level/hit dice. Creatures with up to 5 levels/hit dice are stunned for 2 minutes, those with 6 to 10 for 2d6 rounds, those from 11-15 for 1d8 rounds, and creatures of 16 to 20 levels/hit dice for 1d4 round only. Creatures with 21 or more levels/hit dice are stunned for one round.

Quench Fire (Evocation)

Level: 7
Range: 480'
Components: V, S
Duration: 1 rd.
Casting Time: 1 rd.
Area of Effect: See Text
Saving Throw: Reflex ½
Spell Resistance: Yes

Quench Fire, smothers four 10-foot x 10-foot cubes per level of the caster of normal fires, A 13th-level caster can cast a *quench* area measuring 260 feet x 40 feet x 20 feet. The height of quench is 10 or 20 feet. With respect to magical fires the area of effect is two 10-foot x 10-foot cubes per level of the caster, e.g., a 13th-level caster can cast a *Quench fire* measuring 130 feet x 20 feet x 10 feet. The height of the quench is 10 or 20 feet.

All fires in the area of effect are extinguished and will not reignite on their own.

Fire-based creatures, such as elementals, salamanders, etc., of less than demigod status take 1d10 points of damage for each level of the caster. Creatures can reignite at will.

Regenerate (Necromancy)

Level: 8
Range: Touch
Components: V,S,M
Duration: Permanent
Casting Time: 3 rounds
Area of Effect: Creature touched
Saving Throw: None
Spell Resistance: Yes

When a *regenerate* spell is cast, body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), bones, and organs grow back. The process of regeneration requires but one minute if the severed member(s) is (are) present and touching the creature, 20 to 40 minutes otherwise. The creature must be living to receive the benefits of this spell.

The material component of this spell are a medicinal oil applied to the flaw area.

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Remove Curse, Greater (Abjuration)

Level: 8
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: Special
Saving Throw: Special
Spell Resistance: Yes

The practitioner is usually able to remove a curse on an object, on a person, or in the form of some undesired sending or evil presence. Among others:

Remove the curse from a cursed shield, weapon, or suit of armor (And likely all magic as well).

Remove normal curses, and *curse, greater*

Cure lycanthropy, mummy rot, and like magical afflictions.

Remove an *anathematize* from a person.

Reverse the ill effects of a *geas* or *quest* spell, but not the *geas* or *quest* itself.

Free someone from the grip of evil artifacts. It will not remove the curse from the artifact.

Certain curses, those made by immortals, curses with special conditions, and the like may not be countered by this spell, or may only be countered by a caster of a certain level.

Restoration, Greater (Necromancy)

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 30 minutes
Area of Effect: 1 creature
Saving Throw: None
Spell Resistance: Yes

This spell allows the caster to restore ability score points lost from wounds, undead attack, or other methods. The spell will not raise an ability score above its previous high score.

The caster decides which ability score will be restored, if more than one has been affected. The chosen ability score is raised 1d6+1 point for each 5 levels of the caster for each casting of the spell. The lost cannot have occurred more than one month previous to the casting for each level of the caster.

Spell Shield 2 (Abjuration)

Level: 8
Range: 0
Components: V, S
Duration: Until dispelled
Casting Time: 1 round
Area of Effect: Personal
Saving Throw: None
Spell Resistance: No

This spell creates a shield of protection around the caster. The area of effect extends one inch past the caster and their immediate possessions, the effect moves with the caster. The spell blocks the magic and spell casting of all but the caster and those he names when the spell is cast. Magic cast at the caster is dispelled. The spell takes damage from magic used against it. Abjuration spells do double damage for their spell level. Wands, staves and other

items do 1/2 their level of effect eg, a wand's level of effect is 6th, it will do 3 points of damage to the shield. A **wand of negation** will dispel the shield. The *spell shield 2* has one point for each level of the caster.

Summon Monster 8 conjuration (summoning)

Level: 8
Range: 25' + 5/2 levels
Components: V, S, F
Duration: 1 round/level
Casting time: 1 round
Area of Effect: One summoned creature
Saving Throw: None
Spell Resistance: No

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from a lower-level list. on Table: Summon Monster. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish).

Symbol (Enchantment/Charm)

Level: 8
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 action
Area of Effect: 30 yards
Saving Throw: Special
Spell Resistance: Yes

A *symbol* creates magical runes affecting creatures that pass over, under or pass through a portal upon which the symbol is inscribed, or see said symbol presented to them. To cast the spell the practitioner writes the symbol on what ever surface he desires. Likewise the spellcaster is able to place the symbol of his choice, using any one of the following.

Discord: All creatures within 30 yards are affected, and immediately fall to loud bickering and arguing. The bickering lasts for 5d4 rounds.

Fear: This symbol causes an extra-strong *Fear* spell, all saves are at +4 DC.

Hopelessness: All creatures within 30 yards are affected and must turn back in dejection unless they save vs. Will. Affected creatures will submit to the demands of an opponent.

Insanity: All creature within 30 yards make a will save +2 DC either fall into a catatonic state or become psychotic paranoid, 50% chance of either. A *remove curse* or other such spell will relieve this condition.

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Pain: All creatures are affected with wracking pains shooting through their bodies. This causes a -2 penalty to dexterity and a -4 penalty to attack dice for 2d10 rounds.

Sleep: All creatures under 8+1 hit dice fall into a catatonic slumber and cannot be awakened for 1d12 +4 turns.

Stunning: All creatures in a area of effect are stunned for 3d4 round, they will drop all held objects.

The type of *Symbol* cannot be determined with viewing it and thus activating the spell.

The material component is the special ink that the *symbol* must be written with.

