

Craft Ninth Level Spells

Banish (Conjuration/Summoning)

Level: 9
Range: 0
Components: V
Duration: Permanent
Casting Time: 1 Action
Area of Effect: 1 creature
Saving Throw: None
Spell Resistance: No

This spell is only used in extreme circumstances by a practitioner. When cast it sends the creature most endangering the caster's life straight to the afterlife plane best suited to them, no save. The creature must be a sentient being that has a soul and can be sent to an afterlife. Animals will not go, no matter how much they are chewing on you. The caster has no choice of afterlife plane, the plane will be that best suited to the victim. The victim must also be present before the caster. The spell will not work if the caster's life is not in danger.

Circle of Protection, Greater (Enchantment/Charm)

Level: 9
Range: 0
Components: V, S, M
Duration: 1 Hour/level
Casting Time: Special
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

The *greater circle of protection* is used when summoning potentially hostile extra-planer beings. The circle is used as a focus for the summoning and contains the summoned creature. A *greater circle of protection* will contain any extra-planer creatures up to and including immortal nobles 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 10,000gp per power class to be contained must be burnt during the casting.

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 house 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 to anyone attempting it.

Deadly Age (Alteration)

Level: 9
Range: Special
Components: V, S, M
Duration: Permanent
Casting Time: 3 hours
Area of Effect: 1 creature
Saving Throw: None
Spell Resistance: No

This spell allows a practitioner to turn anyone that drinks the potion into an old wizened shade of themselves. This does not remove any years from the victim's life-span. It just guarantees they will suffer through the rest of it.

To cast the spell the practitioner must gather the needed ingredients together, and brew them into a potion. The spell is cast over this brew and the result is drunk to gain the spell effects. Once drunk the recipient no matter how young is reduced to an ancient shade of themselves, suffering all the disadvantages of extreme age and no advantages. The permanent effects of other magic are not removed. In effect the Human recipient is changed to age 95 physically. Other races may be judged according to this standard. From that time the recipient will live out their normal allotted years in old age.

The draught will contain many ingredients, either the player and DM can come up with a suitable list, or agree that it costs about 30,000 gp to make.

The only cure is a *youth* spell, which will correct the *deadly age*, but not impart any other benefit, and will impose the ten year limit, a *wish*, or divine intervention.

Enthrall

Level: 9
Range: 0
Components: V
Duration: Permanent
Casting Time: 1 Round
Area of Effect: Special
Saving Throw: Special
Spell Resistance: Yes

The primary use of the enthrall spell will turn one creature into the practitioner's willing slave. Unlike the average charm enthrall persons will regard the caster as the only person that matters in their life. They will back stab friends, sell family into slavery or anything else the caster requires, even die.

The target is entitled to something of a saving throw. A will save the DC which includes as many of the following bonuses as count.

Circumstance	Bonus	Note
Opposite gender	+4	
Sexual conquest skill	By ranks	Only applies if opposite gender or sexually attractive to target.
Diplomacy skill	By ranks	This or sexual conquest, not both.
Cleric	-2	
Paladin	-4	
Already lover	+4	
Under <i>seduction</i>	+8	
already enthrall	- level	of current enthraller

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Once so enthralled only a *remove curse* by a more powerful caster can dispel the enthrallment.

A single practitioner cannot enthrall more persons in this manner than their Charisma bonus.

The second use of the spell is to attempt to enthrall a larger number of creatures. Up to twice the caster's level of creatures can be so enthralled per casting so long as they are at or under one fourth the caster's level and are sentient creatures. The save is a normal will save.

Enthralled creatures will see the caster as their beloved lord and master. They will behave as fanatic followers would that are not under the effect of magic. It is possible to abuse the enthrall to breaking. Ordering these fanatic servants to die for you will cause a second will check without any bonuses. If they make the check they will hate the caster as deeply as they loved them before. The death of the caster would be well worth their own.

Fugue of Time (Alteration)

Level: 9

Range: 0

Components: V, S, M

Duration: Special

Casting Time: Special

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

The fugue of time places one target into a coma like sleep that will last into the triggering event is well triggered.

The caster must set up the circumstances with the initial trigger event. If the trigger is announced to the target there is no saving throw vs. said trigger. If however the trigger is secret the target is entitled to a fortitude save to avoid the fugue.

Once triggered the target creature will fall into a coma from which nothing but the ending trigger will rouse them. They are effectively timeless and unaging. They can be harmed and or healed however. To every test they will seem to be deeply asleep.

The end triggering event must be something that can happen. A kiss, ringing a brass bell of exactly three ounces weight or the like. If an ending trigger is not given the spell will expire in 11 to 20 years (1d10+10).

Gate, Greater (Conjuration/Summoning)

Level: 9

Range: Special

Components: V, S, M

Duration: Special

Casting Time: Special

Area of Effect: Special

Saving Throw: Negates

Spell Resistance: No

The *greater gate* spell allows a practitioner to summon a demigod or deity form the outer planes. Once the creature is summoned no constraints are placed upon it. Protection circles and other means of control must be use if the creature is potentially hostile. The practitioner must either bargain, or coerce the deity into doing their will. A practitioner will think long and hard before even attempting this spell.

The spell requires a brazier of coals, the brazier special made to the purpose of summoning and protection. 10,000 gp of incenses

must be burned for each power class of the summoned deity, and a scroll naming the deity must be prepared. 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.

Shapechange (Alteration)

Level: 9

Range: Touch

Components:

Duration: 1 turn/level

Casting Time: 9

Area of Effect: Creature touched

Saving Throw: None

Spell Resistance: No

This spell allows the recipient to assume the form of any living creature below demigod status. The recipient becomes the creature he wishes, and has all of the abilities save those dependent upon intelligence, as the mind of the recipient is unchanged. The recipient can change form at will, so long as the spell endures. Each change require a round to complete. All forms assumed have the hit points the recipient began with at the time the *shapechange* was cast.

Adopting another form adopts not only its strengths but also its weaknesses. Becoming a Phoenix allows all the power of that form, but water will harm the recipient as surely as it would the real thing. Unlike other spells, a recipient in a shapechanged form will not revert to their real form if killed.

Summon Monster 9 conjuration (summoning)

Level: 9

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 9th-level list, 1d3 creatures of the same kind from the 8th-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).

Simulacrum (Alteration/Necromancy)

Level: 9
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: Special
Area of Effect: 1 creature
Saving Throw: None
Spell Resistance: No

By means of this spell the practitioner can create a duplicate of any other creature. The duplicate appears to be exactly the same as the original, but there are differences; the simulacrum has only 61% to 80% (60%+1d20) of the original creature's hit points. There are personality differences, the duplicate is only 80% likely have any given item of knowledge possessed by the original creature. A *detect magic* spell will show strongly, and a *true seeing* spell will reveal the simulacrum for what it is.

The duplicate creature is formed from clay and clean water. The spell is cast over the rough form and a piece of living flesh from the creature to be duplicated must be placed in the clay, along with a ruby of at least 5000 gp value.

The simulacrum is under the complete control of the caster. There is no telepathic bond, orders must be verbally given.

Should the original creature die while the simulacrum exists, there is a base percentage chance, equal to the caster's level at the time of creation, that the simulacrum will become the real creature. Should this happen the soul will inhabit the body of the simulacrum. The creature will increase in hit points and knowledge until reaching the full total of the original. At this time the simulacrum is no longer a simulacrum, but a fulling living creature. It no longer detects as magic, appears as it is in a true sight and is no longer under control of the caster. This transformation has one curious side effect. While an unlimited number of simulacrums may be created from a single creature Attempts to create a simulacrum from a creature that once was a simulacrum always fail.

Spell Shield 3 (Abjuration)

Level: 9
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 at the time of casting. The area of 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 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 3* 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 3*. 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 3*.

Wish (All)

Level: 9
Range: Special
Components: V
Duration: Special
Casting Time: Special
Area of Effect: Special
Saving Throw: Special
Spell Resistance: Special

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

Youth (Alteration)

Level: 9
Range: Special
Components: V, S, M
Duration: Permanent
Casting Time: 3 hours
Area of Effect: 1 creature
Saving Throw: None
Spell Resistance: No

This spell allows a practitioner to remain youthful and healthy long after his contemporaries are gone to dust. It restores youth and lengthens life itself.

To cast the spell the practitioner must gather the needed ingredients together, and brew them into a potion. The spell is cast over this brew and the result is drunk to gain the spell effects. Once drunk the recipient no matter how old is returned to full flush of the prime of life. Wizen men become tall and strong, old crones become beautiful maidens. While the spell will not give you anything you did not have to start with, it will remove things you don't need. It does not have the power to restore limbs, and a trace of old scars will remain, the recipient is balanced to a proper weight, should age and neglect have rendered them fat or over thin. The permanent effects of other magic are not removed. In effect the Human recipient is returned to age 25 physically. Other races may be judged according to this standard. Wisdom and knowledge gained from age are retained. From that time the recipient will age normally, and die in good time from the effects of old age, unless the *youth* spell is again applied.

Any attempt to use this spell within ten years of the last draught, will cause the recipient to return to infant-hood, wiped of all experience and memory.

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The draught will contain many ingredients, either the player and DM can come up with a suitable list, or agree that it costs about 30,000 gp to make.

