

# Craft Seventh Level Spells

## **Animate Rock** (Alteration)

Level: 7  
Range: 120'  
Components: V, S, M  
Duration: 1 rd./level  
Casting Time: 1 round  
Area of Effect: 2 cu. ft./level  
Saving Throw: None  
Spell Resistance: No

The caster causes a stone object of up to the indicated size to move (see the 6<sup>th</sup> level *animate object* spell.). The animated stone object must be separate (not a part of a huge boulder or the like). It follows the desire of the caster, attacking, breaking objects, blocking, while the magic lasts. It has no intelligence or volition of its own, but it follows instructions exactly as spoken. Only one set of instructions for one single action can be given to the animated rock, and the directions must be brief, about a dozen words or so. The rock remains animated for one round per experience level of the caster. The volume of rock that can be animated is also based on the experience level of the caster, 2 cubic feet of stone per level, such as 24 cubic feet, a volume of about 10 men, at 12th level, or a small giant. (The average human has a volume of 2.4 cubic feet.)

While the exact details of the animated rock are decided by the DM, its Armor Class is no worse than 15 a Hardness of at least 8, and it has 1d6 hit points per cubic foot of volume. It uses the attack roll of the caster. The maximum damage it can inflict is 1d2 points per caster level. Thus, a 12th-level caster's rock might inflict 12 to 24 points of damage. Movement for a man-sized rock is 60 feet per round. A rock generally weighs from 100 to 300 pounds per cubic foot.

The material components for the spell are a stone and drop of the caster's blood.

## **Bodyguards** (Conjuration/Summoning)

Level: 7  
Range: 0  
Components: V, S  
Duration: 1 hour + 1 hour/level  
Casting Time: 1 round  
Area of Effect: Special  
Saving Throw: None  
Spell Resistance: No

The *bodyguards* spell summons two adult Silver Dragons to protect the practitioner for the duration of the spell. The dragons will do all they can to protect the caster from harm. They will behave in a manner consistent with Silver Dragons, using their intelligence to good effect. The dragons will not perform duties other than guarding, they cannot be summoned to act as beasts of burden.

Should the summoned dragons be slain in the service of practitioner that practitioner cannot again use the *bodyguards* spell until 1000 gp per hit die of the slain dragons is paid as blood price to Shimmer, the demigod dragon in the service of the Craft. Should one of the Dragons be slain further uses of the *bodyguards* spell will produce but one dragon until the blood price is paid.

## **Charm Plants** (Enchantment/Charm)

Level: 7  
Range: 90'  
Components: V, S  
Duration: Permanent  
Casting Time: 1 turn  
Area of Effect: 10 x 30 ft.  
Saving Throw: Will, Neg.  
Spell Resistance: Yes

The *Charm Plants* spell enables the spellcaster to command vegetable life forms and communicate with them. These plants obey instructions to the best of their ability. The spell will charm plants in a 30-foot x 10-foot area. While the spell does not endow the vegetation with new abilities, it does enable the wizard to command the plants to use whatever they have in order to fulfill his instructions. If the plants in the area of effect do have special or unusual abilities, these are used as commanded by the wizard.

For example, this spell can generally duplicate the effects of the 1<sup>st</sup> level priest spell *entangle*, if the caster desires. The saving throw applies only to intelligent plants, and it is made with a -4 penalty to the die roll.

## **Confusion** (Enchantment/Charm)

Level: 7  
Range: 240'  
Components: V, S, M  
Duration: 1 rd./level  
Casting Time: 1 round  
Area of Effect: 1d4 creatures in 40-ft. Sq.  
Saving Throw: Special  
Spell Resistance: Yes

This spell causes confusion in one or more creatures within the area, creating indecision and the inability to take effective action. The spell affects 1d4 creatures, plus one creature per two caster levels. Thus, 7 to 10 creatures can be affected by a 12th or 13th-level caster, 8 to 11 by a 14th or 15th-level caster, etc. These creatures are allowed saving throws vs. Will with -2 penalties. Those successfully saving are unaffected by the spell. Confused creatures react as follows (roll 1d10):

d10	Reaction
1	Wander away (unless prevented) for duration of spell
2-6	Stand confused one round (then roll again)
7-9	Attack nearest creature for one round (then roll again)
10	Act normally for one round (then roll again)

The spell lasts one round for each level of the caster. Those who fail their saving throws are checked by the DM for actions each round, for the duration of the spell, or until the "wander away for the duration of the spell" result occurs.

Wandering creatures move as far from the caster as possible in their most typical mode of movement (characters walk, fish swim, bats fly, etc.). This is not panicked flight. Wandering creatures also have a 50% chance of using any special innate movement abilities (plane shift, burrowing, flight, etc.). Saving throws and actions are checked at the beginning of each round. Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

The material component of this spell is a set of three nut shells.  
Note: If there are many creatures involved, the DM may decide

## Craft Seventh Level

to assume average results. For example, if there are 16 orcs affected and 25% could be expected to successfully roll the saving throw, then four are assumed to have succeeded, one wanders away, four attack the nearest creature, six stand confused and the last acts normally but must check next round. Since the orcs are not near the party, the DM decides that two who are supposed to attack the nearest creature attack each other, one attacks an orc that saved, and one attacks a confused orc, which strikes back. The next round, the base is 11 orcs, since four originally saved and one wandered off. Another one wanders off, five stands confused, four attack, and one acts normally.

### **Creeping Doom** (Conjuration/Summoning)

Level: 7  
Range: 0  
Components: V, S  
Duration: 4 rds./level  
Casting Time: 1 Action  
Area of Effect: four swarms of insects  
Saving Throw: Fortitude partial, see text;  
Spell Resistance: No

This spell summons four massive swarms of biting and stinging insects. These swarms appear adjacent to one another, but can be directed to move independently. Treat these swarms as centipede swarms with the following adjustments. The swarms have 60 hit points each and deal 4d6 points of damage with their swarm attack. The save to resist their poison (1d4 dex) and distraction effects is equal to the save DC of this spell. Creatures caught in multiple swarms only take damage and make saves once. You may summon the swarms so that they share the area of other creatures. As a standard action, you can command any number of the swarms to move toward any target within 100 feet of you. You cannot command any swarm to move more than 100 feet away from you, and if you move more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (but can be commanded again if you move within 100 feet).

### **Dream Journey** (Alteration)

Level: 7  
Range: 0  
Components: V, S  
Duration: Special  
Casting Time: 1 turn  
Area of Effect: 1 creature + 1 creature/level  
Saving Throw: Special  
Spell Resistance: No

This spell allows the practitioner to move themselves and a number of other creatures up to the spell limit while they sleep. They need not be sentient creatures, pets and mounts can be included in the spell. All recipients of the spell must be sleeping for the spell to carry them. A *nap* spell is not of sufficient duration to work, but other sleep aids can be used.

The practitioner casts the spell before retiring, all creatures named in the spell must be sleeping. Once the spell is cast the caster himself falls into a deep sleep, and dreams of a journey. While they sleep all recipients of the spell travel with the caster, each dreaming the same dream, but from their personal point of view. Any person that fights the dream will be left behind in the place of origin. Non-sentients will be assumed to never fight the

dream. As the journey ends, the caster must make a saving throw vs. Will DC 15, if successful all arrive in the place they dreamed of traveling to. Should the caster fail, they awake in the place where they started. The caster and recipients may travel to any real destination, whether they have been there before or not. The only restriction is it must be on the same plane they started from.

### **False Aura** (Illusion/Phantasm)

Level: 7  
Range: Touch  
Components: V, S  
Duration: 1 turn + 1 round/level  
Casting Time: 1 round  
Area of Effect: Creature or item touched  
Saving Throw: Special  
Spell Resistance: No

The effect of this spell is to create a false aura for the creature or item touched. Those creatures and spells that allow the aura of magical items or living creatures to be seen will be fooled by this spell. The caster can create an aura to show anything he wishes, from devil to saint, great magic or the utter lack of it.

There is no normal save against this spell, but if the aura is in complete disaccord with the item or creature, disbelief (Will save vs the spell DC) is possible. Also if the creature is familiar with the aura being presented, and the caster is not, flaws may be spotted, giving the illusion away.

### **Foresight** (Divination)

Level: 7  
Range: 0  
Components: V, S, M  
Duration: 6 minutes +1 minute/level  
Casting Time: 1 round  
Area of Effect: Personal  
Saving Throw: None  
Spell Resistance: No

This spell allows the caster to explore the possible futures, within six months, that a given course of action might bring to pass. The vision will be accurate as far as the circumstances given are accurate. The more detailed the plan, the more detailed the possible future, the more general the question, the more general the answer. Multiple futures can be explored with this spell, and the wise caster always does this. For if only one possible future is explored, that is the future that will happen, the participants in the reading will lock the future into the path they view.

It requires three minutes to read a general future, five minutes to read a specific future. A wise caster never predicts unless the reading can be done at least twice in one spell, three times is preferred. Multiple questions can be asked in a single casting, as many as there is time for.

The material component is a set of lots, or other random device. The best device is a set of cards, form one of several traditions that the caster might be familiar with. These cards can also be read without the spell, there is no certainty that the possible seen without the spell will happen and specific answers cannot be had. Most Craft prefer this. Much must be at stake and good reason given before this spell will be used.

### **Gate, Minor** (Conjuration/Summoning)

Level: 7  
Range: Special  
Components: V, S, M  
Duration: Special  
Casting Time: Special  
Area of Effect: Special  
Saving Throw: Will Negates  
Spell Resistance: No

The *minor gate* spell allows a practitioner to summon a major creature from the outer planes to perform some task. Only typed, souled creatures such as major or greater Angels, Devils, Devas, and the like, or lesser creatures can be summoned. Once the creature is summoned no constraints are placed upon it. Protection circles and other means of control must be used if the creature is potentially hostile. The practitioner must either bargain, or coerce the creature to do their will with *geas* or other such means.

The spell requires a brazier of coals, the brazier special made to the purpose of summoning and protection. 500 gp of incenses must be burned for each hit die of the summoned creature, and a scroll naming the being, if the creature to be summoned has a name. The exact herbs and spices to be burned must be researched by the practitioner, or taught by another with greater knowledge. The incense mix will vary from creature to creature. Note; the brazier can be the same for both the summoning and protection spells, two braziers are not required.

### **Limited Wish** (All)

Level: 7  
Range: Special  
Components: V  
Duration: Special  
Casting Time: Varies  
Area of Effect: Special  
Saving Throw: Special  
Spell Resistance: Special  
Spell Resistance: Special

The *limited wish* spell is a very powerful dewomer that allows the caster to bend reality to their will. The spell's verbal component is the spoken wish of the caster. This, and the *wish* spell, are the only cases in which the player must word the verbal components of the spell. The wording of the *limited wish* describes its effects. A *limited wish* can perform any effect equivalent to a 7th level Craft or Magician spell, or a 5th level Clerical or Healer spell. The *limited wish* can perform one clause and may have no more than two restrictions on the clause. The *limited wish* will come to pass in the simplest manner possible. The player is warned to word wishes well.



### **Major Circle of Protection** (Enchantment/Charm)

Level: 7  
Range: 0  
Components: V, S, M  
Duration: 1 Hour/level  
Casting Time: Special  
Area of Effect: Special  
Saving Throw: None  
Spell Resistance: No

The *major circle of protection* is used when summoning potentially hostile extra-planer beings. The circle is used as the focus for the summoning and contains the summoned creature. A *major circle of protection* will contain any extra-planer creatures up to and including immortal nobles, the *major circle of protection* will not hold immortals of demigod status or higher. The casting time is one hour for each power class of the being to be contained.

The components are a circle drawn or inlaid on the floor of the summoning area, it must be complete and perfect, it must contain the proper pattern for the kind of being it will contain, and include the proper name of said being. The runes of power are placed in the border and any smudges requires that the entire effort be erased and started again. Candles prepared in the proper manner, the number (minimum three) depending on the type and nature of the summoned being, must be placed in focal points on the circle. Should any of the candles go out during the duration of the spell, it is instantly negated. Incense worth 1000 gp per power class to be contained must be burnt during the casing.

The circle will contain the being, but beyond this the summoned being is not compelled in any fashion. The practitioner must protect themselves from any charm abilities the being may possess, or such powers can be successfully used. A means of bargaining or coercion must be employed to gain the desired results from the summoned being. It is strongly advised that summoning and confinement not be used to chat up a being.

The circle can be large enough to hold a horse or as small as the caster desires. It must be large enough to hold the being to be summoned. The circle will detect as magical once in use.

### **Mass Charm** (Enchantment/Charm)

Level: 7  
Range: 120 yards  
Components: V, S  
Duration: Special  
Casting Time: 1 action  
Area of Effect: Special  
Saving Throw: Will Negates

This spell affects a number of creatures up to the casters level. None can have more hit dice/levels than the caster themselves. The creature receives a save vs. will to avoid the effect. If the creature receives damage from the caster's party in the same round the *charm* is cast an additional bonus of +1 per hit point lost is added to the victim's saving throw.

Of the spell is used on a single target they do not have the level limit. There is also a +4 circumstance bonus to the spell DC.

If the spell recipient fails his save, he regards the caster as a trusted friend and ally to be heeded and protected. The spell does not enable the caster to control the charmed creature as if it were an automation, but any word or action of the caster will be viewed

## Craft Seventh Level

in the most favorable way.

The duration of the spell is a function of the charmed creature's intelligence and is tied to the saving throw. The spell may be broken if a successful save is made, and this save is checked on a periodic basis according to the creature's intelligence. If the caster harms or attempts to harm the creature or a *dispel magic* spell is cast on the creature the *charm* is broken.

Intelligence Score	Time Between Checks
3 or less	3 months
4 to 6	2 months
7 to 9	1 month
10 to 12	3 weeks
13 to 14	2 weeks
15 to 16	1 week
17 to 18	3 days
19 to 20	2 days
21 or more	1 day

Each creature will react individually even if charmed in mass.

### Mass Invisibility (Illusion/Phantasm)

Level: 7

Range: 30'/level

Components: V, S, M

Duration: Special

Casting Time: 1 Action

Area of Effect: 60 x 60 yds.

Saving Throw: None

Spell Resistance: Yes

This is a more extensive adaptation of the *invisibility* spell for battlefield use. It can hide creatures in a 180 foot x 180 foot area: up to 400 man-sized creatures, 30 to 40 giants, or six to eight large dragons. The effect is mobile with the unit and is broken when the unit attacks. Individuals leaving the unit become visible. The wizard can end this spell upon command.

### Power Word Sleep (Enchantment/Charm)

Level: 7

Range: 5 yards/level

Components: V

Duration: 4 hours

Casting Time: 1 Action

Area of Effect: Arc 60° in front of caster

Saving Throw: Special

Spell Resistance: Yes

The *power word sleep* causes all creatures in the area of effect to fall into a deep slumber on the utterance of the spell. Slapping or wounding awakens affected creatures, but normal noise does not. Awakening requires one round. Magically sleeping opponents can be attacked with substantial bonuses. Creatures of 4 hit dice/levels or less receive no saving throw, creature of 5 to 8 hit dice/levels receive a saving throw vs. will at +2 to the spell DC. All other creatures receive a normal saving throw vs. Will to avoid the effects of the *power word sleep*.



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### Rejuvenation (Necromancy)

Level: 7

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: 1 creature

Saving Throw: None

Spell Resistance: No

This spell will rejuvenate the subject creature ten years. The creature must be willing or the spell will not work. The creature will receive all the benefits of their younger age without any loss of those benefits gained by the experience of their years.

The material components are milk from a new mother (any kind of mammal will do) and 1000 gp of rare incense that must be burnt during the spell casting.

### Spell Shield I (Abjuration)

Level: 7

Range: 0

Components: V, S

Duration: Until dispelled

Casting Time: 1 round

Area of Effect: 15' radius

Saving Throw: None

Spell Resistance: No

This spell creates a 15' radius protected area centered on the caster's position at the time of casting. The area of effect cannot move. The spell blocks the magic and spell casting of all but the caster and those he names when the spell is cast. Magic cast from outside the circle into it is dispelled, magic cast inside fails to work. The spell takes damage from magics used against it. It takes one point of damage for every spell level cast against it. Abjuration spells do double damage for their spell level. Wands, staves and other items do 1/2 their level of effect in damage eg, a wand's level of effect is 6th, it will do 3 points of damage. A **wand of negation** will dispel the shield. The *spell shield 1* has 1 point for each level of the caster. It will not prevent physical attacks of any kind. Nothing prevents a fighter from entering the effect area and stabbing you. Breath weapons with a physical element will function within the *spell shield 1*. Fire breath would still burn, but a slow gas would lose its effect once it passed into the shielded area. The shield also protects from any gaze attack. Each round of gaze does one point of damage to the *spell shield 1*.

### Scrying, Greater (Divination)

Sphere: Divination

Level: 7

Range: See Text

Components: V, S, DF

Duration: 1 minute level

Casting Time: 1 minute

Area of Effect: Target scryed

Saving Throw: Will negates

Spell Resistance: Yes

You can observe a creature at any distance. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort

## Craft Seventh Level

of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge	Will Save Modifier
None*	+8
Secondhand (you have heard of the subject)	+3
Firsthand (you have met the subject)	-2
Familiar (you know the subject well)	-7
Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

\*You must have some sort of connection (see below) to a creature of which you have no knowledge.

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition the following spells function reliably through the sensor: detect evil, detect good, detect magic, message, read magic, and tongues.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

### **Shadow Walk** (Illusion, Enchantment)

Level 7

Range: Touch

Components: V, S

Duration: 6 turns/level

Casting Time: 1 action

Area of Effect: Special

Saving Throw: None

Spell Resistance: Yes

To use the shadow walk spell, you must be in an area of dim light. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (subject to your level limit), but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted 1d10 x 100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10 x 100 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available.

Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit

of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by you when shadow walk is cast also makes the transition to the borders of the Plane of Shadow.

They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

### **Summon Monster 7** conjuration (summoning)

Level: 7

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 7th-level list, 1d3 creatures of the same kind from the 6th-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).

### **Teleport Without Error** (Alteration)

Level:6

Range: Touch

Components: V

Duration: Instantaneous

Casting Time: 1 action

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

This spell is similar to the *Teleport* spell. The caster is able to transport himself, along with the material weight noted for a *Teleport* spell 250 pounds, plus an additional 150 pounds for each level of experience, to any known location in his home plane with no chance for error. The spell also enables the caster to travel to other planes of existence, but any such plane is, at best, "studied carefully." This assumes that the caster has, in fact, actually been to the plane and carefully perused an area for an eventual *teleport without error* spell. The table for the *teleport* spell is used, with the caster's knowledge of the area to which transportation is desired used to determine the chance of error. (For an exception, see the 9th-level wizard spell *succor*.) The caster can do nothing else in the round that he appears from a teleport.

## Craft Seventh Level

### Weather Weave (Alteration)

Level: 7  
Range: 0  
Components: V, S  
Duration: 1/2 hour / level  
Casting Time: 1 minute  
Area of Effect: Special  
Saving Throw: None  
Spell Resistance: No

*Weather weave* allows the practitioner to call any manner of weather, even that which is out of season. The caster can bend the very elements to their will, ordering clouds, rain, and wind to do their bidding. Snow can be brought in mid-summer, tropic breezes in the dead of winter. During the duration of the spell the caster is unaffected by the weather. They can, if they so wish, stand naked in a howling blizzard. Hurricanes and tornadoes can be summoned forth and directed against targets on land or sea. (Note: if at sea, while the caster is protected, any ship they might be on is NOT.)

The time it takes to raise weather is one stage of wind, cloud and Temperature every 10 minutes. The practitioner can affect all three or just one of the three elements of weather. From moderate to strong, strong to gale, etc. Tornadoes cannot be produced in less than a thunderstorm, hurricanes in, well, hurricane forces winds. The following chart shows the stages of weather change.:

#### Wind

Dead calm  
Calm 1-5 mph  
Light winds 5-10 mph  
Moderate winds 10-15 mph  
Strong winds 20-25 mph  
Severe Storm 25-35  
Half gale 35-50  
Full gale 50-70  
Hurricane force 70+

#### Temperature

Extreme cold -20 or less  
Very cold -20 - 0  
Cold 0 - 20  
Chilly 20 - 40 (B)  
Brisk 40 - 60  
Warm 60 - 80  
Hot 80- 100  
Very hot 100 - 110  
Extreme heat 110 or more

#### Cloud

Clear -- no clouds  
Scattered clouds 0 - 20%  
Partly cloudy -- 20% - 40%  
Mostly cloudy -- 40% - 60%  
Cloudy -- 60% - 80% (A)  
Overcast -- 80% - 100%  
Storm Cells -- thunderstorm conditions  
Super Cells -- tornado building conditions

A) Precipitation can begin in any conditions beginning with "cloudy" and higher

B) In conditions of chilly or less precipitation will fall as frozen rain, sleet or snow depending on how cold it is. No precipitation can fall in conditions of Extreme Cold

The area of effect will vary according to how strong the weather summoned. The minimum area that will feel the effect of the *weather weave* is a one mile diameter around the caster. Each step in force from the prevailing conditions, either better or worse doubles the area of effect. A change from calm, to hurricane would cover an area 64 miles across. The center of the effect will always be on the caster, and will move with them if they move. The caster must remain outside at all times or lose the spell. Wind

and clouds will return to normal conditions at a rate equal to twice the spell's duration. Unseasonable temperatures will correct themselves in half the spell's duration, if the temperature is not taken out of the normal range for season and climate, it will return to normal at the same rate as clouds and wind, if the caster does not return things to normal by the end of the spell duration.

