

NEW EPIC SPELLS

ALABASTER PERFECTION

Transmutation

Level: 11

Spellcraft DC: 40

Components: V, S, XP cost

Casting Time: 10 minutes

Range: touch

Targets: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

To Develop: 280,000 gp; 6 days; 11,200 XP. **Seed:** *barkskin* (DC 16).

Factors: make permanent (x5, see below). **Mitigating Factors:** increase casting time to 10 minutes (-28 DC), side effect (ad hoc -1 DC), burn 1100xp (-11 DC).

The natural armor score of the creature touched is permanently increased by five points. A creature without a natural score has an effective natural armor score of +0. This change is not dispellable, but rather a permanent physical change. The only way to remove this bonus would be to research an epic spell that permanently decreased a creature's natural score. No creature may have its permanent natural armor score increased by more than a total of +5 points through the use of epic magic.

As a side-effect of this spell the subject's skin lightens toward an alabaster hue and becomes slightly cool and smooth to the touch, as a result the subject has receives a -4 penalty to all Disguise checks.

XP Cost: 1100 points.

ANTICIPATION

Divination

Level: 12

Spellcraft DC: 52

Components: V, S

Casting Time: 10 minutes

Range: touch

Targets: Creature touched

Duration: 1 hour/level (d)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

To Develop: 364,000 gp; 9 days; 14,560 XP. **Seed:** *mage armor* (DC 14). **Factors:** Change AC bonus from force to insight (ad hoc +10 DC) Increase AC bonus to +10 (+36 DC), +5 insight bonus to saves (+30 DC). **Mitigating Factors:** increase casting time by 9 minutes (DC -28).

The creature touched receives a +10 insight bonus to its Armor Class and a +5 insight bonus on all its saving throws.

APOSTATE'S SHIELD

Abjuration

Level: 11

Spellcraft DC: 39

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: 1 min./level or until discharged

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

To Develop: 273,000 gp; 6 days; 10,920 XP. **Seed:** *protection from energy* (DC 18). **Factors:** change protection from elemental to divine (+20 DC), increase protection by +12 per caster level max 360 pts (+20 DC). **Mitigating Factors:** increase casting time to full round action (-1 DC), increase casting time by 9 rounds (-9 DC), decrease duration to 1 min level (-9 DC).

Apostate's shield grants temporary immunity to damage inflicted by divine energy, such as that dealt by *flame strike*. When the spell

absorbs 12 points per caster level of energy damage (to a maximum of 360 points at 30th level), it is discharged.

Note: Protection from divine energy overlaps (and does not stack with) the ability to resist divine energy. If a character is warded by a spell that grants protection from divine energy and a spell that grants resistance to divine energy, the protection spell absorbs damage until its power is exhausted.

AXIOM'S SEAL

Abjuration

Level: 11

Spellcraft DC: 40

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: 10 min./level or until discharged

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

To Develop: 432,000 gp; 6 days; 17,280 XP. **Seed:** *stone skin* (DC 20). **Factors:** allow damage reduction to apply to all physical and energy attacks (+40 DC), damage blocked increases to 20 against attacks from Chaotic creatures and effects (+10 DC). **Mitigating Factors:** increase casting time to full round action (-1 DC), increase casting time by 9 rounds (-9 DC), reduce protection against attacks by Lawful creatures and effects by 5 (-5 DC), decrease damage pool to 5hp per caster level, max 150 (-15 DC).

Axiom's seal allows the subject ignore the first 10 points of damage each time it takes damage from a weapon or from an energy-based attack (acid, cold, electricity, fire, and sonic). If the source of the attack is a chaotic creature, or a spell or spell-like ability cast by a chaotic creature this protection increases to 20. If the source of the attack is a lawful creature, or a spell or spell-like ability cast by a lawful creature this protection decreases to 5. Once the spell has prevented a total of 5 points of damage per caster level (maximum 150 points), it is discharged.

BLESSING OF THE CELESTIAL DRAGON

Abjuration

Level: 15 (ritual)

Spellcraft DC: 84

Components: V, S, XP

Casting Time: 1 days, 11 minutes

Range: Touch

Target: Object or creature touched

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

To Develop: 588,000 gp; 16 days; 23,530 XP. **Seed:** *lesser globe of invulnerability* (DC 20). **Factors:** change range to touch (+4 DC), subject may raise/lower immunity as a free action (ad hoc +20 DC), make effect Tenacious, as per the feat: (+28 DC), permanent (x5 DC). **Mitigating Factors:** increase casting time by 1 day 9 minutes and 9 rounds (-29 DC), seven additional casters contributing one 9th-level spell slot (-119 DC), burn 1,200 XP per caster (-120 DC).

The caster can create a permanent ward against all spells of 0th through 3rd level that target the subject. Any spell of 3rd level or lower that targets the subject is negated and has no effect. The subject can voluntarily lower or raise this immunity as a free action.

Epic spells using the *dispel* seed may be used to temporarily negate this effect for 1d4 rounds if the opposing spellcaster succeeds at a caster level check. This spell may also be suppressed with a targeted epic spell using the *destroy* seed if the enemy spellcaster succeeds at a caster level check.

XP Cost: 1,200 XP.

NEW EPIC SPELLS

CAST INTO THE VOID

Transmutation [Teleportation]
Level: 12
Spellcraft DC: 50
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft + 10 ft./level)
Target: One creature.
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

To Develop: 450,000 gp; 9 days; 18,000 XP. **Seed:** *flesh to stone* (DC 24), *teleport object* (DC 26). **Factors:** None. **Mitigating factor:** None.

A creature subject to this spell who fails its save is rapidly (over the course of 1 round) transformed into a strange kind of opalescent stone and then teleported into the depths of space, where it drifts forever until found or destroyed by some kind of cosmic phenomena.

CALL WINTERWIGHT

Conjuration (Calling) [Evil]
Level: 15
Spellcraft DC: 84
Components: V, S
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels).
Effect: One winterwight
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: No and Yes; see text

To Develop: 756,000 gp; 16 days; 30,240 XP. **Seed:** *greater planar binding* (DC 28). **Factors:** summon one 32HD creature (DC +50), change type to undead (+10 DC). **Mitigating Factors:** Must possess Dark Speech (ad hoc DC -4).

This spell functions exactly like a *greater planar binding* spell except the caster may call a single winterwight.

EBB OF BATTLE

Abjuration
Level: 12
Spellcraft DC: 55
Components: V, S
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: 12 hours

To Develop: 486,000 gp; 5 days; 19,080 XP. **Seed:** *reflect* (DC 27). **Factors:** applies to both ranged and melee attacks (ad hoc DC +10), increase number of attacks reflected to 14 (DC +36). **Mitigating Factors:** increase casting time by 9 minutes (DC -18)

Melee and ranged attacks targeted against the subject of ebb of battle rebound on the original attacker. Any time during the duration, fourteen attacks are automatically reflected back on the original attacker; the caster decides which attacks before damage is rolled. The reflected attack rebounds on the attacker using the same attack roll. Once fourteen attacks are so reflected the spell ends.

ENDLESS WINTER OF HEAVEN

Evocation [Cold, Good]
Level: 19
Spellcraft DC: 123
Components: V, S, XP
Casting Time: 10 minutes
Range: 20 miles.
Area: 20-mile-radius circle, centered on you; see text
Duration: Seven days
Saving Throw: Reflex negates (see text)
Spell Resistance: Yes (see text)

To Develop: 861,000 gp; 18 days; 34,440 XP. **Seed:** *control weather* (DC 26). **Factors:** change rain to wisps of energy that inflicts 1 point of cold damage (ad hoc +10 DC), increase die size 4 steps to 1d6 (+40 DC), increase area of effect by 400% (+36 DC), increase duration by 600% (+12 DC), inflict 2d6 points of holy damage (+14 DC). **Mitigating Factors:** Burn 1500xp (-15 DC).

This spell summons a swirling snowstorm that rains ice rather than snow down on the caster and everything within a twenty-mile radius of him or her. Everything caught unprotected or unsheltered in the icy deluge takes 1d6 point of cold damage and 2d6 points of holy damage each round. A successful Reflex save (DC 29 + caster's spellcasting attribute) results in no damage, but the save must be repeated each round. The icy storm is stationary and persists even if the caster leaves. Eventually the spell reduces everything in the area of effect to an frozen wasteland, devoid of all but the hardest of life.

XP Cost: 1500.

EPIC UNBINDING

Abjuration
Level: 15
Spellcraft DC: 82
Components: V, S, M, DF
Casting Time: 1 full round
Range: 180 feet.
Area: 180 foot radius burst centered on the caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

To Develop: 738,000 gp; 15 days; 29,520 XP. **Seed:** *unbinding* (DC 30). **Factors:** can revert transmuted creatures to their true form (Ad hoc +11 DC), creatures bound to service are freed (ad hoc +11 DC), also targets psionic effects (ad hoc +20 DC), negate effects instead of specific spells (ad hoc +20 DC). **Mitigating Factors:** Backlash 5d6 (-10 DC).

When cast *epic unbinding* releases a burst of force from the caster's body and destroys all effects that contain, constrain, or seal, with the exceptions noted below:

Unbinding negates charm and compulsion effects of all types, *arcane locks* and similar closures, spells that create physical or magical barriers (*wall of stone*, *wall of force*, *prismatic sphere/wall*), *guards and wards*, *temporal stasis*, and *slow* spells, among others. The effects of a *statue* spell are ended. A *magic jar* is shattered—forever destroyed—and the life force within snuffed out. In addition, any spell or powers that holds magical/psionic effects, including other spells or powers, immediately releases them at a range of 0 feet (including *magic mouth*, *imbue with spell ability*, and so on).

Protective spells such as *protection from evil*, *shield*, *globe of invulnerability*, and similar spells are not affected by *epic unbinding*. Petrified, polymorphed, or otherwise transmuted creatures are restored to their true form. Individuals bound to service including commanded undead and outsiders compelled via magic are freed from service. An *antimagic field* is destroyed, but *epic unbinding* does not affect anything contained within the *antimagic field*. A *magic circle* spell that currently holds a creature imprisoned is dispelled.

Curses and are negated only if the caster is of a level equal to or greater than that of the original caster.

All these effects occur without regard to the caster's wishes. Spell effects on the person of the caster or being carried or worn by the caster remain undisturbed, but any others within the burst are affected, including allies. The opening of locks or other closures triggers any alarms or traps attached to them. Any released creature may or may not be friendly to the caster.

NEW EPIC SPELLS

FORGE DESTINY

Divination

Level: 10

Spellcraft DC: 34

Components: V, S

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: See text

To Develop: 306,000 gp; 7 days; 12,240 XP. **Seed:** *change fate* (DC 24). **Factors:** applies to attack rolls and caster checks (ad hoc +15 DC), reduce XP cost by 500 (+5 DC). **Mitigating Factors:** backlash 5d6 (DC -5).

Forge destiny allows you to automatically get a result of "20" on one attack roll, caster level check, saving throw or ability check (the next roll or check you make after casting the spell). You can choose to cast this spell instead of rolling the dice. You can cast this spell quickly enough to gain its benefits in a clutch situation. If you cast the spell during your turn, it's a free action for you, just like a quickened spell. You also can cast this spell when it isn't your turn and whenever you would normally make a saving throw or ability check. No matter when you cast the spell, it counts toward the normal limit of one quickened spell per round.

Your result of a 20 results in a critical threat. Your result of 20 guarantees success on a saving throw. Your result of 20 may or may not give you success on an ability check. You can use this spell to affect a skill check provided that the skill can be used untrained. If you use the power to make a skill check, apply only the roll of 20, plus your relevant ability modifier.

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FOR THE HERO, THERE IS NO DEATH

Conjuration (Healing)

Level: 19

Spellcraft DC: 118

Components: V, S, XP

Casting Time: 1 action

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

Targets: One or more creatures, no two of which can be more than 60 ft. apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes (harmless)

To Develop: 826,000 gp; 22 days; 33,040 XP. **Seed:** *mass heal* (DC 30), *greater restoration* (DC 26), *resurrection* (DC 26). **Factors:** increase area of effect by 100% (+4 DC), apply Chain Spell to greater restoration (+21 DC), apply Chain Spell to resurrection (+21 DC), exclude targets (ad hoc +20 DC). **Mitigating Factors:** effect limited by status (DC -20), 5d6 backlash (-10 DC).

The treasured spell of the eladrin people is one of their most potent magics. When cast all allied creatures within the area of effect receive one of two benefits: creatures still living are healed of 10 hp per caster level (max 250hp), cured of all diseases, blindness, deafness, temporary ability damage, permanent ability damage, dispels all negative levels, and restores all drain levels lost within 1 week per caster level. *For the hero there is no death* neutralizes poisons in the subject's system so that no additional damage or effects are suffered. It offsets feeble-mindedness and cures mental disorders caused by spells or injury to the brain. It dispels all magical effects penalizing the targets abilities, including effects caused by spells, even epic spells developed with the afflict seed.

Deceased allied creatures within the area of effect are restored to life and complete vigor. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be returned to life, but the portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature

hit by a *disintegrate* spell count as a small portion of its body.) The creature can have been dead for no longer than 10 years per caster level. The creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. However, the subject loses one level (or 1 point of Constitution if the subject was 1st level). *For the hero there is no death* cannot revive someone who has died of old age.

GHUL FROST

Evocation [Cold], Necromancy

Level: 13

Spellcraft DC: 61

Components: V, S

Casting Time: 1 round

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

Area: 40-ft.-radius hemisphere burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

To Develop: 427,000 gp; 11 days; 17,080 XP. **Seed:** *fireball* (DC 18), *create undead* (DC 22). **Factors:** increase damage to 1d6/per caster level, max 30d6 (DC +20), increase area of effect by 100% (DC +4), duplicate *piercing cold* feat (ad hoc DC +7), increase maximum HD animated to 2HD per level, max 60HD (+10 DC). **Mitigating Factors:** backlash 5d6 (-10 DC), set undead type to scourge ghoul (-10 DC).

When this spell is cast, all creatures caught in *ghul frost's* area of effect are take 1d6 points of cold damage per caster level, to a maximum of 30d6 (Reflex save for half). Unlike normal cold damage creatures with cold resistance do not apply it against damage dealt by this spell, creatures with cold immunity take half damage or one-quarter with a successful saving throw instead of none; and creatures with the Fire subtype suffer twice as much damage rather than one and half times damage.

One round after this spell is cast up to 60HD worth of victims that perish as a result of this blast are instantly reanimated as ghouls of the Scourge. These ghouls serve the caster indefinitely. The caster cannot exceed the normal limit for controlling undead through use of this spell, but other means that allow the caster to exceed the normal limit for controlled undead work just as well with undead created with *ghul frost*.

GIFT OF CENTURIES

Transmutation

Level: 14

Spellcraft DC: 69

Components: V, S, XP cost

Casting Time: 7 days, 10 minutes

Range: touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

To Develop: 483,000 gp; 9 days; 19,320 XP. **Seed:** *fortify* (DC 17). **Factors:** increase age category maximums by 200 years (+398 DC). **Mitigating Factors:** increase casting time to 7 days, 10 minutes (-31 DC), seven participants contributing one 9th level spell (-119 DC), burn 2500 experience per caster.

This ritual permanently increases the subject's maximum age categories by 200 years.

XP Cost: 2500 points.

NETHER HEART

Conjuration (Creation), Transmutation

Level: 12

Spellcraft DC: 50

Components: V, S

Casting Time: 10 minutes

Range: Touch.

Effect: One nether heart

NEW EPIC SPELLS

Duration: Contingent until expended, then instantaneous
Saving Throw: None
Spell Resistance: No

To Develop: 350,000 gp; 7 days; 14,000 XP. **Seed:** *clone* (DC 28), *magic jar* (caster's soul into duplicate) (DC 22). **Factors:** activates when subject is slain (+25 DC). **Mitigating Factors:** subject loses 1 hp per 2 class levels to form *nether heart* (DC -10), burn 1,500xp (DC -15).

In a grim ritual the caster first removes a fragment of the subject's flesh (who may be the caster), draining the subject of a number of hit points equal to one half his total hit dice and levels. The ritual then proceeds to transform the flesh taken into a what is known as *nether heart*. A *nether heart* resembles a fist sized chunk of tissue, veins, and arteries that glistens wetly, pulsing in time with its donor's heart beat. It has a hardness of 1 and as many hit points as the donor lost. So long as the *nether heart* exists the donor may not regain these lost hit points through any means.

Once cast, the *nether heart* remains quiescent. If the subject is killed while the *nether heart* remains the subject's soul is immediately transferred into the *nether heart*, which begins to dimly glow with a disturbing red radiance.

Upon transference, the subject's physical remains (should they still exist) become inert matter and cannot thereafter be restored to life. The transfer from the slain body to the *nether heart* works over any distance, physical or extradimensional.

Once the subject's body's physical demise activates the *nether heart*, it slowly transforms (1 day per hit die or class level of the donor) into a replacement body. When the last day ends, the subject completely and totally inhabits the new body. The subject possess all the abilities it possessed when it died with no change in level, but none of its equipment.

If the *nether heart* is destroyed before the subject's soul is transferred to it the spell is cancelled. If the *nether heart* is reduced to 0 hit points while in the process of regrowing the subject's body, it is destroyed and the subject's soul passes on. A creature can only be the subject of one *nether heart* spell at a time.

XP Cost: 1500.

ONE STEP AHEAD

Divination
Level: 14
Spellcraft DC: 72
Components: V, S
Casting Time: 10 minutes
Range: touch
Targets: Creature touched
Duration: 10 minutes/level (d)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

To Develop: 504,000 gp; 11 days; 20,160 XP. **Seed:** *mage armor* (DC 14). **Factors:** Change AC bonus from force to insight (+10 DC) Increase AC bonus to +6 (+12 DC), +4 insight bonus to attack rolls (+36 DC), +4 insight bonus to saves (+24 DC), +4 insight bonus to Initiative. **Mitigating Factors:** increase casting time by 9 minutes (DC -28), decrease duration to 10 min/level (-10 DC).

The creature touched receives a +6 insight bonus to armor class and attack rolls, and a +4 insight bonus to initiative checks and savings throws.

RAGE OF THE NORTH WIND

Evocation [Cold]
Level: 15
Spellcraft DC: 80
Components: V, S
Casting Time: 1 minute

Range: 0 ft.
Area: 2-mile radius emanation
Duration: 12d6 rounds
Saving Throw: Reflex negates (see text)
Spell Resistance: Yes

To Develop: 711,000 gp; 15 days; 27,000 XP. **Seed:** *control weather* (DC 26). **Factors:** change rain to wisps of energy that inflicts 1 point of cold damage (ad hoc +10 DC), increase die size 4 steps to 1d6 (+40 DC), increase damage by +6d6 (DC +12), Decrease casting time to 1 minute (DC +18), increase duration 200% (+4 DC). **Mitigating Factors:** Decrease duration to from hours to round (-30 DC).

This spell causes the sky to fill with great storm clouds that vomit forth a howling torrent of freezing winds and icy hail. Everything caught unprotected or unsheltered in the icy deluge takes 7d6 point of cold damage each round. A successful Reflex save results in no damage, but the save must be repeated each round. The icy storm is stationary and persists even if the caster leaves. This spell is commonly used to devastate cities or keeps.

REAP THE LIVING

Transmutation
Level: 11
Spellcraft DC: 44
Components: V, S, F
Casting Time: 1 action
Area of Effect: 60 ft cone, 15 ft wide at base originating in front of the caster.
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

To Develop: 308,000 gp; 5 days; 12,320 XP. **Seed:** *disintegrate* (DC 24). **Factors:** change from target to area: cone 30 ft long, 15 ft wide at base (ad hoc +10 DC), increase area by 100% (DC +4), increase damage die to d8 (DC +10). **Mitigating Factors:** focus any scythe or sickle (DC -4).

With a wide sweeping motion of a scythe (the spell's focus) the caster unleashes a cone of destructive energy in a cone 15 ft. wide at its base and extending out 60 ft. Any creature or object caught within the area of effect suffers 2d8 points of damage per caster level, maximum 40d8 (Fortitude half). Any creature reduced to -10 hit points or less (or a construct, object, or undead is reduced to 0 hit points), it is utterly destroyed as if disintegrated. Only a trace of fine dust remains.

Focus: A scythe. Not only must the caster a the scythe but he must be proficient with it as well.

REAPER'S SPITE

Transmutation
Level: 10
Spellcraft DC: 34
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature, or up to a 10-foot cube of nonliving matter
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

To Develop: 396,000 gp; 5 days; 9,520 XP. **Seed:** *disintegrate* (DC 24). **Factors:** increase damage die to d10 (DC +20). **Mitigating Factors:** backlash 5d6 (-10 DC).

This spell is identical to a *disintegrate* spell except it inflicts 2d10 points of damage per caster level, to a maximum of 40d10, or 5d10 on a successful saving throw.

SAVARY'S SCORN

Aburation
Level: 17
Spellcraft DC: 101

NEW EPIC SPELLS

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Area: 40 ft. radius burst

Duration: Instantaneous

Saving Throw: Will half, then Fortitude negates

Spell Resistance: No

To Develop: 707,000 gp; 15 days; 28,280 XP. **Seed:** *reciprocal gyre* (DC 22), *true dispelling* (DC 30). **Factors:** increase dispel check to base 10 +1 per caster level, max +60 (DC +25), increase area of effect by 100% (+4 DC), targeted dispel on all subjects in area of effect (ad hoc +20 DC), increase maximum damage to 45d12 (DC +10). **Mitigating Factors:** backlash 5d6 (-10 DC).

All creatures and objects in the area of effect of this spell are subjected to a targeted *true dispelling*, except the caster has a base dispel check of 10 + 1 per caster level, to a maximum of +70 at 60th level. Each spell and/or spell-like ability successfully dispelled inflicts 1d12 points of damage per spell level to the creature or object it was cast upon (max 45d12).

SPELL IMMUNITY

Abjuration

Level: 19

Spellcraft DC: 115

Components: V, S, XP

Casting Time: 29 days, 11 minutes

Range: Touch

Target: Object or creature touched

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

To Develop: 1,107,000 gp; 22 days; 44,280 XP. **Seed:** *superior globe of invulnerability* (DC 28). **Factors:** change range to touch (+2 DC), subject may raise/lower immunity as a free action (ad hoc +20 DC), make effect Tenacious, as per the feat: (+28 DC), permanent (x5 DC). **Mitigating Factors:** increase casting time by 29 days and 9 minutes (-76 DC), seven additional casters contributing one 9th-level spell slot (-119 DC), burn 1,000 XP per caster (-80 DC).

The caster can create a permanent ward against all spells of 0th through 5th level that target the subject. Any spell of 5th level or lower that targets the subject is negated and has no effect. The subject can voluntarily lower or raise this immunity as a free action.

Epic spells using the *dispel* seed may be used to temporarily negate this spell for 1d4 rounds if the enemy spellcaster succeeds at a caster level check. This spell may also be suppressed with a targeted epic spell using the *destroy* seed if the enemy spellcaster succeeds at a caster level check.

XP Cost: 1,000 XP per caster.

SPURN ABOVE AND BELOW

Abjuration

Level: 14

Spellcraft DC: 67

Components: V, S

Casting Time: 1 minute

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you

Duration: 1 minute/caster level

Saving Throw: See text

Spell Resistance: Yes (harmless)

To Develop: 432,000 gp; 6 days; 17,280 XP. **Seed:** *holy aura* (DC 30). **Factors:** increase duration 900% (+18 DC), increase deflection and resistance bonuses by +4 (+32 DC), increase SR against divine spells by +1 per CL above 15, max +25 (+25 DC), exchange blindness for divine energy resistance (Ad hoc +0). **Mitigating Factors:** increase casting time to full round action (-1 DC), increase casting time by 9

rounds (-9 DC), deflection and resistance bonuses only apply against divine casters and creatures with divine rank (-28 DC).

A shifting rippling distortion of pure power surrounds you, granting a number of benefits.

You gain a +8 deflection bonus to AC and a +8 resistance bonus on saves against creatures with the ability to cast divine spells or originating from creatures with divine rank.

Second, each warded creature gains spell resistance 25 against divine spells and spells and spell-like abilities cast by creatures with divine rank. This spell resistance increases by +1 per caster level above 15th, to maximum of SR 50 at 40th level.

Third, the abjuration blocks possession and mental influence, just as protection from evil does.

Finally you ignore the first 30 points of divine energy damage you would suffer each round. The spell protects the recipient's equipment as well.

Note: Resistance to divine energy overlaps (and does not stack with) protection from divine energy. If a character is warded by protection from divine energy and resist divine energy, the protection spell absorbs damage until its power is exhausted.

Variant: A personal version of this spell is 12 level, only affects the creature touched and has the following mitigating factor: reduce targets from 1 per caster to level to single target (-20 DC).

SUMMON ATROPAL SCION

Conjuration (Summoning)

Level: 11

Spellcraft DC: 40

Components: V, S, M

Casting Time: 1 action

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

Effect: One advanced atropal scion

Duration: 2 rounds per caster level (D)

Saving Throw: None

Spell Resistance: No

To Develop: 360,000 gp; 8 days; 14,400 XP. **Seed:** *summon monster* (DC 30). **Factors:** double duration (DC +2), change type to undead (DC +10). **Mitigating Factors:** requires the caster expend one daily uses of rebuking undead (ad hoc DC -2).

The caster can summon an advanced 18HD atropal scion to attack his or her enemies. It appears where the caster designates and acts immediately, on the caster's turn. It attacks the caster's opponents to the best of its ability. If the caster can communicate with the creature, he or she can direct it not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

SUMMON MIDNIGHT HOUNDS

Conjuration (Summoning) [Good]

Level: 12

Spellcraft DC: 50

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Effect: 1 summoned midnight hound

Duration: 2 rounds per caster level (D)

Saving Throw: None

Spell Resistance: No

To Develop: 350,000 gp; 7 days; 14,000 XP. **Seed:** *summon monster* (DC 60). **Factors:** increase duration by 100% (+4 DC). **Mitigating Factors:** Must possess the Words of Creation feat (ad hoc DC -4), may only be cast between dusk and dawn (ad hoc -10 DC).

NEW EPIC SPELLS

The caster can summons one midnight hound to attack his or her enemies. It appears where the caster designates and acts immediately on the caster's turn. It attack the caster's opponents to the best of their ability. If the caster can communicate with it, he or she can direct the hound not to attack, to attack particular enemies, or to perform other actions. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

UNWEAVING THE ART

Abjuration

Level: 10

Spellcraft DC: 30

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Area: One spellcaster, creature, or object; or 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

To Develop: 210,000 gp; 5 days; 8,400 XP. **Seed:** *true dispelling* (DC 30). **Factors:** grant +10 bonus on dispel check (+20 DC). **Mitigating Factor:** take 10d6 backlash (-20 DC).

As *true dispelling*, except your dispel bonus is equal to your caster level +10, to a maximum of +40 at 30th level.

VIRTUE OF STASIS

Transmutation

Level: Sor/Wiz 12

Spellcraft DC: 54

Components: V, S, M

Casting Time: 1 standard action

Range: self

Area of Effect: 20 foot radius burst centered on the caster

Duration: 1d4+1 rounds

Saving Throw: Will negates (object)

Spell Resistance: No.

To Develop: 1,116,000 gp; 23 days; 44,640 XP. **Seed:** *time stop* (DC 30). **Factors:** Change from personal to 20 foot radius burst (+15 DC), reverse effect (+10 DC). **Mitigating Factors:** take 1d6 points of backlash damage (-1 DC).

All creatures and objects in the area of effect that fail their Will save are wrapped in static time for the duration of this spell. While under the effects of *virtue of stasis* creatures and objects are immune to any form of attack, cannot be moved, or otherwise affected by external force. Creatures under the effects of this spell may not take actions, no time passes for creatures under the effects of this spell until its duration expires. The caster can choose to include or exclude himself from the effects of *virtue of stasis* when he casts the spell.

WARRIORS OF HEAVEN

Transmutation

Level: 20

Spellcraft DC: 130

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft + 5 ft./level)

Targets: Up to seven creatures within in 30 feet of each other

Duration: 10 minutes per caster level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

To Develop: 1,116,000 gp; 23 days; 44,640 XP. **Seed:** *bear's endurance* (DC 16), *heal* (DC 24). **Factors:** Change enhancement bonus to sacred bonus (ad hoc +10 DC), grant +4 sacred bonus to Strength (+24 DC), increase range from touch to target (+4 DC), target six additional creatures (+60 DC), increase duration to 10 minutes per caster level (DC +36). **Mitigating Factors:** Increase casting time to 10 minutes (-28 DC), burn 1400xp (-15 DC).

The caster targets up to seven creatures in range who receive a +4 sacred bonus to their Strength and Constitution. In addition each creature gains up to four positive levels (limited by the target creature's Constitution bonus). The caster of this spell losses 5 hp for each positive level he bestows and this damage maybe healed normally.

XP Cost: 1400.

WELLSPRING OF LIFE

Abjuration, Transmutation

Level: 11

Spellcraft DC: 53

Components: V, S

Casting Time: 3 minutes

Range: Touch

Target: creature touched

Duration: 1 minute per caster level

Saving Throw: None

Spell Resistance: Yes (harmless)

To Develop: 371,000 gp; 8 days; 14,840 XP. **Seed:** *death ward* (DC 20), *fortify* (DC 27). **Factor:** fast healing 6 (DC +20). **Mitigating Factors:** increase casting time by 3 minutes (DC -14).

The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects and gains fast healing 6.

WHISPERS OF THE HUNGRY DEAD

Necromancy [Death]

Level: 13

Spellcraft DC: 63

Components: V

Casting Time: 1 full round

Range: 0 ft.

Area: All living creatures within a 60-ft.-radius burst centered on the caster.

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

To Develop: 441,000 gp; 9 days; 17,640 XP. **Seed:** *slay living* (DC 22). **Factors:** change from touch to 20 ft radius burst (+14 DC), increase damage to 10d6+1 per caster level (+14 DC), increase area by 200% (+8 DC), no somatic component (+5 DC). **Mitigating Factors:** Decrease range to personal (-2 DC).

Calling upon the power of the Dark Speech, the caster whispers a horrifying secrets of the dead, whose comprehension causes all living creatures within a 60 foot radius of the caster that hear him to make a Fortitude save or die instantly from the sheer horror. A successful save still inflicts 10d6+1 point of damage per caster level (max +25).

WINGS OF THE CELESTIAL PHOENIX

Evocation [Good, Plasma]

Level: 14

Spellcraft DC: 73

Components: V, S

Casting Time: 1 action

Range: Self.

Area: 40-ft.-radius spread

Duration: Instantaneous and 1 min./level, see text;

Saving Throw: Reflex half

Spell Resistance: Yes

To Develop: 511,000 gp; 11 days; 20,440 XP. **Seed:** *fireball* (DC 18), *magic circle against evil* (DC 18). **Factors:** increase area by 100% (+4 DC), change damge to half plasma, half holy (ad hoc +4 DC), increase damage by 2 steps (+20 DC), increase damage to 1d10 per level, max 30d10 (+20 DC). **Mitigating Factors:** reduce range to self (-2 DC), reduce duration to 1 minute per level (DC -9).

When cast two wings of blazing incandescent energy erupt from the caster's back, and with a great sweep launch the caster up to 40 feet into the air (caster determines height). At the apex of this leap the

NEW EPIC SPELLS

caster is momentarily suspended in air as his wings erupt into a brilliant column of light that flashes outward from his body.

All creatures in the area of effect take 1d10 points damage per caster level (max. 30d10), half of holy damage and half plasma damage. The holy energies unleashed by *wings of the celestial phoenix* lingers for 1 minute per caster level after the spell is cast, duplicating the effects of a *magic circle against evil*.

WITCH QUEEN'S WRATH

Necromancy

Level: 11

Spellcraft DC: 44

Components: V, S

Casting Time: 1 round

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

Area: 20 ft. radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

To Develop: 308,000 gp; 7 days; 12,320 XP. **Seed:** *energy drain* (DC 30). **Factors:** change area from target 20 ft. radius (DC +10), increase negative levels by 1d4 (DC +15). **Mitigating Factors:** backlash 5d6 (DC -10), increase casting time to 1 round (DC -1).

All living creatures in the area of effect receive 3d4 negative levels, or half as many negative levels on a successful Fortitude save). If a subject has at least as many negative levels as Hit Dice, it dies. If the subject survives and the negative levels persist for 24 hours or longer, the subject must make another Fortitude saving throw, or the negative levels are converted to actual level loss.

WIZARD'S GRACE

Transmutation

Level: 10

Spellcraft DC: 32

Components: V, S, XP cost

Casting Time: 14 days, 10 minutes

Range: touch

Targets: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

To Develop: 224,000 gp; 5 days; 8,960 XP. **Seed:** *fortify* (DC 17). **Factors:** increase age category maximums by 100 years (+198 DC). **Mitigating Factors:** increase casting time to 14 days and 10 minutes (-45 DC), five participants contributing one 7th level spell (-65 DC), burn 1200 experience per caster (-72 DC).

This ritual permanently increases the subject's maximum age categories by 100 years.

XP Cost: 1200 points.