

# Magician Seventh Level Spells

## **Banishment** (Abjuration)

Level: 7  
Range: 60'  
Components: V, S, M  
Duration: Instantaneous  
Casting Time: 1 action  
Area of Effect: One Creature  
Saving Throw: Will, Special  
Spell Resistance: Yes

A *Banishment* spell enables the caster to force some extraplanar creature out of the caster's home plane. The effect is instantaneous, and the subject cannot come back without some special summoning or means of egress from its own plane to the one from which it was banished. Up to 2 Hit Dice or levels of creature per caster level can be banished.

The caster must both name the type of creature(s) to be sent away and give its name and title as well. If the creature is present before the caster the *banishment* can be attempted without the name or title by direct confrontation, but this imposes a -4 to the save DC. The *banishment* overcomes creature's magic resistance automatically, but they still get a Will save..

The material components of the spell are substances harmful, hateful, or opposed to the nature of the subject(s) of the spell. For every such substance included in the casting, the subject creature(s) loses -1 from its spell resistance and suffers a -2 penalty to its will saving throw. For example, if iron, holy water, sunstone, and a sprig of rosemary were used in casting a banishment upon a being that hates those things, its saving throw versus the spell would be made with a -8 penalty (four substances times the factor of -2). Special items, such as hair from the tail of a ki-rin or couatl feathers, could also be added to change the factor to -3 or -4 per item. In contrast, a titan's hair or mistletoe blessed by a druid might lower the factor to -1 with respect to the same creature. If the subject creature successfully rolls its will saving throw, the caster is stung by a backlash of energy, suffers 2d6 points of damage, and is stunned for one round.

## **Bigby's Grasping Hand** (Evocation)

Level: 7  
Range: 30'/level  
Components: V, S, M  
Duration: 1 rd./level  
Casting Time: 1 Action  
Area of Effect: Special  
Saving Throw: None  
Spell Resistance: No

*Bigby's Grasping Hand* is a superior version of the 6th-level spell *Bigby's Forceful Hand*. It creates a man-sized (5 feet) to huge-sized (20 feet) hand that appears and grasps a creature designated by the caster, regardless of what the spellcaster does or how the opponent tries to escape it. The grasping hand can hold motionless a creature or object of up to 1,000 pounds weight, slow movement to 10 feet per round if the creature weighs between 1,000 and 4,000 pounds, or slow movement by 50% if the creature weighs up to 16,000 pounds. The hand itself inflicts no damage. The grasping hand has an Armor Class of 0, has as many hit points as its caster in full health, and vanishes when destroyed. The caster can order it to release a trapped opponent or can dismiss it on command.

The material component is a leather glove.

## **Charm Plants** (Enchantment/Charm)

Level: 7  
Range: 90;  
Components: V, S  
Duration: Permanent  
Casting Time: 1 turn  
Area of Effect: 10 x 30 ft.  
Saving Throw: Will, Neg.  
Spell Resistance: Yes

The *Charm Plants* spell enables the spellcaster to command vegetable life forms and communicate with them. These plants obey instructions to the best of their ability. The spell will charm plants in a 30-foot x 10-foot area. While the spell does not endow the vegetation with new abilities, it does enable the wizard to command the plants to use whatever they have in order to fulfill his instructions. If the plants in the area of effect do have special or unusual abilities, these are used as commanded by the wizard.

For example, this spell can generally duplicate the effects of the 1<sup>st</sup> level priest spell *entangle*, if the caster desires. The saving throw applies only to intelligent plants, and it is made with a -4 penalty to the die roll.

## **Control Undead** (Necromancy)

Level: 7  
Range: 60 ft.  
Components: V, S  
Duration: 3d4 rds. + 1 rd./level  
Casting Time: 1 round  
Area of Effect: 1d6 undead  
Saving Throw: Will, Special  
Spell Resistance: Yes

This spell enables the wizard to command 1d6 undead creatures for a short period of time. Upon casting the spell, the wizard selects one point within range of the spell. Those undead nearest to this point are affected, until either undead equal in Hit Dice to the caster's level or six undead are affected. Undead with 3 Hit Dice or less are automatically controlled. Those of greater Hit Dice are allowed a Will save, which, if successful, negates the attempt to control that creature. Regardless of the success or failure of the saving throw, each creature required to make a check counts toward the Hit Dice limit of the spell.

Those creatures under the control of the wizard can be commanded by the caster if they are within hearing range. There is no telepathic communication or language requirement between the caster and the controlled undead. Even if communication is impossible, the controlled undead do not attack the spellcaster. At the end of the spell, the controlled undead revert to their normal behaviors. Those not mindless will remember the control exerted by the wizard.



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### *Delayed Blast Energyball* (Evocation)

Level: 7  
Range: 100 yds. + 10 yds./level  
Components: V, S, M  
Duration: Special  
Casting Time: Action  
Area of Effect: 20-ft. radius  
Saving Throw: Reflex, ½  
Spell Resistance: Yes, (mostly)

This spell creates an energyball, with a +1 bonus to each of its dice of damage, which releases its blast anytime from instantly to five rounds later, according to the command given by the wizard. In other respects, the spell is the same as the 3rd-level spell *energyball*.

**Fire:** A Fire blast detonate with a low roar filling the volume with fire. Highly flammable objects may catch fire. Those creatures affected badly by fire are so affected.

**Cold:** A Cold blast goes off with a quiet “whump” dealing cold damage to all within the area of effect. Fragile item sensitive to cold may shatter when struck by the Cold blast. Creature sensitive to cold are of course most affected.

**Lightning:** The *Lightning blast* detonates with a crackling boom that is audible for hundred of yards. It does electrical damage.

**Acid:** The *Acid blast* pops with a wicked hiss dousing everyone in the area effect with a quick acting acid. The *acid blast* bypasses spell resistance. The *acid blast* will ruin cloth and written objects that fall their saving throw.

**Sonic:** The *Sonic blast* detonate with a shattering boom that deals sonic damage. Fragile objects in the area of effect must save or be broken.

### *Drawmij's Instant Summons* (Conjuration/Summoning)

Level: 7  
Range: Infinite + special  
Components: V, S, M  
Duration: Instantaneous  
Casting Time: 1 Action  
Area of Effect: 1 small object  
Saving Throw: None  
Spell Resistance: No

When this spell is cast, the wizard teleports some desired item from virtually any location directly to his hand. The single object can be no longer in any dimension than a staff, can have no more weight than ten pounds, and must be nonliving.

To prepare this spell, the wizard must hold a hollow crystal sphere of not less than 50 gp value in his hand and utter all but the final word of the conjuration. At some point in the future, he must crush the sphere and utter the final word. The desired item is then transported instantly into the spellcaster's right or left hand, as he desires.

The item must have been previously touched during the initial incantation and specifically named; only that particular item is summoned by the spell. During the initial incantation, the crystal sphere becomes magically inscribed with the name of the item to be summoned. The inscription is invisible and unreadable, except by means of a *read magic* spell, to all but the wizard who cast the summons.

Items can be summoned from other planes of existence. For

each level of experience above the 14th, the wizard is able to summon a desired item from one plane farther removed from the plane he is in at the time the spell is cast (one plane away at 14th level, two planes away at 15th, etc.). Thus, a wizard of 16th level could cast the spell even if the desired item was on the second layer of one of the Outer Planes, but at 14th level the wizard would be able to summon the item only if it were no farther than one of the Inner Planes, the Ethereal Plane (Plane of Shadows), or the Astral Plane. Note that special wards or barriers, or factors that block the *Teleport* or *Plane Shift* spells, may also block the operation of this spell. Objects in *Leomund's secret chest* or **curtain walls** cannot be recovered by using this spell.

Note: If the item is wizard marked, it can be summoned from anywhere on the same plane unless special local conditions apply. Furthermore, the details of the location of the item are more specific, and the item is more easily traceable with other types of scrying magic.

### *Duo-Dimension* (Alteration)

Level: 7  
Range: 0  
Components: V, S  
Duration: 3 rds. + 1 rd./level  
Casting Time: 1 action  
Area of Effect: The caster  
Saving Throw: None  
Spell Resistance: No

A *duo-dimension* spell causes the caster to have only two dimensions, height and width, with no depth. He is thus invisible when turned sideways. This invisibility can be detected only by means of a *True Seeing* spell or similar methods. In addition, the duo-dimensional wizard can pass through the thinnest of spaces as long as these have the proper height--going through the space between a door and its frame is a simple matter. The wizard can perform all actions normally. He can turn and become invisible, move in this state, and appear again next round and cast a spell, disappearing on the following round.

Note that when turned, the wizard cannot be affected by any form of attack, but when visible, he is subject to double the amount of damage normal for an attack form; for example, a dagger thrust would inflict 2d4 points of damage if it struck a duo-dimensional wizard. Furthermore, the wizard has a portion of his existence in the Astral Plane when the spell is in effect, and he is subject to possible notice by creatures there.

### *Finger of Death* (Necromancy)

Level: 7  
Range: 180'  
Components: V, S  
Duration: Permanent  
Casting Time: 1 Action  
Area of Effect: 1 creature  
Saving Throw: Fortitude Neg.  
Spell Resistance: Yes

The *finger of death* spell snuffs out the victim's life force, in such a manner that, in humanoid subjects, the spell initiates changes to the body such that after three days the caster can, by means of a special ceremony costing not less than 500 gp per body, animate the corpse as a juju zombie under the control of the caster.

The changes occur beginning on the first sunset after the death of the creature. Normal raising attempts before this time have a normal chance of success. After the sunset, the changes begin, and normal *Raise Dead*, and *Resurrection* spells will not work, neither can the body be used in a *Reincarnation* spell. (Any attempt at *Reincarnation* is 75% likely to curse the spirit to existence as a non-corporeal undead.) The changes can be reversed before animation by a *Limited Wish* or similar spell cast directly upon the body, the subject can then be restored to life.

The caster utters the *finger of death* spell incantation, points his index finger at the creature to be slain, and unless the victim succeeds in a saving throw vs. fortitude, death occurs. Creatures of 1-3 Hit Dice save at a -3, those under 6 Hit dice have a -1. Creatures of 7 or more Hit Dice save normally. A creature successfully saving still receives 2d8+1 points of damage. If the subject dies of damage, no internal changes occur and the victim can then be revived normally.

### **Forcecage** (Evocation)

Level: 7

Range: 15'/level

Components: V, S, special

Duration: 1 hour + 10 minutes/level

Casting Time: 1 round

Area of Effect: 20-ft. cube

Saving Throw: None

Spell Resistance: Yes

This powerful spell enables the caster to bring into being a cube of force, but it is unlike the magical item of that name in one important respect: The *forcecage* does not have solid walls of force; it has alternating bands of force with half-inch gaps between. Thus, it is truly a cage, rather than an enclosed space with solid walls. Creatures within the area of effect of the spell are caught and contained unless they are able to pass through the openings--and, of course, all spells and breath weapons can pass through the gaps in the bars of force of the forcecage.

A creature with spell resistance has a single attempt to pass through the walls of the cage. If the resistance check is successful, the creature escapes. If it fails, the creature is caged. Note that a successful check does not destroy the cage, nor does it enable other creatures (save familiars) to flee with the escaping creature. The forcecage is also unlike the solid-walled protective device, cube of force, in that it can be gotten rid of only by means of a *Dispel Magic* spell or by the expiration of the spell.

By choice at the time of memorization, a *Forcecage* spell can be altered to a *forcecube* spell. The cube created is 10 feet on a side, and the spell then resembles that of a **cube of force** in all respects save that of the differences between a cast spell and the magic of a device, including the methods of defeating its power.



### **Limited Wish** (All)

Level: 7

Range: Special

Components: V

Duration: Special

Casting Time: Varies

Area of Effect: Special

Saving Throw: Special

Spell Resistance: Yes

The *limited wish* spell is a very powerful dewomer 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 *wish* spell, are the only cases in which the player must word the the verbal components of the spell. The wording of the *limited wish* describes its effects. A *limited wish* can perform any effect equivalent to any 7th level spell. The *limited wish* can perform one clause and may have no more than two conditions on the clause. The *limited wish* will come to pass in the simplest manner possible. The player is warned to word wishes well.

### **Mass Invisibility** (Illusion/Phantasm)

Level: 7

Range: 30'/level

Components: V, S, M

Duration: Special

Casting Time: 1 Action

Area of Effect: 60 x 60 yds.

Saving Throw: None

Spell Resistance: Yes

This is a more extensive adaptation of the *invisibility* spell for battlefield use. It can hide creatures in a 180 foot x 180 foot area: up to 400 man-sized creatures, 30 to 40 giants, or six to eight large dragons. The effect is mobile with the unit and is broken when the unit attacks. Individuals leaving the unit become visible. The wizard can end this spell upon command.

### **Mordenkainen's Magnificent Mansion**

(Alteration, Conjuraction)

Level: 7

Range: 30'

Components: V, S, M

Duration: 1 hr./level

Casting Time: 1 Turn

Area of Effect: 300 sq. ft./level

Saving Throw: None

Spell Resistance: No

The wizard conjures up an extradimensional dwelling, entrance to which can be gained only at a single point of space on the plane from which the spell was cast. From the entry point, those creatures observing the area see only a faint shimmering in the air, in an area 4 feet wide and 8 feet high. The caster of the spell controls entry to the mansion, and the portal is shut and made invisible behind him when he enters. He may open it again from his own side at will. Once observers have passed beyond the entrance, they behold a magnificent foyer and numerous chambers beyond. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to as many dozens of people as the spellcaster has levels of experience. There is a staff of near-transparent servants, liveried

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and obedient, to wait upon all who enter. The atmosphere is clean, fresh, and warm.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond. Rest and relaxation within the place is normal

The material components of this spell are a miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon. These are utterly destroyed when the spell is cast.

(It is worth mentioning that this spell has been used in conjunction with a normal portal, as well as with illusion magic. The design and interior of the space created can be altered to suit the caster's wishes.)

### **Mordenkainen's Sword** (Evocation)

Level: 7

Range: 90'

Components: V, S

Duration: 1 rd./level

Casting Time: 1 Action

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

Upon casting this spell, the wizard brings into being a shimmering, swordlike plane of force. The spellcaster is able to mentally wield this weapon (to the exclusion of all activities other than movement), causing it to move and strike as if it were being used by a fighter. The basic chance for Mordenkainen's sword to hit is the same as the Caster.

The sword has no magical attack bonuses, but it can hit nearly any sort of opponent including those who are astral, ethereal, or out of phase. It hits any Armor Class on a roll of 19 or 20. It inflicts 5d6 points of damage. It lasts until the spell duration expires, a *dispel magic* is used successfully upon it, or its caster no longer desires it.

### **Negate Magic** (Abjuration)

Researched By: Abba Eecreeana

Level: 7

Range: 240 yards

Components: V

Duration: Instantaneous

Casting Time: 1 Action

Area of Effect: 60 foot cube

Saving Throw: Special

Spell Resistance: Yes

A more powerful version of the 3rd level *dispel magic*. When cast this spell has a chance to neutralize or negate magic it comes in contact with, as follows.

First it removes all spells and spell like effects. Second, it disrupts the casting or use of these in the area of effect at the instant the *dispel* is cast. Third it destroys magical potions. Spells of 4th level and less are instantly ended. All others have a base DC 20 + the caster Int bonus as would their caster. magical scrolls must save on a DC 20 They get a +1 bonus for each level of the inscribed spell. (all protection spells are considered to be 4th level) Spells that fail the save are erased as if cast.

A *negate magic* spell dysfunctions all rings, wands, rods, staves, and miscellaneous items for 2d4 rounds. Weapons, shields,

or armors are reduced by one plus, and all special abilities are negated for a like amount of time. A charged item will lose 1d8 charges. An interdimensional interface (such as a **bag of holding**) rendered non-operational and temporarily closed. An item carried by a creature gains the creature's saving throw against this effect. Note, an item's physical properties are unchanged, a sword is still a sword.

Artifacts and relics are not subject to this spell. Some of their effect might be. The works of primal beings likewise are unaffected. Certain other spells or effect cannot be dispelled, these are listed in the spell or item description.

### **Phase Door** (Alteration)

Level: 7

Range: Touch

Components: V

Duration: 1 usage/2 levels

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

The wizard creates a portal between two noncontiguous places. The phase door is invisible to all creatures save the spellcaster, and only he can use the space or passage the spell creates, disappearing when the phase door is entered, and appearing when it is exited. If the caster desires, one other creature of man size or less can be taken through the door; this counts as two uses of the door. The door does not pass light, sound, or spell effects, nor can the caster see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A **gem of true seeing** and similar magic will reveal the presence of a phase door but will not allow its use.

The phase door lasts for one usage for every two levels of experience of the spellcaster. It can be dispelled only by a casting of *dispel magic* from a higher-level wizard, or from several lower-level wizards, casting in concert, whose combined levels of experience are more than double that of the wizard who cast the spell (this is the only instance in which *dispel* effects can be combined).

Rumor has it that this spell has been adapted by a certain powerful wizard (or wizards) to create renewable (or permanent) portals, which may (or may not) be keyed to specific individuals (henchmen) or items (such as rings).

### **Power Word, Stun** (Conjuration/Summoning)

Level: 7

Range: 15'/level

Components: V

Duration: Special

Casting Time: 1 Action

Area of Effect: 1 creature

Saving Throw: None

Spell Resistance: Yes

When a *power word, stun* spell is uttered, any creature of the wizard's choice is stunned--reeling and unable to think coherently or act--for a duration dependent on its current hit points. Of course, the wizard must be facing the creature, and the creature must be within the range of 15 feet per experience level of the caster. Creatures with 1 to 30 hit points are stunned for 4d4 rounds, those

with 31 to 60 hit points are stunned for 2d4 rounds, those with 61 to 90 hit points are stunned for 1d4 rounds, and creatures with over 90 hit points are stunned for one round. Note that if a creature is weakened so that its hit points are below its usual maximum, the current number of hit points is used.

**Prismatic Spray** (Conjuration/Summoning)

Level 7  
 Range: 0  
 Components: V, S  
 Duration: Instantaneous  
 Casting Time: 1 Action  
 Area of Effect: 70 x 15 ft. spray  
 Saving Throw: Special  
 Spell Resistance: Yes

When this spell is cast, the wizard causes seven shimmering, multicolored rays of light to flash from his hand in a triangular spray. This spray is 70 feet long and spreads to 15 feet wide at the end. It includes all colors of the visible spectrum; each ray has a different power and purpose. Any creature with fewer than 8 Hit Dice struck by a ray is blinded for 2d4 rounds, regardless of any other effect.

Any creature in the area of effect will be touched by one or more of the rays. To determine which ray strikes a creature, roll 1d8 and consult the following table:

**Prismatic Spray Results**

- 1 = red
- 2 = orange
- 3 = yellow
- 4 = green
- 5 = blue
- 6 = indigo
- 7 = violet
- 8 = struck by two rays, roll again twice (ignoring any 8s)

**Prismatic Spray Effects**

Color	Order	Effect of Color
Red	1 <sup>st</sup>	Inflicts 20 points of damage, Reflex save for half.
Orange	2 <sup>nd</sup>	40 points of damage, Reflex save for half.
Yellow	3 <sup>rd</sup>	Inflicts 80 points of damage, Reflex save for half.
Green	4 <sup>th</sup>	Fortitude Save or suffer 2d10 Con damage save and suffer 20 points of damage.
Blue	5 <sup>th</sup>	-Fortitude save or be turned to stone.
Indigo	6 <sup>th</sup>	Will Save or suffer 2d10 Wisdom damage
Violet	7 <sup>th</sup>	Will save or be sent to another plane.



**Reverse Gravity** (Alteration)

Level: 7  
 Range: 15'/level  
 Components: V, S, M  
 Duration: 1 rd./level  
 Casting Time: 1 Action  
 Area of Effect: 30 ft. x 30 ft.  
 Saving Throw: None  
 Spell Resistance: No

This spell reverses gravity in the area of effect, causing all unattached objects and creatures within it to "fall" upward. The reverse gravity lasts as long as the caster desires or until the spell expires. If some solid object is encountered in this "fall," the object strikes it in the same manner as it would during a normal downward fall. At the end of the spell duration, the affected objects and creatures fall downward. As the spell affects an area, objects tens, hundreds, or even thousands of feet in the air above the area can be affected.

**Sequester** (Illusion/Phantasm, Abjuration)

Level: 7  
 Range: Touch  
 Components: V, S, M  
 Duration: 1 week + 1 day/level  
 Casting Time: 1 action  
 Area of Effect: 2-ft. cube/level  
 Saving Throw: Special  
 Spell Resistance: No

When cast, this spell not only prevents detection and location spells from working to detect or locate the objects affected by the *sequester* spell, it also renders the affected object(s) invisible to any form of sight or seeing. Thus, a *sequester* spell can mask a secret door, a treasure vault, etc. Of course, the spell does not prevent the subject from being discovered through tactile means or through the use of devices (such as a **robe of eyes** or a **gem of seeing**). If cast upon a creature who is unwilling to be affected, the creature receives a normal Will saving throw. Living creatures (and even undead types) affected by a *sequester* spell become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

**Shadow Walk** (Illusion, Enchantment)

Level 7  
 Range: Touch  
 Components: V, S  
 Duration: 6 turns/level  
 Casting Time: 1 action  
 Area of Effect: Special  
 Saving Throw: None  
 Spell Resistance: Yes

To use the shadow walk spell, you must be in an area of dim light. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (subject to your level limit), but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per

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hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this spell to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the spell virtually useless for scouting or spying. Furthermore, when the spell effect ends, you are shunted 1d10 x 100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10 x 100 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available.

Shadow walk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by you when shadow walk is cast also makes the transition to the borders of the Plane of Shadow.

They may opt to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). Creatures unwilling to accompany you into the Plane of Shadow receive a Will saving throw, negating the effect if successful.

### *Simulacrum* (alteration)

Level: 7

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: Special

Area of Effect: 1 creature

Saving Throw: None

Spell Resistance: No

The wizard is able to create a duplicate of any creature. The duplicate appears to be exactly the same as the original, but there are differences: The simulacrum has only 51% to 60% (50% + 1d10%) of the hit points of the real creature, there are personality differences, there are areas of knowledge that the duplicate does not have, and a *detect magic* spell will instantly reveal it as a simulacrum, as will a *True Seeing* spell. At all times the simulacrum remains under the absolute command of the wizard who created it. No special telepathic link exists, so command must be exercised in some other manner. The spell creates the form of the creature, but it is only a zombielike creation. A *reincarnation* spell must be used to give the duplicate a vital force, and a *Limited wish* spell must be used to empower the duplicate with 40% to 65% (35% + 5 to 30%) of the knowledge and personality of the original. The level of the simulacrum, if any, is from 20% to 50% of that of the original creature.

The duplicate creature is formed from ice or snow. The spell is cast over the rough form and a living piece of flesh from the creature to be duplicated must be placed inside the snow or ice.

The simulacrum has no ability to become more powerful; it cannot increase its level or abilities. If destroyed, it reverts to snow and melts into nothingness. Damage to the simulacrum can be repaired by healing spells only. It will not heal of its own accord.

If for some reason the original creature is slain, the simulacrum will begin to take on the remaining personality and memories of the slain host creature. If the simulacrum is allowed to survive it will gain, in 4d4 months, the full measure of the person it was created to represent. When this process is complete the controlling wizard's power is broken, the magic fades, and the creature becomes a free willed Individual. Some differences will remain however. The former simulacrum will take double damage from any fire based attack, never suffer from the cold, and will have a Constitution 1d3 lower than the original.

Rumor exists of a superior type of simulacrum. It is reported that it is made from ground meat rather than snow and ice, is of superior knowledge, and can heal itself. To date no Wizard has made public the formulas for creation of such a creature.

### *Spell Shield I* (Abjuration)

Researched By: Myatan

Level 7

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's position at the time of casting. The area of effect cannot move. 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 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* has 1 point for each level of the caster.

### *Statue* (Alteration)

Level: 7

Range: Touch

Components: V, S, M

Duration: 1 hr./level

Casting Time: 1 round

Area of Effect: Creature touched

Saving Throw: Special

Spell Resistance: Yes

When a *statue* spell is cast, the wizard or other creature is apparently turned to solid stone, along with any garments and equipment worn or carried. The initial transformation from flesh to stone requires one full round after the spell is cast.

The creature can withstand any inspection and appear to be a stone statue, although faint magic is detected from the stone if someone checks for it.

Despite being in this condition, the petrified individual can see, hear, and smell normally. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body--i.e., chipping is equal to a slight wound, but breaking off one of the statue's arms is serious damage.

The individual under the magic of a *statue* spell can return to his normal state instantly, act, and then return to the statue state, if he so desires, as long as the spell duration is in effect.

### **Teleport Without Error** (Alteration)

Level: 7  
 Range: Touch  
 Components: V  
 Duration: Instantaneous  
 Casting Time: 1 action  
 Area of Effect: Special  
 Saving Throw: None  
 Spell Resistance: No

This spell is similar to the *Teleport* spell. The caster is able to transport himself, along with the material weight noted for a *Teleport* spell 250 pounds, plus an additional 150 pounds for each level of experience, to any known location in his home plane with no chance for error. The spell also enables the caster to travel to other planes of existence, but any such plane is, at best, "studied carefully." This assumes that the caster has, in fact, actually been to the plane and carefully perused an area for an eventual *teleport without error* spell. The table for the *teleport* spell is used, with the caster's knowledge of the area to which transportation is desired used to determine the chance of error. (For an exception, see the 9th-level wizard spell *succor*.) The caster can do nothing else in the round that he appears from a teleport.

### **Summon Monster 7** conjuration (summoning)

Level: 7  
 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 7th-level list, 1d3 creatures of the same kind from the 6th-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).



### **Vanish** (Alteration)

Level: 7  
 Range: Touch  
 Components: V  
 Duration: Special  
 Casting Time: 1 action  
 Area of Effect: 1 object  
 Saving Throw: None

The wizard causes an object to vanish (i.e., to be teleported as if by a *teleport* spell) if it weighs no more than 50 pounds per caster level. Thus, a 14th-level caster can vanish, and cause to reappear at a desired location, an object up to 700 pounds in weight. The maximum volume of material that can be affected is 3 cubic feet per level of experience. Thus, both weight and volume limit the spell. An object that exceeds either limitation is unaffected and the spell fails.

If desired, a vanished object can be placed deep within the Ethereal Plane. In this case, the point from which the object vanished remains faintly magical until the item is retrieved. A successful *dispel magic* spell cast on the point will bring the vanished item back from the Ethereal Plane. Note that creatures and magical forces cannot be made to vanish.

There is a 1% chance that a creature from the Ethereal Plane is able to gain access to the Prime Material Plane through the vanished item's connection.

### **Weird** (Illusion/Phantasm)

Level 7  
 Range: 90'  
 Components: V, S  
 Duration: Concentration  
 Casting Time: 1 action  
 Area of Effect: 20-ft. radius  
 Saving Throw: Will, Special  
 Spell Resistance: Yes

This spell confronts those affected by it with phantasmal images of their most feared enemies, forcing an imaginary combat that seems real, but actually occurs in the blink of an eye. When this spell is cast, the wizard must be able to converse with the victims to bring the spell into being. During the casting, the wizard must call out to the creatures to be affected, informing one or all that their final fate, indeed their doom, is now upon them.

The force of the magic is such that even if the creatures make their Will saves, fear will paralyze them for a full round, and they will lose 1d4 Strength points from this fear (the lost Strength will return in one turn). Failure to save vs. spell causes the creature or creatures to face their nemeses, the opponents most feared and inimical to them. Actual combat must then take place, for no magical means of escape is possible. The foe fought is real for all intents and purposes; affected creatures that lose will die. If a creature's phantasmal nemesis from the *weird* spell is slain, the creature emerges with no damage, no loss of items seemingly used in the combat, and no loss of spells likewise seemingly expended. The creature also gains any experience for defeating the weird, if applicable. (To keep from going crazy the DM can use the same stats as the affected PC for the nemesis. In effect they fight themselves.

Although each round of combat seems normal, it takes only one-tenth of a round. During the course of the spell, the caster must

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concentrate fully upon maintaining it. If the combat goes beyond 10 rounds, those who saved against the spell can take action. If the caster is disturbed, the *weird* spell ends immediately. Creatures attacked while paralyzed with fear are free of the paralysis immediately.



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