

Magician Ninth Level Spells

Astral Spell (Evocation)

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

With the *astral spell*, a wizard can project his astral body into the Astral Plane, leaving his physical body and material possessions behind in the Prime Material Plane. Only magical items can be brought into the Astral Plane (although nonmagical items could be rendered temporarily magical through the use of some spells, if the DM allows). As the Astral Plane touches upon the first levels of all of the Outer Planes, the wizard can travel astrally to any of the Outer Planes at will. The caster then leaves the Astral Plane, forming a body in the plane of existence he has chosen to enter. It is also possible to travel astrally anywhere in the Prime Material Plane by means of the *astral spell*, but a second body cannot be formed in the Prime Material Plane. As a general rule, a person astrally projected can be seen only by creatures in the Astral Plane.

At all times, the astral body is connected to the material body by a silvery cord. If the cord is broken, the affected person is killed, astrally and materially; however, normally only a psychic wind can cause the cord to break. When a second body is formed in a different plane, the silvery cord remains invisibly attached to the new body. If the astral form is slain, the cord simply returns to the original body where it rests in the Prime Material Plane, reviving it from its state of suspended animation.

Although astrally projected persons are able to function in the Astral Plane, their actions do not affect creatures not existing in the Astral Plane. The spell lasts until the wizard desires to end it, or until it is terminated by some outside means (such as a *dispel magic* spell or the destruction of the wizard's body in the Prime Material Plane).

The wizard can project the astral forms of up to seven other creatures with him by means of the *astral spell*, providing the creatures are linked in a circle with the wizard. These fellow travelers are dependent upon the wizard and can be stranded. Travel in the Astral Plane can be slow or fast, according to the wizard's desire. The ultimate destination arrived at is subject to the conceptualization of the wizard.

Bigby's Crushing Hand (Evocation)

Level: 9
Range: 15'level
Components: V, S, M
Duration: 1 rd./level
Casting Time: 1 Action
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

The *Bigby's crushing hand* spell creates a huge, disembodied hand similar to those of the other *Bigby's hand* spells. The crushing hand is under the mental control of the caster, and he can cause it to grasp and squeeze an opponent. No attack roll is necessary; the hand automatically grasps and inflicts constriction

damage in any round in which the wizard concentrates. The damage inflicted depends on the number of rounds it acts upon the victim:

1st round	1d10 points
2nd & 3rd rounds	2d10 points
4th & beyond	4d10 points

The crushing hand has an Armor Class of 20, has as many hit points as its caster at full strength, and vanishes when destroyed. The hand is susceptible to normal combat attacks and damaging spells, but if it is struck by an area-effect spell, the person held suffers the same fate as the hand (i.e., if the hand fails its saving throw, the victim automatically fails his). The hand is not effective against noncorporeal or gaseous forms, but it does prevent creatures that are able to slip through small cracks from escaping. I

The material components of the spell are a glove of snake skin and the shell of an egg.

Crystalbrittle (Alteration)

Level: 9
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 action
Area of Effect: 2 cu. ft./level
Saving Throw: Special
Spell Resistance: No

The magic of this spell causes metal, whether as soft as gold or as hard as Adamantine, to turn to a crystalline substance as brittle and fragile as crystal. Thus, a sword, metal shield, metal armor, or even an iron golem can be changed to a delicate, glass like material easily shattered by any forceful blow. Furthermore, this change is unalterable by any means short of a *wish* spell; a *dispel magic* will not reverse the spell.

The caster must physically touch the item; if it is an opponent or something an opponent is using or wearing, the wizard must get into melee and make a successful attack roll. Any single metal item can be affected by the spell. Thus, a suit of armor worn by a creature can be changed to crystal, but the creature's shield would not be affected, and vice versa. All items gain a saving throw bonus equal to their magical bonus value or protection (the DM has this information). Artifacts and relics constructed of metal may be affected at the discretion of the DM, though it is highly unlikely. Affected items not immediately protected are shattered and permanently destroyed if struck by a normal blow from a metal tool or any weighty weapon, including a staff.

Coronary (Alteration)

Researched By: Myatan
Level 9
Components: V, S
Duration: Instantaneous
Casting Time: 1 Action
Area of Effect: 1 being
Saving Throw: Special
Spell Resistance: Yes

The Coronary spell causes an artificial heart attack in the victim, as if the victim's heart was squeezed by a large hand.

The victim must make two Fortitude saves, the first DC 35

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plus the casters Int bonus. If this is failed the victim dies, if successful, the victim is rendered incapacitated and makes the second Fortitude save on DC 30 + caster's Int bonus. If failed the attack was acute enough to permanently damage the victim's heart, and will result in a permanent loss of 1-3 constitution points, and a temporary loss of twice that many constitution points as well as a loss of 80% of their hit points. No matter what the roll, a surviving victim will not have a constitution less than 3. If the save is successful the victim suffers only a temporary loss of 1-3 constitution points and 80% of their hit points. In either case, the victim will be unable to attend to normal functions, and require full bed rest for one month for each constitution point lost. A *heal* spell will reduce the recovery time to days instead of months and a *restoration* spell can recover permanently lost constitution points.

A second *cornary* cast on a recovering victim of a *cornary* spell allows no save, and the victim will die.

Energy Drain (Evocation, Necromancy)

Level: 9

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 1 Action

Area of Effect: 1 creature

Saving Throw: None

Spell Resistance: Yes

The wizard opens a channel between the plane he is in and the Negative Energy plane, becoming the conductor between the two planes. As soon as he touches (Hit touch AC) any living creature, the victim loses one point each of Strength and Constitution (as if struck by a specter).

The spell remains effective for one round per level of the caster and can be used again until the duration expires. Humans or humanoids brought below zero Constitution or Strength by this spell can be animated as juju zombies under the control of the caster.

Foresight (Divination)

Level: 9

Range: 0

Components: V, S, M

Duration: 2d4 rds. + 1 rd./level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

This spell grants the caster a powerful sixth sense in relation to himself or another. Although cast upon himself, the wizard can specify that he or another is the beneficiary of the spell. Once the spell is cast, the wizard receives instantaneous warnings of impending danger or harm to the object of the spell. Thus, if he were the object of the spell, the wizard would be warned in advance if a thief were about to attempt to backstab him, or if a creature were about to leap out from an unexpected direction, or if an attacker were specifically targeting him with a spell or missile weapon. When the warnings are about him personally, the wizard cannot be surprised and always knows the direction from which any attack on him is made. In addition, the spell gives the wizard a general idea of what action he might take to best protect himself--

duck, jump right, close his eyes, etc.--and gives him a defensive bonus of +4 to his Armor Class.

When another person is the object of the spell, the wizard receives warnings about that person. He must still communicate this to the other person to negate any surprise. Shouting a warning, yanking the person back, and even telepathically communicating through a **crystal ball** can all be accomplished before the trap is sprung, if the wizard does not hesitate. However, the object of the spell does not gain the defensive bonus to his Armor Class.

Gate (Conjuration/Summoning)

Level: 9

Range: 30 yds.

Components: V, S

Duration: Special

Casting Time: 9

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

The casting of a *gate* spell has two effects. First, it causes an interdimensional connection between the plane of existence the wizard is on and the plane on which dwells a specific being of great power; thus, the being is able to merely step through the gate or portal from its plane to that of the caster. Second, the utterance of the spell attracts the attention of the sought-after dweller on the other plane. When casting the spell, the wizard must name the entity he desires to use the gate and come to the wizard's aid. There is a 100% certainty that something steps through the gate. Unless the DM has some facts prepared regarding the minions serving the being called forth by the *gate* spell, the being itself comes.

If the matter is trifling, the being might leave, inflict an appropriate penalty on the wizard, or attack the wizard. If the matter is of middling importance, the being can take some positive action to set matters right, then demand appropriate repayment. If the matter is urgent, the being can act accordingly and ask whatever is its wont thereafter, if appropriate. The actions of the being that comes through depend on many factors, including the religious piety of the wizard and the wants and needs of the deity, the nature of his companions, and who or what opposes or threatens the wizard. Such beings generally avoid direct conflict with their equals or betters. The being gated in will either return immediately (very unlikely) or remain to take action. Casting this spell ages the wizard five years.

Imprisonment (Abjuration)

Level: 9

Range: Touch

Components: V, S

Duration: 5 years

Casting Time: 1 Turn

Area of Effect: 1 creature

Saving Throw: None

Spell Resistance: Yes

When an *imprisonment* spell is cast and the victim is touched, the recipient is entombed in a state of suspended animation (see the 9th-level wizard spell *temporal stasis*) in a small sphere far beneath the surface of the earth. The victim remains there unless a reverse of the spell, with the creature's name and background, is

cast. Magical search by a **crystal ball**, a *locate object* spell, or similar means will not reveal the fact that a creature is imprisoned. The *imprisonment* spell functions only if the subject creature's name and background are known.

If the casting wizard renews the spell every five years for 25 years the *imprisonment* becomes permanent.

The reverse spell, *freedom*, cast upon the spot at which a creature was entombed and sunk into the earth, causes it to reappear at that spot. If the caster does not perfectly intone the name and background of the creature to be freed, there is a 10% chance that 1 to 100 other creatures will be freed from imprisonment at the same time.

Note: The exact details of any creatures freed are up to the DM. A random method of determining this is to roll percentile dice twice (once for imprisoned creature density and once for a base number of creatures at maximum density). The rolls are multiplied and rounded to the nearest whole number. Each released creature has a 10% chance to be in the area of the spellcaster. If monsters are being generated randomly, roll 1d20 for level, with rolls of 9+ considered 9, and the exact monsters determined by the random encounter tables.

For example, if the initial rolls were 22 and 60, the number of monsters released is $.22 \times .60 = .1320 = 13$ monsters. Since only 10% of these will be in the immediate vicinity of the caster, the wizard may encounter only one or two of them.

Mass Teleport (Alteration)

Researched By: Felidan of Eyrie

Level 9

Range: Special

Components: V, S

Duration: 1 minute per level of the caster

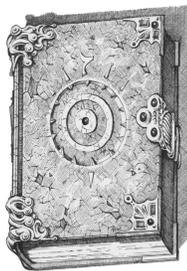
Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

This spell creates a gate of limited duration between two locations on the same plane. The first location is where the caster is, the second must be known to him by experience or sight, such as a scrying device. When cast the gate opens as a black curtain visible at both locations. The size of the opening is dependent on the level of the caster, 10 linear feet per level of the caster. The gate need not be concentrated on and will last for the full duration of the spell or until the caster dispels it or a *dispel magic* is cast against it. In that case the *mass teleport* is entitled to a Will save equal to the caster's own. The gate can be used by anyone by simply passing through it from either location. The caster can specify a one way gate at a cost of half the duration. The caster himself can pass through the gate. At any time.



Meteor Swarm (Evocation)

Level: 9

Range: 180'. + 30'/level

Components: V, S

Duration: Instantaneous

Casting Time: 1 action

Area of Effect: Special

Saving Throw: ½

Spell Resistance: Yes

A *Meteor Swarm* is a very powerful and spectacular spell which is similar to the *energyball* spell in many aspects. When it is cast, either four spheres of 2-foot diameter or eight spheres of 1-foot diameter spring from the outstretched hand of the wizard and streak in a straight line to the distance demanded by the spellcaster, up to the maximum range. Any creature in the straight-line path of these missiles receives the full effect, without benefit of a saving throw. The meteor missiles leave a trail of sparks, and each bursts as a *energyball*.

The large spheres (2-foot diameter) inflict 10d4 points of damage, bursting in a diamond or box pattern. Each has a 30-foot diameter area of effect, and each sphere is 20 feet apart along the sides of the pattern, creating overlapping areas of effect and exposing the center to all four blasts.

The smaller spheres (1-foot diameter) each have a 15-foot diameter area of effect, and each inflicts 5d4 points of damage. They burst in a pattern of a box within a diamond or vice versa, with each of the outer sides 20 feet long. Note that the center has four areas of overlapping effect, and there are numerous peripheral areas that have two overlapping areas of effect. A saving throw for each area of effect will indicate whether full damage or half damage is sustained by creatures within each area, except as already stated with regard to the missiles impacting.

Mordenkainen's Disjunction (Alteration, Enchantment)

Level: 9

Range: 0

Components: V

Duration: Instantaneous

Casting Time: 1 action

Area of Effect: 30-ft. radius

Saving Throw: Special

Spell Resistance: Yes

When this spell is cast, all magic and magical items within the radius of the spell, except those on the person of or being touched by the spellcaster, are disjoined. That is, spells being cast are separated into their individual components (usually spoiling the effect as a *dispel magic* spell does), and permanent and enchanted magical items must successfully save (vs. Will if actually cast on a creature, or vs. a *dispel magic* spell otherwise) or be turned into normal items. Artifacts and relics are not subject to *Mordenkainen's disjunction*. Thus, all potions, scrolls, rings, rods, miscellaneous magical items, arms and armor, swords, and miscellaneous weapons within 30 feet of the spellcaster can possibly lose all their magical properties when the *Mordenkainen's disjunction* spell is cast. The caster also has a 1% chance per level of destroying an antimagic shell. If the shell survives the disjunction, no items within it are disjoined.

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Power Word, Kill (Conjuration/Summoning)

Level: 9
 Range: 5 yds./2 levels
 Components: V
 Duration: Permanent
 Casting Time: 1
 Area of Effect: 10-ft. radius
 Saving Throw: None
 Spell Resistance: Yes

When a *power word, kill* spell is uttered, one or more creatures of any type within the spell range and area of effect are slain. The power word kills all creature with up to 80 hit points within the area of effect. The option to attack a single creature or multiple creatures must be stated along with the spell range and center of the area of effect. The current hit points of the creatures are used.

Prismatic Sphere (Abjuration, Conjuration/Summoning)

Level: 9
 Range: 0
 Components: V
 Duration: 1 turn/level
 Casting Time: 1 action
 Area of Effect: 10-ft. radius
 Saving Throw: Special
 Spell Resistance: Yes

This spell enables the wizard to conjure up an immobile, opaque globe of shimmering, multicolored light to surround him, giving protection from all forms of attack. The sphere flashes in all colors of the visible spectrum, seven of which have distinct powers and purposes. Any creature with fewer than 8 Hit Dice is blinded for 2d4 turns by the colors of the sphere. Only the spellcaster can pass in and out of the prismatic sphere without harm, though he can cast it over others to protect them. The sphere can be destroyed, color by color, in consecutive order, by various magical effects; however, the first must be brought down before the second can be affected, and so on. Any creature passing through the barrier receives the effect of every color still remaining. The following table shows the colors and effects of the prismatic sphere, as well as what will negate each globe.

Note that typically the upper hemisphere of the globe is visible, as the spellcaster is at the center of the sphere, so the lower half is usually hidden by the floor surface he is standing on.

Furthermore, a **rod of cancellation** or a *Mordenkainen's disjunction* spell will destroy a prismatic sphere (but an antimagic shell will fail to penetrate it). Otherwise, anything short of an artifact or relic entering the sphere is destroyed, and any creature is subject to the effects of every color still active--i.e., 70-140 points of damage plus death, petrification, insanity, and instantaneous transportation to another plane.

Prismatic Sphere 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>

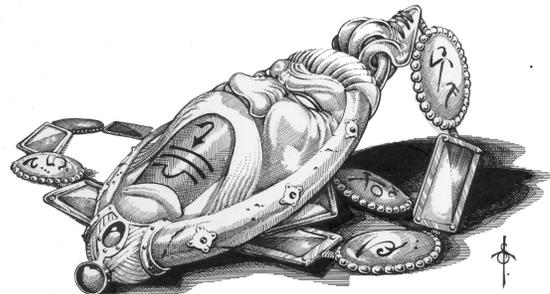
Shape Change (Alteration)

Level: 9
 Range: 0
 Components: V, S
 Duration: 1 turn/level
 Casting Time: 1 action
 Area of Effect: The caster
 Saving Throw: None
 Spell Resistance: No

With this spell, a wizard is able to assume the form of any living thing or creature below demigod status (greater or lesser deity, singular dragon type, or the like). The spellcaster becomes the creature he wishes, and has all of its abilities save those dependent upon Intelligence, innate magical abilities, and magic resistance, for the mind of the creature is that of the spellcaster. Thus, he can change into a griffon and fly away, then to an efreet and fly through a roaring flame, then to a titan to lift up a wagon, etc. These creatures have whatever hit points the wizard had at the time of the shape change. Each alteration in form requires only a standard action, and no system shock is incurred.

For example, a wizard is in combat and assumes the form of a bird. When this form is no longer useful, the wizard changes into a stone golem and walks away. When pursued, the golem-shape is changed to that of a flea, which hides on a horse until it can hop off and become a bush. If detected as the latter, the wizard can become a dragon, an ant, or just about anything he is familiar with.

A wizard adopting another form also adopts its vulnerabilities. For example, a wizard who becomes a spectre is powerless in daylight, and is subject to being turned, controlled, or destroyed by opposing clerics. Unlike similar spells, a wizard who is killed in another form does not revert to his original shape, which may disallow certain types of revivification.



Spell Shield III (Abjuration)

Researched By: Myatan
 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 outside the circle into it is dispelled, magic cast inside fails to work. The spell takes damage from magics used against it. It takes 1 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 damage. A wand of Negation will dispel the shield. The Spell Shield has 1 point for each level of the caster.

Succor (Alteration, Enchantment)

Level: 9
 Range: Touch
 Components: V, S, M
 Duration: Special
 Casting Time: Special
 Area of Effect: 1 individual
 Saving Throw: None

The wizard creates a powerful magic in some specially prepared object--a statuette, a jeweled rod, a gem, etc. This object radiates magic, for it contains the power to instantaneously transport its possessor to the abode of the wizard who created it. Once the item is enchanted, the wizard must give it willingly to an individual, at the same time informing him of a command word to be spoken when the item is to be used. To make use of the item, the recipient must speak the command word at the same time that he rends or breaks the item. When this is done, the individual and all that he is wearing and carrying are instantly transported to the abode of the wizard. No other creatures can be affected.

Succor can also be cast so the spell transports the wizard to the immediate vicinity of the possessor of the enchanted item, when it is broken and the command word spoken. The wizard will have a general idea of the location and situation of the item possessor, but has no choice whether or not to go (making this a rare casting indeed!).

The material components used included gemstones totaling not less than 500 gp value (whether they are faceted gems or not is immaterial). The item itself should be something easily broken when desired. The trigger object does not need an *enchant an item* spell. At that time of the object is set for the type of *succor* and its final destination (either the location of the spellcasting or an area well known to the wizard). The initial casting time is one turn. It takes but a standard action get and break the item.

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).

Temporal Stasis (Alteration)

Level: 9
 Range: 30'
 Components: V, S, M
 Duration: Permanent
 Casting Time: 9
 Area of Effect: 1 creature
 Saving Throw: None

The wizard places the recipient creature into a state of suspended animation. This cessation of time means that the creature does not grow older. Its body functions cease. The object or creature is surrounded by a faint blue glow visible in any artificial light conditions. Only the full light of the sun will hide the effect. The object or creature is fixed in its form, movable parts or limbs cannot be moved or repositioned. The *temporal stasis* has a surface like that of wet soap. This tends to make objects in stasis difficult to move. This state persists until the magic is removed by a *dispel magic* spell or second casting of (*temporal stasis* is uttered, the spell will cancel itself.

It is a usual function of the *temporal stasis* that the interface field (the blue glow) is bitterly cold to the touch. Prolonged contact with bare skin can damage. Wearing gloves is enough to prevent any damage.. Damage is no more than d2 or d4 a round if a large area of the body contacts the field. Typical clothing is enough of a barrier under normal circumstances.



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Time Stop (Alteration)

Level: 9
Range: 0
Components: V
Duration: Special
Casting Time: 1 Action
Area of Effect: 15-ft. radius
Saving Throw: None
Spell Resistance: No

Upon casting a *time stop* spell, the wizard causes the flow of time to stop for one round in the area of effect. Outside this area the sphere simply seems to shimmer for an instant. Inside the sphere, the caster is free to act for 2d4 rounds of apparent time. The wizard can move and act freely within the area where time is stopped, but all other creatures, except for those of primal nature, are frozen in their actions, for they are literally between ticks of the time clock. (The spell duration is subjective to the caster.) Nothing can enter the area of effect without being stopped in time also. If the wizard leaves the area, the spell is immediately negated. When the spell duration ceases, the wizard is again operating in normal time.

Note: It is recommended that the DM use a stopwatch or silently count to time this spell. If the caster is unable to complete the intended action before the spell duration expires, he will probably be caught in an embarrassing situation. The use of a *teleport* spell before the expiration of the *time stop* spell is permissible.

Wish (All)

Level: 9
Range: Special
Components: V
Duration: Special
Casting Time: Special
Area of Effect: Special
Saving Throw: Special
Spell Resistance: Not usually

The *wish* spell is a very powerful deawner 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 *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 spell/ The *wish* can perform two clauses and may have no more than two conditions on each clause. The *wish* will come to pass in the simplest manner possible. The player is warned to word wishes well.

