

Magician Eighth Level Spells

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 .

Bigby's Clenched Fist (Evocation)

Level: 8
Range: 15'/level
Components: V, S, M
Duration: 1 rd./level
Casting Time: 8
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

The *Bigby's clenched fist* spell brings forth a huge, disembodied hand that is balled into a fist. This magical member is under the mental control of the spellcaster, who can cause it to strike one opponent each round. No concentration is required once the spell is cast. The clenched fist never misses, but it can only strike as directed by the caster. Thus, it can be fooled by invisibility or other methods of concealment and misdirection. The effectiveness of its blows varies from round to round.

D20 Roll

1-12	Glancing blow--1d6 hp
13-16	Solid punch--2d6 hp
17-19	Hard punch -- 3d6 hp; opponent is stunned for next round
20	Crushing blow*--4d6 hp; opponent is stunned for next three rounds

* The wizard adds +4 to the die rolls of subsequent attacks if the opponent is stunned, as the opponent is not capable of dodging or defending against the attack effectively.

The fist has an Armor Class of 20, and is destroyed by damage equal to the hit points of its caster at full health.

The material component of this spell is a leather glove and a set of brass knuckles).

Binding (Enchantment, Evocation)

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

A *Binding* spell creates a magical restraint to hold a creature, usually from another plane of existence. Extraplanar creatures must be confined by a circular diagram; other creatures can be physically confined. The duration of the spell depends upon the form of the binding and the level of the caster(s), as well as the length of time the spell is actually uttered. The components vary according to the form of the spell, but they include a continuous chanting utterance read from the scroll or book page giving the spell; gestures appropriate to the form of binding; and materials such as miniature chains of special metal (silver for lycanthropes, etc.), soporific herbs of the rarest sort, a corundum or diamond gem of great size (1,000 gp value per Hit Die of the subject creature), and a vellum depiction or carved statuette of the subject to be captured.

Spell resistance applies unless the subject's true name is used. A saving throw is not applicable as long as the experience level of the caster is at least twice as great as the Hit Dice of the subject. The caster's level can be augmented by one-third of the levels of each assisting wizard of 9th level or higher, and by one level for each assistant of 4th through 8th level. No more than six other wizards can assist with this spell. If the caster's level is less than twice the Hit Dice of the subject, the subject gains a Will saving throw modified by the form of binding being attempted. The various forms of binding are:

Chaining: The subject is confined by restraints that generate an *antipathy* spell affecting all creatures who approach the subject, except the caster. Duration is as long as one year per level of the caster(s). The subject of this form of binding (as well as in the slumber and bound slumber versions) remains within the restraining barrier.

Slumber: Brings a comatose sleep upon the subject for a duration of up to one year per level of the caster(s).

Bound Slumber: A combination of chaining and slumber that lasts for up to one month per level of the caster(s).

Hedged Prison: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means until freed. The spell remains until the magical hedge is

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somehow broken.

Metamorphosis: Causes the subject to change to some noncorporeal form, save for its head or face. The binding is permanent until some prescribed act frees the subject.

Minimus Containment: The subject is shrunk to a height of 1 inch or even less and held within the hedged prison of some gem or similar object. The subject of a minimus containment, metamorphosis, or hedged prison radiates a very faint aura of magic.

The subject of the chaining form of the spell receives a saving throw with no modifications. However, slumber allows the subject a +1 bonus, bound slumber a +2 bonus, hedged prison a +3 bonus, metamorphosis a +4 bonus, and minimus containment a +5 bonus to the saving throw. If the subject is magically weakened, the DM can assign a -1, -2, or even -4 penalty to the saving throw. A successful saving throw enables the subject to burst its bonds and do as it pleases.

A *binding* spell can be renewed in the case of the first three forms of the spell, for the subject does not have the opportunity to break the bonds. (If anything has caused a weakening of a chaining or slumber version, such as attempts to contact the subject or magically touch it, a normal saving throw applies to the renewal of the spell.) Otherwise, after one year, and each year thereafter, the subject gains a normal saving throw vs. the spell. Whenever it is successful, the *Binding* spell is broken and the creature is free.

Clone (Necromancy)

Level: 8

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: 1 clone

Saving Throw: None

Spell Resistance: No

This spell creates a duplicate of a human, demihuman, or humanoid creature. This clone is in most respects the duplicate of the individual, complete to the level of experience, memories, etc. However, the duplicate really *is* the person, so if the original and a duplicate exist at the same time, each knows of the other's existence; the original person and the clone will each desire to do away with the other, for such an alter-ego is unbearable to both. If one cannot destroy the other, one will go insane and destroy itself (90% likely to be the clone), or possibly both will become mad and destroy themselves (2% chance). These events nearly always occur within one week of the dual existence.

Note that the clone is the person as he existed at the time at which the flesh was taken for the spell component, and all subsequent knowledge, experience, etc., is totally unknown to the clone. The clone is a physical duplicate, and possessions of the original are another matter entirely. A clone takes 2d4 months to grow, and only after that time is dual existence established. Furthermore, the clone has one less Constitution point than the body it was cloned from; the cloning fails if the clone would have a Constitution of 0.

The material component of the spell is a small piece of living flesh from the person to be duplicated. The casting magician must also have available laboratory facilities sufficient to nurture the growing clone. A tank of some manner, the ingredients to produce a nutriment fluid, etc. The cost of a laboratory can vary from

10,000 to 100,000 gp depending on the quality and quantity of the equipment bought, and the proposes for which the magician intends to use it. The laboratory itself is not used up in the spell, only the necessary ingredients (total 400-700 gp a month) to keep the clone alive and growing.

Demand (Evocation, Enchantment/Charm)

Level: 8

Range: Unlimited

Components: V, S

Duration: Special

Casting Time: 1 turn

Area of Effect: 1 creature

Saving Throw: Will Special

Spell Resistance: Yes

This spell is very much like the 5th-level wizard spell *Sending*, allowing a brief contact with a far distant creature. However, with this spell the message can also contain a suggestion (see the 3rd level wizard spell *suggestion*), which the subject will do its best to carry out if it fails its will save, made with a -2 penalty. Of course, if the message is impossible or meaningless according to the circumstances that exist for the subject at the time the demand comes, the message is understood but no saving throw is necessary and the suggestion is ineffective.

The caster must be familiar with the creature contacted and must know its name and appearance well. If the creature in question is not in the same plane of existence as the spellcaster, there is a base 5% chance that the demand does not arrive. Local conditions on other planes may worsen this chance considerably at the option of the DM. The demand, if received, will be understood even if the creature has an Intelligence ability score as low as 1 (animal Intelligence). Creatures of demigod status or higher can choose to come or not, as they please.

The demand message to the creature must be 25 words or less, including the suggestion. The creature can also give a short reply immediately.

Glassteel (Alteration)

Level: 8

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 action

Area of Effect: Object touched

Saving Throw: None

Spell Resistance: No

The *glassteel* spell turns normal, nonmagical crystal or glass into a transparent substance that has the tensile strength and unbreakability of actual steel. Only a relatively small volume of material can be affected (a maximum weight of 10 pounds per level of experience of the spellcaster), and it must form one whole object. The object has the hardness rating of an equal thickness of steel.

The material components of this spell are a small piece of glass and a small piece of steel.





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Incendiary Cloud (Alteration, Evocation)

Level: 8
 Range: 90'
 Components: V, S, M
 Duration: 4 rds. + 1d6 rounds
 Casting Time: 1 action
 Area of Effect: Special
 Saving Throw: Fortitude ½
 Spell Resistance: Yes

An *incendiary cloud* spell exactly resembles the smoke effects of a *pyrotechnics* spell, except that its minimum dimensions are a cloud 10 feet tall, 20 feet wide, and 20 feet long. This dense vapor cloud billows forth, and on the second round of its existence begins to flame, causing 1-2 points of damage per level of the spellcaster. On the fifth, and subsequent rounds it inflicts 1d4 points of damage per level of the caster, and on the last round this drops back to 1-2 points of damage per level as its flames burn out. The end result is a cloud of harmless smoke that obscures vision within its confines. The cloud will persist for 1-3 rounds after the spell ends. Creatures within the cloud need to make only one saving throw if it is successful, but if they fail the first saving throw they must move out of the cloud to avoid damage.

In order to cast this spell, the wizard must have an available fire source (just as with a *pyrotechnics* spell).

Mass Charm (Enchantment/Charm)

Level: 8
 Range: 15'/level
 Components: V
 Duration: Special
 Casting Time: 1 Action
 Area of Effect: 30-ft. Cube
 Saving Throw: Will Neg.
 Spell Resistance: Yes

A *mass charm* spell affects either persons or monsters just as a *charm person* or *charm monster* spell. The *mass charm* spell, however, affects a number of creatures whose combined levels of experience or Hit Dice does not exceed twice the level of experience of the spellcaster. All affected creatures must be within the spell range and within a 30-foot cube. Note that the creatures' saving throws are unaffected by the number of recipients (see the *Charm Person* and *Charm Monster* spells), but all target creatures are subject to a penalty of -2 on their saving throws because of the efficiency and power of 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 link nor can a telepath communicate with them.



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Otiluke's Telekinetic Sphere (Evocation, Alteration)

Level: 8
Range: 60'
Components: V, S, M
Duration: 2 rds./level
Casting Time: 4
Area of Effect: sphere with diameter of 1 ft./level
Saving Throw: Reflex Neg.
Spell Resistance: No

This spell is exactly the same as the 4th-level wizard spell *Otiluke's Resilient Sphere*, with the addition that the creatures or objects inside the globe are nearly weightless--anything contained within it weighs only 1/16 its normal weight. Any subject weighing up to 5,000 pounds can be telekinetically lifted in the sphere by the caster. Range of control extends to a maximum distance of 10 yards per level after the sphere has actually succeeded in encapsulating a subject or subjects. Note that even if more than 5,000 pounds of weight is englobed, the perceived weight is only 1/16 of the actual weight, so the orb can be rolled without exceptional effort. Because of the reduced weight, rapid motion or falling within the field of the sphere is relatively harmless to the object therein, although it can be disastrous should the globe disappear when the subject inside is high above a hard surface. The caster can dismiss the effect with a word.

Otto's Irresistible Dance (Enchantment/Charm)

Level: 8
Range: Touch
Components: V
Duration: 1d4+1 rounds
Casting Time: 1 Action
Area of Effect: Creature touched
Saving Throw: None
Spell Resistance: Yes

When an *Otto's irresistible dance* spell is placed upon a creature, the spell causes the recipient to begin dancing, complete with feet shuffling and tapping. This dance makes it impossible for the victim to do anything other than caper and prance; this cavorting worsens the Armor Class of the creature by -4, worsens saving throws by -4, and negates any consideration of a shield. Note that the caster must make a successful touch attack vs. the target.

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 certain other spells, making the duration permanent. The personal spells upon which a *permanency* is known to be effective are as follows:

<i>Comprehend Languages</i>	<i>Dimension Pocket</i>
<i>Dark Vision</i>	<i>Protection from Evil/Good</i>
<i>Detect Evil/Good</i>	<i>Protection from Normal Missiles</i>

Detect Invisibility
Detect Magic

Read Magic
Tongues

The wizard, or other spell caster, casts the desired spell it is then followed it with the *permanency* spell. A Magician can have one permanent spell effect, above the normal limit of two, on his person for every ten levels he has. Other creatures can have only two, no matter what the level of the caster. This application of *permanency* can be dispelled only by a wizard of greater level than the spellcaster was when he cast the spell and still requires two casting of *dispel magic*, one to remove the *permanency* and one to remove the target spell.

In addition to personal use, the *permanency* spell can be used to make the following object/creature or area-effect spells permanent:

<i>Enlarge/Reduce</i>	<i>Prismatic Sphere</i>
<i>Fear</i>	<i>Stinking Cloud</i>
<i>Gust of Wind</i>	<i>Wall of Fire</i>
<i>Invisibility</i>	<i>Wall of Force</i>
<i>Magic Mouth</i>	<i>Web</i>

Additionally, the following spells can be cast upon objects or areas only and rendered permanent:

<i>Alarm</i>	<i>Wall of Fire</i>
<i>Audible Glamer</i>	<i>Distance Distortion</i>
<i>Dancing Lights</i>	<i>Teleport</i>
<i>Solid Fog</i>	<i>Unseen Servant</i>

These applications to other spells allow it to be cast simultaneously with any of the latter when no living creature is the target, but the entire spell complex then can be dispelled normally, and thus negated.

The *permanency* spell is also used in the fabrication of magical items (see the 6th-level spell *enchant an item*).

The DM may allow other spells to be made permanent. Researching this possible application of a spell costs a tenth the time and money as researching the spell itself. If the DM has already determined that the application is not possible, the research automatically fails. Note that the wizard never learns what is possible except by the success or failure of his research.

Polymorph Any Object (Alteration)

Level: 8
Range: 15'/level
Components: V, S
Duration: Variable
Casting Time: 1 round
Area of Effect: Special
Saving Throw: Special
Spell Resistance: Yes

This spell changes one object or creature into another. When used as a *Polymorph Other* or *Stone to Flesh* spell, simply treat the spell as a more powerful version, with saving throws made with -4 penalties to the die roll. When it is cast in order to change other objects, the duration of the spell depends on how radical a change is made from the original state to its enchanted state, as well as how different it is in size. The DM determines the changes 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, sand is to beach, etc.
<i>Size</i>	Smaller, equal, larger

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Shape Comparative resemblance of the original to the polymorphed state
Intelligence Particularly with regard to a change in which the end product is more intelligent

A change in *kingdom* makes the spell work for hours (if removed by one kingdom) or turns (if removed by two). Other changes likewise affect spell duration. Thus, changing a lion to an androsphinx would be permanent, but turning a turnip to a purple worm would be a change with a duration measured in hours. Turning a tusk into an elephant would be permanent, but turning a twig into a sword would be a change with a duration of several turns.

All polymorphed objects radiate a strong magic, and if a *dispel magic* spell is successfully cast upon them, they return to their natural form. Note that a *stone to flesh* spell or its reverse will affect objects under this spell. As with other polymorph spells, damage sustained in the new form can result in the injury or death of the polymorphed creature.

For example, it is possible to polymorph a creature into rock and grind it to dust, causing damage, perhaps even death. If the creature was changed to dust to start with, more creative methods to damage it would be needed; perhaps the wizard could use a *gust of wind* spell to scatter the dust far and wide. In general, damage occurs when the new form is altered through physical force, although the DM will have to adjudicate many of these situations.

The Fortitude save must be applied to living creatures, as must the restrictions noted regarding the *polymorph other* and *stone to flesh* spells. Also note that a polymorph effect often detracts from an item's or creature's powers, but does not add new powers to objects, except possibly movement capabilities not present in the old form. Thus, a **vorpals sword** polymorphed into a dagger would not retain vorpal capability. Likewise, valueless items cannot be made into permanent valuable items.

Power Word, Blind (Conjuration/Summoning)

Level: 8
 Range: 5 yds./level
 Components: V
 Duration: Special
 Casting Time: 1 Action
 Area of Effect: 15-ft. radius
 Saving Throw: None
 Spell Resistance: Yes

When a *power word, blind* spell is cast, one or more creatures within the area of effect become sightless. The spellcaster selects one creature as the target center, and the effect spreads outward from the center, affecting creatures within the area of effect; the spell can also be focused to affect only an individual creature. The spell affects creatures with up to 100 hit points; creatures who currently have 100 or more hit points are not affected. The duration of the spell depends upon how many hit points a creature has. Creatures with 25 or fewer hit points are permanently blinded until cured. Those with 26 to 50 hit points are affected for 1d4+1 turns. Those with 51 to 100 hit points are affected for 1d4+1 rounds. An individual creature cannot be partially affected. Blindness can be removed by a *Cure blindness* or *dispel magic* spell.

Prismatic Wall (Conjuration/Summoning)

Level: 8
 Range: 30'
 Components: V, S
 Duration: 1 turn/level
 Casting Time: 7
 Area of Effect: 4 ft./level wide x 2 ft./level high
 Saving Throw: Special
 Spell Resistance: Yes

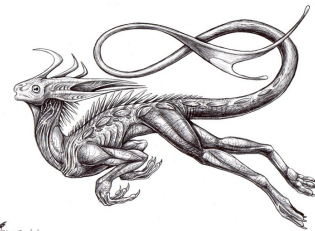
This spell enables the wizard to conjure a vertical, opaque wall—a shimmering, multicolored plane of light that protects him from all forms of attack. The wall flashes with all colors of the visible spectrum, seven of which have a distinct power and purpose. The wall is immobile, and the spellcaster can pass through the wall without harm. However, any creature with fewer than 8 Hit Dice that is within 20 feet of the wall and does not shield its vision is blinded for 2d4 rounds by the colors.

Each color in the wall has a special effect. Each color can also be negated by a specific magical effect, but the colors must be negated in the precise order of the spectrum. The accompanying table shows the seven colors of the wall, the order in which they appear, their effects on creatures trying to attack the spellcaster, and the magic needed to negate each color.

The wall's maximum proportions are 4 feet wide per level of experience of the caster and 2 feet high per level of experience. A *prismatic wall* spell cast to materialize in a space occupied by a creature is disrupted and the spell is wasted.

Prismatic Wall Effects

Color	Order	Effect of Color	Spell Negated By
Red	1 st	Stops nonmagical missiles--Inflicts 20 points of damage, Reflex save for half.	<i>cone of cold</i>
Orange	2 nd	Stops magical missiles--Inflicts 40 points of damage, Reflex save for half.	<i>gust of wind</i>
Yellow	3 rd	Stops poisons, gases, and petrification--Inflicts 80 points of damage, Reflex save for half.	<i>disintegrate</i>
Green	4 th	Stops breath weapons--Fortitude Save or suffer 2d10 Con damage save and suffer 20 points of damage.	<i>passwall</i>
Blue	5 th	Stops location/detection and mental attacks--Fortitude save or be turned to stone.	<i>magic missile</i>
Indigo	6 th	Stops magical spells--Will Save or suffer 2d10 Wisdom damage	<i>continual light</i>
Violet	7 th	Force field protection--Will save or be sent to another plane.	<i>dispel magic</i>



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Screen (Divination/Illusion)

Level: 8
Range: 0
Components: V, S
Duration: 1 hr./level
Casting Time: 1 turn
Area of Effect: 30-ft. cube/level
Saving Throw: Special
Spell Resistance: No

This spell combines several elements to create a powerful protection from scrying and direct observation. When the spell is cast, the wizard dictates what will and will not be observed in the area of effect. The illusion created must be stated in general terms. Thus, the caster could specify the illusion of him and another playing chess for the duration of the spell, but he could not have the illusory chess players take a break, make dinner, and then resume their game. He could have a crossroads appear quiet and empty even while an army is actually passing through the area. He could specify that no one be seen (including passing strangers), that his troops be undetected, or even that every fifth man or unit should be visible. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by the caster with no saving throw allowed. Sight and sound are appropriate to the illusion created. A band of men standing in a meadow could be concealed as an empty meadow with birds chirping, etc. Direct observation may allow a saving throw (as per a normal illusion), if there is cause to disbelieve what is seen. Certainly onlookers in the area would become suspicious if the column of a marching army disappeared at one point to reappear at another! Even entering the area does not cancel the illusion or necessarily allow a saving throw, assuming the hidden beings take care to stay out of the way of those affected by the illusion.

Serten's Spell Immunity (Abjuration)

Level: 8
Range: Touch
Components: V, S
Duration: 1 turn/level
Casting Time: 1 round/recipient
Area of Effect: Creature(s) touched
Saving Throw: None
Spell Resistance: Yes

By use of this spell, the wizard is able to confer virtual immunity to certain spells and magical attack forms upon those he touches. For every four levels of experience of the wizard, one creature can be protected by the *Serten's spell immunity* spell; however, if more than one is protected, the duration of the protection is divided among the protected creatures.

For example, a 16th-level wizard can cast the spell upon one creature and it will last 16 turns, or place it upon two creatures for eight turns, or four creatures for four turns.) The protection gives a bonus to saving throws, according to spell type and level, as shown in the following table.

Spell Level	Wizard Spell	Priest Spell
1st-3rd	+9*	+7
4th-6th	+7	+5
7th-8th	+5	+3

* Includes *beguiling* effects.

Sink (Enchantment, Alteration)

Level: 8
Range: 30'/level
Components: V, S
Duration: Special
Casting Time: 1 action
Area of Effect: 1 creature or object, max. 1 cu. ft./level
Saving Throw: Fortitude Special
Spell Resistance: Yes

By means of this spell, a wizard can force a creature or object into the very earth or floor upon which it stands. When casting the spell, the wizard must chant the spell for the remainder of the round without interruption. At that juncture, the subject creature or object becomes rooted to the spot unless a Fortitude save (for a creature) Items are not entitled to a saving throw. If a subject fails its saving throw, it becomes of slightly greater density than the surface upon which it stands.

The spellcaster now has the option of ceasing his spell and leaving the subject as it is, in which case the spell expires in four turns, and the subject returns to normal. If the caster proceeds with the spell (into the next round), the subject begins to sink slowly into the ground. Before any actions are taken in the new round, the subject sinks one-quarter of its height; after the first group acts, another quarter; after the second group acts, another; and at the end of the round, the victim is totally sunken into the ground.

This entombment places a creature or object in a state of suspended animation. The cessation of time means that the subject does not grow older. Bodily and other functions virtually cease, but the subject is otherwise unharmed. The subject exists in undamaged form in the surface into which it was sunk, its upper point as far beneath the surface as the subject has height--a 6-foot-tall victim will be 6 feet beneath the surface, while a 60-foot-tall subject will have its uppermost point 60 feet below ground level. If the ground around the subject is somehow removed, the spell is broken and the subject returns to normal, but it does not rise up. Spells such as *dig*, *transmute rock to mud*, and *freedom* (the reverse of the 9th-level spell *imprisonment*) will not harm the sunken creature or object and will often be helpful in recovering it. If a *detect magic* spell is cast over an area upon which a *sink* spell was used, it reveals a faint magical aura of undefinable nature, even if the subject is beyond detection range. If the subject is within range of the detection, the spell's schools can be discovered (alteration and enchantment).

Spell Shield II (Abjuration)

Researched By: Myatan
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

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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* 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 (Conjuration/Summoning)

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

A *symbol* spell creates magical runes affecting creatures that pass over, touch, or read the runes, or pass through a portal upon which the symbol is inscribed. Upon casting the spell, the wizard inscribes the symbol upon whatever surface he desires. Likewise, the spellcaster is able to place the symbol of his choice, using any one of the following:

Death: One or more creatures within 30 feet whose hit points do not exceed 100, are slain. A fortitude save -4 reduces this to 6d6 damage.

Discord: All creatures in an area 30 feet before the symbol that fail a Will save -4 are affected and immediately fall to loud bickering and arguing; there is a 50% probability that creatures of different viewpoints or races attack each other. The bickering lasts for 5d4 rounds, the fighting for 2d4 rounds.

Fear: This symbol creates an extra-strong *fear* spell, causing all creatures to make a will save with -4 penalties to the die roll, or

panic and flee as if attacked by a *fear* spell.

Hopelessness: All creatures are affected and must turn back in dejection unless they make a Will save. Affected creatures submit to the demands of any opponent--for example, surrender, get out, etc. The hopelessness lasts for 3d4 turns; during this period it is 25% probable that affected creatures take no action during any round, and 25% likely that those taking action turn back or retire from battle, as applicable.

Insanity: One or more creatures whose hit points do not exceed 120 become insane and remain so, acting as if a *confusion* spell had been placed upon them, until a *heal*, *restoration*, or *wish* spell is used to remove the madness. A successful Will save negates this

Pain: All creatures who fail a Fortitude save -4 are afflicted with wracking pains shooting through their bodies, causing a -2 penalty to Dexterity and a -4 penalty to attack rolls for 2d10 turns.

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

Stunning: One or more creatures who fail a Reflex save -4 and whose hit points do not exceed 160 are stunned and reeling for 3d4 rounds, dropping anything they are holding.

The type of symbol cannot be recognized without being read and thus activating its effects. The *Symbol* lasts until it is set off.

The material component of this spell is a phosphorus ink that the symbol is inscribed with. The ink costs 100 gp a dram to manufacture and the spell requires a full dram per casting.

Trap the Soul (Conjuration/Summoning)

Level: 8
Range: 30'
Components: V, S, M
Duration: Permanent until broken
Casting Time: Special + 1
Area of Effect: 1 creature
Saving Throw: Special
Spell Resistance: Yes

This spell forces the creature's life force (and its material body) into a special prison gem enchanted by the spellcaster. The creature must be seen by the caster when the final word is uttered.

The spell can be triggered in one of two ways. First, the final word of the spell can be spoken when the creature is within spell range. This allows magic resistance (if any) and a Will save. to avoid the effect. If the creature's real name is spoken as well, any magic resistance is ignored and the Will save suffers a penalty of -2. If the saving throw is successful, the prison gem shatters.

The second method is far more insidious, for it tricks the victim into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's true name and the trigger word must be inscribed on the trigger item when the gem is enchanted. A *sympathy* spell can also be placed on the trigger item. As soon as the subject creature picks up or accepts the trigger item, its life force is automatically transferred to the gem, without the benefit of magic resistance or saving throw.

The gem prison will hold the trapped entity indefinitely, or until the gem is broken and the life force is released, allowing the material body to reform. If the trapped creature is a powerful creature from another plane (which could mean a character trapped by an inhabitant of another plane when the character is not on the Prime Material Plane), it can be required to perform a service

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immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

Before the actual casting of the *trap the soul* spell, the wizard must prepare the prison, a gem of at least 1,000 gp value. If the gem is not valuable enough, it shatters when the entrapment is attempted. Creating the prison gem requires an *enchant an item* spell and the placement of a *maze* spell into the gem, thereby forming the prison to contain the life force.

Volley (Abjuration)

Level:8

Range: 5'

Components: V

Duration: 1 round/level

Casting Time: Free action

Area of Effect: 25 sqft plane

Saving Throw: Special

Spell Resistance: No

The highly dangerous spell enables the prospective recipient of the spell to turn the casting back on its caster. The Volley is a

plane five feet in front of the magician 25 feet on a side. Any spell, spell like, or magic item effects crossing the plane can be volleyed including area effects and gaze attacks, including those targeting other creatures. The caster can volley as many spells per round as their Intelligence bonus, they can perform no other actions in the round. Area effects that activate before the plane are not volleyed. such as a fireball that detonates ten feet in front of the magician, nor are breath weapons.

The *volley* can be cast as the first target spell is cast. The volleying magician rolls a catch, DC equal to the target spell's Level with an intelligence roll. the spell is then returned to the original caster. The original caster then must make a typical save, if the spell allows one, or be affected by his own spell as if the caster of the *volley* had cast it at him instead. If the original caster of the first spell casts his own *volley* spell, then the spell is volleyed back to the original target. This cycle will continue until either caster or target fail their catch and take the effects of the spell, or the spell itself is exhausted. A spell can take as many full volleys as its spell level. Each full pass, back to the original target, excluding the original casting of the target spell, is one volley.

