



## Shapechange

Transmutation  
Level: Animal 9, Drd 9, Sor/Wiz 9  
Components: V, S, F  
Casting Time: 1 standard action  
Range: Personal

Target: You  
Duration: 10 min./level (D)  
Saving Throw: None  
Spell Resistance: No

This spell functions like polymorph, except that it enables you to assume the form of any single nonunique creature (of any type) from Fine to Colossal size. The assumed form cannot have more than twice your caster level in Hit Dice (to a maximum of 50 HD). Unlike polymorph, this spell allows incorporeal or gaseous forms to be assumed. You gain all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, but you lose your own supernatural abilities. You also gain the type of the new form in place of your own. The new form does not disorient you. Parts of your body or pieces of equipment that are separated from you do not revert to their original forms. You can become just about anything you are familiar with. You can change form once each round as a free action. The change takes place either immediately before your regular action or immediately after it, but not during the action. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.  
Focus: A jade circlet worth no less than 1,500 gp, which you must place on your head when casting the spell. (The focus melds into your new form when you change shape.)

## Summon Nature's Ally IX

Conjuration (Summoning)  
Level: Drd 9  
Components: V, S, DF  
Casting Time: 1 round  
Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more creatures, no two of which can be more than 30 ft. apart  
Duration: 1 round/level (D)  
Saving Throw: None  
Spell Resistance: No

This spell functions like summon nature's ally I, except that you can summon one 9th-level creature, 1d3 8th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind. When you use a summoning spell to summon an air, chaotic, earth, evil, fire, good, lawful, or water creature, it is a spell of that type.

## Storm of Vengeance

Conjuration (Summoning)  
Level: Drd 9, Clr 9  
Components: V, S  
Casting Time: 1 round  
Range: Long (400 ft. + 40 ft./level)

DC:         
Effect: 360-ft.-radius storm cloud  
Duration: Concentration (maximum 10 rounds) (D)  
Saving Throw: See text  
Spell Resistance: Yes

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

## Sympathy

Enchantment (Compulsion) [Mind-Affecting]  
Level: Drd 9, Sor/Wiz 8  
Components: V, S, M  
Casting Time: 1 hour  
Range: Close (25 ft. + 5 ft./2 levels)

DC:         
Target: One location (up to a 10-ft. cube/level) or one object  
Duration: 2 hours/level (D)  
Saving Throw: Will negates; see text  
Spell Resistance: Yes

You cause an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named. Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6x10 minutes later. If this save fails, the affected creature attempts to return to the area or object. Sympathy counters and dispels antipathy.  
Material Components: 1,500 gp worth of crushed pearls and a drop of honey.