



## Create Undead

Necromancy [Evil]  
 Level: Clr 6, Death 6, Evil 6, Sor/Wiz 6  
 Components: V, S, M  
 Casting Time: 1 hour  
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One corpse  
 Duration: Instantaneous  
 Saving Throw: None  
 Spell Resistance: No

A much more potent spell than animate dead, this evil spell allows you to create more powerful sorts of undead: ghouls, ghaists, mummies, and mohrgs. The type or types of undead you can create is based on your caster level, as shown on the table below.

Caster Level	Undead Created
11th or lower	Ghoul
12th-14th	Ghast
15th-17th	Mummy
18th or higher	Mohrg

You may create less powerful undead than your level would allow if you choose. Created undead are not automatically under the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms. This spell must be cast at night.

## Dispel Magic, Greater

Abjuration  
 Level: Brd 5, Clr 6, Drd 6, Sor/Wiz 6  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Medium (100 ft. + 10 ft./level)  
 Area: One spellcaster, creature, or object; or 20-ft.-radius burst

Target: One spellcaster, creature, or object; or 20-ft.-radius burst  
 Duration: Instantaneous  
 Saving Throw: None  
 Spell Resistance: No

This spell functions like dispel magic, except that the maximum caster level on your dispel check is +20 instead of +10. Additionally, greater dispel magic has a chance to dispel any effect that remove curse can remove, even if dispel magic can't dispel that effect.

## Find the Path

Divination  
 Level: Brd 6, Clr 6, Drd 6, Knowledge 6, Travel 6  
 Components: V, S, F  
 Casting Time: 3 rounds  
 Range: Personal or touch

Target: You or creature touched  
 Duration: 10 min./level  
 Saving Throw: None or Will negates (harmless)  
 Spell Resistance: No or Yes (harmless)

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or even inside a maze spell. Find the path works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as you are at the time of casting. The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a glyph of warding. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze spell in a single round. This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).  
 Focus: A set of divination counters of the sort you favor.

## Cure Moderate Wounds, Mass

Conjuration (Healing)  
 Level: Brd 6, Clr 6, Drd 7  
 Components: V, S  
 Casting Time: 1 standard action  
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart  
 Duration: Instantaneous  
 Saving Throw: Will half (harmless) or Will half; see text  
 Spell Resistance: Yes (harmless) or Yes; see text

This spell functions like mass cure light wounds, except that it cures 2d8 points of damage +1 point per caster level (maximum +30).

## Eagle's Splendor, Mass

Transmutation  
 Level: Brd 6, Clr 6, Sor/Wiz 6  
 Components: V, S, M/DF  
 Casting Time: 1 standard action  
 Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart  
 Duration: 1 min./level  
 Saving Throw: Will negates (harmless)  
 Spell Resistance: Yes

This spell functions like eagle's splendor, except that it affects multiple creatures.

## Forbiddance

Abjuration  
 Level: Clr 6  
 Components: V, S, M, DF  
 Casting Time: 6 rounds  
 Range: Medium (100 ft. + 10 ft./level)  
 Area: 60-ft. cube/level (S)

Duration: Permanent  
 Saving Throw: See text  
 Spell Resistance: Yes

Forbiddance seals an area against all planar travel into or within it. This includes all teleportation spells, plane shifting, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically. In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on their alignment relative to yours. A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal. Alignments identical: No effect. The creature may enter the area freely (although not by planar travel). Alignments different with respect to either law/chaos or good/evil: The creature takes 6d6 points of damage. A successful Will save halves the damage, and spell resistance applies. Alignments different with respect to both law/chaos and good/evil: The creature takes 12d6 points of damage. A successful Will save halves the damage, and spell resistance applies. The abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting. Dispel magic does not dispel a forbiddance effect unless the dispeller's level is at least as high as your caster level. You can't have multiple overlapping forbiddance effects. The more recent effect stops at the boundary of the older effect.  
 Material Components: Sprinkle of holy water and 1500gp of rare incenses + 1,500 gp/60ft. cube. If a password is desired, add 1,000 gp + 1,000 gp/60ft. cube.





