

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

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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.

Crushing Hand

Evocation [Force]
Level: Sor/Wiz 9, Strength 9
Components: V, S, M, F/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)

Effect: 10-ft. hand
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: Yes

This spell functions like interposing hand, except that the hand can interpose itself, push, or crush one opponent that you select. The crushing hand can grapple an opponent like grasping hand does. Its grapple bonus equals your caster level + your Intelligence, Wisdom, or Charisma modifier (for a wizard, cleric, or sorcerer, respectively), +12 for the hand's Strength score (35), +4 for being Large. The hand deals 2d6+12 points of damage (lethal, not nonlethal) on each successful grapple check against an opponent. The crushing hand can also interpose itself as interposing hand does, or it can bull rush an opponent as forceful hand does, but at a +18 bonus. Directing the spell to a new target is a move action. Clerics who cast this spell name it for their deities.
Arcane Material Components: The shell of an egg.

Dominate Monster

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 9
Components: V, S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)

DC:
Target: One creature
Duration: One day/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell functions like dominate person, except that the spell is not restricted by creature type.

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.

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.

Foresight DC:

Divination
Level: Drd 9, Knowledge 9, Sor/Wiz 9
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Personal or touch

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

This spell grants you a powerful sixth sense in relation to yourself or another. Once foresight is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC. When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.
Arcane Material Components: A hummingbird's feather.

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

Gate (continued)
ttack 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.

Freedom DC:

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

Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The subject is freed from spells and effects that restrict its movement, including binding, entangle, grapple, imprisonment, maze, paralysis, petrification, pinning, sleep, slow, stunning, temporal stasis, and web. To free a creature from imprisonment or maze, you must know its name and background, and you must cast this spell at the spot where it was entombed or banished into the maze.

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

Hold Monster, Mass DC:

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 9
Components: V, S, F/DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)

Target: One or more creatures, no two of which can be more than 30 ft. apart
Duration: 1 round/level (D); see text
Saving Throw: Will negates; see text
Spell Resistance: Yes

This spell functions like hold person, except that it affects multiple creatures and holds any living creature that fails its Will save.

Time Stop

Transmutation
Level: Sor/Wiz 9, Trickery 9
Components: V
Casting Time: 1 standard action
Range: Personal

Target: You
Duration: 1d4+1 rounds (apparent time); see text

This spell seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you. While the time stop is in effect, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell. A spell that affects an area and has a duration longer than the remaining duration of the time stop have their normal effects on other creatures once the time stop ends. Most spellcasters use the additional time to improve their defenses, summon allies, or flee from combat. You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession. You are undetectable while time stop lasts. You cannot enter an area protected by an antimagic field while under the effect of time stop.

Weird

Illusion (Phantasm) [Fear, Mind-Affecting]
Level: Sor/Wiz 9
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)

Target: Any number of creatures, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Will disbelief (if interacted with), then Fortitude partial; see text
Spell Resistance: Yes

This spell functions like phantasmal killer, except it can affect more than one creature. Only the affected creatures see the phantasmal creatures attacking them, though you see the attackers as shadowy shapes. If a subject's Fortitude save succeeds, it still takes 3d6 points of damage and is stunned for 1 round. The subject also takes 1d4 points of temporary Strength damage.

Wish (continued)
both with the same wish. A wish can never restore the experience point loss from casting a spell or the level or Constitution loss from being raised from the dead. o Revive the dead. A wish can bring a dead creature back to life by duplicating a resurrection spell. A wish can revive a dead creature whose body has been destroyed, but the task takes two wishes, one to recreate the body and another to infuse the body with life again. A wish cannot prevent a character who was brought back to life from losing an experience level. o Transport travelers. A wish can lift one creature per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies. o Undo misfortune. A wish can undo a single recent event. The wish forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a wish could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies. You may try to use a wish to produce greater effects than these, but doing so is dangerous. (The wish may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.) Duplicated spells allow saves and spell resistance as normal (but save DCs are for 9th-level spells).
Material Components: When a wish duplicates a spell with a material component that costs more than 10,000 gp, you must provide that component.

Wail of the Banshee

Necromancy [Death, Sonic]
Level: Death 9, Sor/Wiz 9
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: One living creature/level within a 40-ft.-radius spread

Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

You emit a terrible scream that kills creatures that hear it (except for yourself). Creatures closest to the point of origin are affected first.

Wish

Universal
Level: Sor/Wiz 9
Components: V, XP
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

Wish is the mightiest spell a wizard or sorcerer can cast. By simply speaking aloud, you can alter reality to better suit you. Even wish, however, has its limits. A wish can produce any one of the following effects. o Duplicate any wizard or sorcerer spell of 8th level or lower, provided the spell is not of a school prohibited to you. o Duplicate any other spell of 6th level or lower, provided the spell is not of a school prohibited to you. o Duplicate any wizard or sorcerer spell of 7th level or lower even if it's of a prohibited school. o Duplicate any other spell of 5th level or lower even if it's of a prohibited school. o Undo the harmful effects of many other spells, such as geas/quest or insanity. o Create a nonmagical item of up to 25,000 gp in value. o Create a magic item, or add to the powers of an existing magic item. o Grant a creature a +1 inherent bonus to an ability score. Two to five wish spells cast in immediate succession can grant a creature a +2 to +5 inherent bonus to an ability score (two wishes for a +2 inherent bonus, three for a +3 inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be dispelled. Note: An inherent bonus may not exceed +5 for a single ability score, and inherent bonuses to a particular ability score do not stack, so only the best one applies. o Remove injuries and afflictions. A single wish can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do

