

Astral Projection

Necromancy
Level: Clr 9, Sor/Wiz 9, Travel 9
Components: V, S, M
Casting Time: 30 minutes
Range: Touch

Target: You plus one additional willing creature touched per two caster levels
Duration: See text
Saving Throw: None
Spell Resistance: Yes

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether. You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them. You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter. While you are on the Astral Plane, your astral body is connected at all times to your physical body by a silvery cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral

Energy Drain

Necromancy
Level: Clr 9, Sor/Wiz 9
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray of negative energy
Duration: Instantaneous
Saving Throw: Fortitude partial; see text for enervation
Spell Resistance: Yes

This spell functions like enervation, except that the creature struck gains 2d4 negative levels, and the negative levels last longer. There is no saving throw to avoid gaining the negative levels, but 24 hours after gaining them, the subject must make a Fortitude saving throw (DC = energy drain spell's save DC) for each negative level. If the save succeeds, that negative level is removed. If it fails, the negative level also goes away, but one of the subject's character levels is permanently drained. An undead creature struck by the ray gains 2d4x5 temporary hit points for 1 hour.

Gate

Conjuration
Level: Clr 9, Sor/Wiz 9
Components: V, S, XP; see text
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)

Effect: See text
Duration: Instantaneous or concentration (up to 1 round/level); see text
Saving Throw: None
Spell Resistance: No

Casting a gate spell has two effects. First, it creates an interdimensional connection between your plane of existence and a plane you specify, allowing travel between those two planes in either direction. Second, you may then call a particular individual or kind of being through the gate. The gate itself is a circular hoop or disk from 5 to 20 feet in diameter (caster's choice), oriented in the direction you desire when it comes into existence (typically vertical and facing you). It is a two-dimensional window looking into the plane you specified when casting the spell, and anyone or anything that moves through is shunted instantly to the other side. A gate has a front and a back. Creatures moving through the gate from the front are transported to the other plane; creatures moving through it from the back are not. Planar Travel: As a mode of planar travel, a gate spell functions much like a plane shift spell, except that the gate opens precisely at the point you desire (a creation effect). Deities and other beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you-anyone who chooses to step through the portal is transported. A gate cannot be opened to another point on the same plane; the spell works only for interplanar travel. You may hold the gate open only for a brief time (no more than 1 round per caster level), and you must concentrate on doing so, or else the interplanar connection is severed. Calling Creatures: The second effect of the gate spell is to call an extraplanar creature to your a

Astral Projection (continued)

Plane: a physical body must be materialized on other planes. You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as dispel magic cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

Material Components: A jacinth worth at least 1,000 gp, plus a silver bar worth 5 gp for each person to be affected.

Etherealness

Transmutation
Level: Clr 9, Sor/Wiz 9
Components: V, S
Casting Time: 1 standard action
Range: Touch; see text

Target: You and one other touched creature per three levels
Duration: 1 min./level (D)
Spell Resistance: Yes

This spell functions like ethereal jaunt, except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal. Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the subjects need not stay together. When the spell expires, all affected creatures on the Ethereal Plane return to material existence.

Gate (continued)

id (a calling effect). By naming a particular being or kind of being as you cast the spell, you cause the gate to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the gate, although they may choose to do so of their own accord. This use of the spell creates a gate that remains open just long enough to transport the called creatures. This use of the spell has an XP cost (see below). If you choose to call a kind of creature instead of a known individual you may call either a single creature (of any HD) or several creatures. You can call and control several creatures as long as their HD total does not exceed your caster level. In the case of a single creature, you can control it if its HD do not exceed twice your caster level. A single creature with more HD than twice your caster level can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time. A controlled creature can be commanded to perform a service for you. Such services fall into two categories: immediate tasks and contractual service. Fighting for you in a single battle or taking any other actions that can be accomplished within 1 round per caster level counts as an immediate task; you need not make any agreement or pay any reward for the creature's help. The creature departs at the end of the spell. If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward; see the lesser planar ally spell for appropriate rewards. (Some creatures may want their payment in "livestock" rather than in coin, which could involve complications.) Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane. Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may a

Gate (continued)
track you. Note: When you use a calling spell such as gate to call an air, chaotic, earth, evil, fire, good, lawful, or water creature, it becomes a spell of that type.

Heal, Mass

DC: 9

Conjuration (Healing)
Level: Clr 9, Healing 9
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Target: One or more creatures, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell functions like heal, except as noted above. The maximum number of hit points restored to each creature is 250.

Implosion

DC: 9

Evocation
Level: Clr 9, Destruction 9
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Target: One corporeal creature/round
Duration: Concentration (up to 4 rounds)
Saving Throw: Fortitude negates
Spell Resistance: Yes

You create a destructive resonance in a corporeal creature's body. For each round you concentrate, you cause one creature to collapse in on itself, killing it. (This effect, being instantaneous, cannot be dispelled.) You can target a particular creature only once with each casting of the spell. Implosion has no effect on creatures in gaseous form or on incorporeal creatures.

Miracle

DC: 9

Evocation
Level: Clr 9, Luck 9
Components: V, S, XP; see text
Casting Time: 1 standard action
Range: See text
Area: See text

Target: See text
Effect: See text
Duration: See text
Saving Throw: See text
Spell Resistance: Yes

You don't so much cast a miracle as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede. A miracle can do any of the following things.

- Duplicate any cleric spell of 8th level or lower (including spells to which you have access because of your domains).
- Duplicate any other spell of 7th level or lower.
- Undo the harmful effects of certain spells, such as feeblemind or insanity.
- Have any effect whose power level is in line with the above effects.

If the miracle has any of the above effects, casting it has no experience point cost. Alternatively, a cleric can make a very powerful request. Casting such a miracle costs the cleric 5,000 XP because of the powerful divine energies involved.

Examples of especially powerful miracles of this sort could include the following.

- Swinging the tide of a battle in your favor by raising fallen allies to continue fighting.
- Moving you and your allies, with all your and their gear, from one plane to another through planar barriers to a specific locale with no chance of error.
- Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

Miracle (continued)

In any event, a request that is out of line with the deity's (or alignment's) nature is refused. A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are as for a 9th-level spell. When a miracle duplicates a spell that has an XP cost, you must pay that cost. When a miracle spell duplicates a spell with a material component that costs more than 100 gp, you must provide that component.

Soul Bind

DC: 9 9

Necromancy
Level: Clr 9, Sor/Wiz 9
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Target: Corpse
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: No

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through clone, raise dead, reincarnation, resurrection, true resurrection, or even a miracle or a wish. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

Focus: A black sapphire of at least 1,000 gp value for every Hit Die possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (While creatures have no concept of level or Hit Dice as such,

Storm of Vengeance

DC:

Conjuration (Summoning)

Level: Drd 9, Clr 9

Components: V, S

Casting Time: 1 round

Range: Long (400 ft. + 40 ft./level)

Effect: 360-ft.-radius storm cloud

Duration: Concentration (maximum 10 rounds) (D)

Saving Throw: See text

Spell Resistance: Yes

This spell creates an enormous black storm cloud. Lightning and crashing claps of thunder appear within the storm. Each creature beneath the cloud must succeed on a Fortitude save or be deafened for 1d4x10 minutes. If you do not maintain concentration on the spell after casting it, the spell ends. If you continue to concentrate, the spell generates additional effects in each following round, as noted below. Each effect occurs during your turn. 2nd Round: Acid rains down in the area, dealing 1d6 points of acid damage (no save). 3rd Round: You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage. 4th Round: Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save). 5th through 10th Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters. Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to the storm of vengeance's save DC + the level of the spell the caster is trying to cast.

Summon Monster IX

Conjuration (Summoning)

Level: Chaos 9, Clr 9, Evil 9, Good 9, Law 9, Sor/Wiz 9

Components: V, S, F/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell functions like summon monster I, except that you can summon one creature 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.

Summon Monster Table

[1] May be summoned only into an aquatic or watery environment.

| 9th Level | |
|---|----|
| Couatl[1] | LG |
| Leonal (guardinal) | NG |
| Celestial roc | CG |
| Elemental, elder (any) | N |
| Devil, barbed | LE |
| Fiendish dire shark[1] | NE |
| Fiendish monstrous scorpion, Gargantuan | NE |
| Night hag | NE |
| Bebilith (demon) | CE |
| Fiendish monstrous spider, Colossal | CE |
| Hezrou (demon) | CE |

True Resurrection

Conjuration (Healing)

Level: Clr 9

Components: V, S, M, DF

Casting Time: 10 minutes

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

This spell functions like raise dead, except that you can resurrect a creature that has been dead for as long as 10 years per caster level. This spell can even bring back creatures whose bodies have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method). Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of level (or Constitution points) or prepared spells. You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also resurrect elementals or outsiders, but it can't resurrect constructs or undead creatures. Even true resurrection can't restore to life a creature who has died of old age.

Material Components: A sprinkle of holy water and diamonds worth a total of at least 25,000 gp.