



PLAYER Paraphernalia

OCTOBER SPECIAL



THE JUJU DOCTOR
(BASE CLASS)



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Welcome to a special October issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). Well it is the month of spooks and kooks and traditional Halloween subjects have been done to death so instead we offer the Juju Doctor. A take on the traditional and modern witch doctor focusing on more folk magic and rituals with a much darker theme.

The Juju Doctor

Primal spirits from beyond call in the night, seeking to entice those that find life intolerable and desire to fulfill their own personal wants and desires in true narcissistic fashion. However, some find the strength to channel these aethyric tendrils of supernatural energy to battle their own inner demons and those evils that they come into contact with on a regular basis.

The juju doctor spends his life learning the of these supernatural entities (loa) through magics that rely on effigial connections found in nature. Donning the mantle (manteau) of emissary for the loa in the physical world. As to who or what the loa are even the most learned of juju doctors do not really know. Deities, natural spirits, or a combination of the two or something else entirely no one knows what the loa are but

this only strengthens their power and hold over their servants and faithful followers, and are often referred to as *Mystères* and the Invisibles that suffuse the realm of man and nature.

Role: The juju doctor relies on his connection to the loa to provide him protection and the ability to defend himself. His ability to create his own ally allows him to avoid direct combat while his mixture of arcane and divine spells allow him to hurt opponents or aid his own allies and followers. As a result, the juju doctor prefers to work from the shadows, directing others to do his bidding and dealing with those that oppose the juju doctor's plans and plots.

Alignment: Although most that succumb to the powers of the dark temptation tend to be evil or non-good at the very least. However there are a few resilient souls or pure conviction and faith that may actually be good; however, they typically have a tragic and lonely end.

Hit Die: d6

Starting Wealth: 1d6 X 10 gp (35 gp average) plus one set of clothing worth 10 gp. or less

Class Skills: Craft, Disguise, Fly, Handle Animal, Heal, Intimidate, Knowledge (history), Knowledge (planes), Knowledge (religion), Sense Motive, Spellcraft, Use Magic Device

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JuJu Doctor Progression Table

Level	Base Attack Bonus	Saving Throws			Special	Spells Per Day									
		Fort	Ref	Will		0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	+0	+2	+0	+2	Craft fetish, JuJu Pool, Mojo	3	1	—	—	—	—	—	—	—	—
2	+1	+3	+0	+3	Animate Ally I	4	2	—	—	—	—	—	—	—	—
3	+1	+3	+1	+3	JuJu Power	4	2	1	—	—	—	—	—	—	—
4	+2	+4	+1	+4	Minor Mask	4	3	2	—	—	—	—	—	—	—
5	+2	+4	+1	+4	Animate Ally II	4	3	2	1	—	—	—	—	—	—
6	+3	+5	+2	+5	JuJu Power	4	3	3	2	—	—	—	—	—	—
7	+3	+5	+2	+5	Minor Robes	4	4	3	2	1	—	—	—	—	—
8	+4	+6	+2	+6	Animate Ally III	4	4	3	3	2	—	—	—	—	—
9	+4	+6	+3	+6	JuJu Power	4	4	4	3	2	1	—	—	—	—
10	+5	+7	+3	+7	Major Mask	4	4	4	3	3	2	—	—	—	—
11	+5	+7	+3	+7	Animate Ally IV	4	4	4	4	3	2	1	—	—	—
12	+6/+1	+8	+4	+8	JuJu Power	4	4	4	4	3	3	2	—	—	—
13	+6/+1	+8	+4	+8	Major Robes	4	4	4	4	4	3	2	1	—	—
14	+7/+2	+9	+4	+9	Animate Ally V	4	4	4	4	4	3	3	2	—	—
15	+7/+2	+9	+5	+9	JuJu Power	4	4	4	4	4	4	3	2	1	—
16	+8/+3	+10	+5	+10	Great Mask	4	4	4	4	4	4	3	3	2	—
17	+8/+3	+10	+5	+10	Animate Ally VI	4	4	4	4	4	4	4	3	2	1
18	+9/+4	+11	+6	+11	JuJu Power	4	4	4	4	4	4	4	3	3	2
19	+9/+4	+11	+6	+11	Great Robes	4	4	4	4	4	4	4	4	3	3
20	+10/+5	+12	+6	+12	Brujo Muerte	4	4	4	4	4	4	4	4	4	4

Skill Ranks per Level: 2 + Int modifier.

Class Abilities

Weapon and Armor Proficiencies: The juju doctor is proficient with the blowgun, boomerang, dagger, handaxe, hunga munga, kukri, sap, scythe, sickle, sword cane, and wooden stake.

The Juju doctor is not proficient with any type of armor or shield. If the juju doctor wears armor or uses a shield defensively, he suffers the normal chance of arcane spell failure for any spells with a somatic component.

Spells: The juju doctor gains the ability to cast arcane spells at 1st level. He may cast spells from the **Juju Doctor Spell List** and he must have a minimum of Charisma equal to 10 + the spell level in order to cast the spell. The difficulty class for the

saving throw is equal to 10 + the spell level + the juju doctor's Charisma modifier.

The juju doctor casts a certain number of spells per day as listed on the juju doctor progression table. He must prepare his spells by spending one hour of meditation and communion with the dark powers that grant the spells. He may choose any spell that is on the **Juju Doctor Spell List** as long as he is capable of casting the spell based on level when he is selecting his spells for the day.

Craft Fetish (Ex): At 1st level the juju doctor gains a +2 bonus to all **Craft** skill checks required to create small effigies used to empower his juju (see juju pool below). He may create these items from cloth, straw, wood, or similar materials that do not require use of a forge. It takes 10 minutes to create a single fetish and this process



may be part of the juju doctor's daily time of spell preparation. Creating a fetish suitable for juju magic has a DC of 10 + the bonus or penalty granted by the fetish. Once the magical enhancement of the fetish wears off, the item crumbles into dust. Fetishes have a hardness based on the material used and a number of hit points equal to $\frac{1}{2}$ the juju doctor's class level (minimum of 1). Fetishes have no appreciable weight and are typically no more than 6 inches in length or width and are treated as slotless magical wondrous items.

Mojo (Sp): The juju doctor may cast minor spells called mojo — 0 level spells — as listed under the 0 level column on the progression table. He prepares his mojo while preparing his other daily spells, but unlike his other spells, these spells are not lost when cast but may be cast as desired until the juju doctor renews his spells.

Juju Pool (Su): The loa imprint part of their very essence to those that act as their servants, granting a supernatural reserve of spiritual and powerful energy known as a juju pool. The juju doctor stores a number of points within this pool equal to $\frac{1}{2}$ his class level + his Charisma modifier.

The juju doctor may use these points to create fetishes that grant temporary bonuses or penalties. He may invest 1 point per four class levels to grant a +1 **luck bonus** or -1 penalty to the individual for which the effigy was designed. Points spent to infuse the fetish are lost to the juju doctor until the magic dissipates or the item is destroyed. The juju magic lasts for 24 hours — unless destroyed before then — and the item must be within 5 feet of the recipient to gain the effect of the juju. The recipient is allowed to make an initial **Will** saving throw against the effect of the juju magic with a DC equal to 10 + the points invested in the fetish + the juju doctor's Charisma modifier.

The juju doctor requires something of the recipient to tie the juju to the individual and can range from an item used, worn, or carried or something organic

originating from the individual itself. Quantity is not a requirement but rather the quality of the connection. Once the fetish is created and the ritual performed, the connection to the recipient made, The juju doctor decides whether or not the effect will be beneficial or penalizing and to what effect it is tied. The adjustment can be tied to either a specific type of saving throw (**Fortitude**, **Reflex**, or **Will**), **armor class**, or attack rolls. Only one type of adjustment may be granted per fetish, but a recipient may have multiple fetishes (maximum equal to the recipient's Charisma modifier (minimum of 1)).

The juju doctor may regain his juju by spending 15 minutes in uninterrupted meditation, regaining a number of points equal to $\frac{1}{2}$ his Charisma modifier (minimum of 1). Points spent to create fetishes for the day cannot be regained by this method.

Alternate Saving Throw DC: Rather than the standard 10 + method of calculating the DC of the fetish, the juju doctor may use his result for crafting the fetish instead with GM approval.

Animate Ally (Sp): Beginning at 2nd level the juju doctor may animate one medium sized or smaller zombie as a **full round action** that does provoke **attacks of opportunity**. The effect is identical to **animate dead** spell including limits to the number of HD that may be created from this effect and the zombie does count for the maximum HD that the juju doctor may control at one time. The duration of this ability is equal to 1 minute per level of the juju doctor and he may use this ability a number of times per day equal to 3 + his Charisma modifier.

The zombie will follow all of the commands of the juju doctor to the best of its ability. If the juju

Animate Ally List

Level	Type	Ally Animated
2	I	Zombie
5	II	Juju Zombie
8	III	Ghoul or Large Zombie
11	IV	Ghast
14	V	Wight or Huge Zombie
17	VI	Wraith



doctor attempts to use this ability while he has an active undead ally, the previous ally automatically reverts back to its dead state of being.

The juju doctor may use this ability to create more powerful undead at higher levels as listed on the **Animate Ally List**. If the ally animated is the most powerful type that the juju doctor has access to based on level, he may only animate one creature. If the juju doctor chooses to create a lesser undead type, he may animate $1d2 + 1$ creatures instead. There must be corpses of the appropriate type available to create the ally desired.

Juju Power: Upon reaching 3rd level the juju doctor may select from the list of available juju powers listed below. These powers are generally empowered by the juju doctor's juju pool. Some powers may have additional requirements and the juju doctor must meet those requirements before he may take the power. The juju doctor gains an additional juju power at 6th level and every three levels thereafter and unless noted otherwise, a juju power may only be chosen once, and once selected cannot be changed except by direct intervention of the loa.

Allyed Ambiance (Su): The juju doctor may use a **full round action** to transfer a prepared spell to his undead ally by touch. He may then command the undead ally to deliver the spell as desired, though the spell is lost once the ally resorts back to its natural state of death. The transfer include the actual casting of the spell and only spells that have a casting time of a **standard action** or less may be used.

Bénédiction ancestrale (Su): The juju doctor must have the Lamé Ogoun power before he may select this power. He gains either **Command Undead** or **Turn Undead** as a bonus feat based up on whether he channels positive or negative energy. If the juju doctor channels positive energy he gains the **Turn Undead** feat while the juju doctor that channels negative energy gains the **Command Undead** feat. Using either feat consumes one use of the juju



doctor's animate ally uses for the day. If the juju doctor uses the Commanded Undead feat, controlled undead are not treated as animated allies and the juju doctor may have both effects active at the same time.

Bolster Undead Ally (Su): The juju doctor may spend up to 1 point per five levels as a **swift action** while using his Animate Ally ability to grant the created undead ally a channel resistance bonus equal to the points spent. If the juju doctor creates more than one undead ally he must spend the same number of points for each undead created.

Contact Apocalyptique Puissante (Su): As a **swift action**, the juju doctor may spend 1 or more points from his juju pool when casting a spell that causes the target to take on a debilitating condition including blindness, deafness, exhaustion, etc. If the spell allows a saving throw, the DC is increased by the number of points spent, if the spell requires a touch attack the points spent are added to the attack roll to successfully strike the target. The juju doctor may spend a number of points equal to his $\frac{1}{2}$ his Charisma modifier (minimum of 1).

Croisailler Gris-Gris (Su): The juju doctor may add more than one effect to a fetish when it is first created as long as the bonuses are of equal value. Additional points from the juju pool must be spent. Points spent for additional bonuses cannot be



regained until the magic on the fetish wears off and the fetish is destroyed.

Death Focus (Ex): The juju doctor may choose either the death domain (or related subdomain) or the School of Necromancy (or associated sub-school) when he chooses this power. The juju doctor gains the initial power of the domain or school chosen as well as the ability to cast a bonus spell for each level in which he may cast spells (or select an additional spell from the school of necromancy that is on the Juju Doctor Spell List if the Necromancy school is chosen).

However, the juju doctor must have at least 1 point in his juju pool to cast the spell gained from the chosen domain or school or use the domain or school associated power.

Extend Fetish (Su): The juju doctor may extend the duration of a created and functioning fetish as a **move action** by touching the fetish and spending a number of points from his juju pool equal to the current bonus of the fetish. The effects of the fetish are then extended for another 24 hours.

The juju doctor may also use this power during the initial process of creating the fetish and the extra points spent are regained the next time he prepares his spells even though the fetish is still active. This power only functions on fetishes with a single focus type (saving throw, attack bonus, etc). Only one application of this power may be used on a single fetish at a time, repeatedly using this power on the same fetish within 24 hours has no additional effect, the magic cannot be extended beyond a 24 hour period.

J'ai faim (Su): The juju doctor may spend 1 point from his juju pool as a **swift action** while attacking with a piercing or slashing melee weapon to grant the weapon the ability to cause 1 point of bleed damage for one attack, declared prior to the attack is made. If the attack is successful the victim suffers 1 point of bleed damage unless immune to critical hits.

The juju doctor may spend 1 additional point at 12th level to cause 2 points

of bleed damage from the attack. The juju doctor must be at least 6th level before he may choose this power.

Lamé Ogoun (Su): The juju doctor gains the ability channel positive or negative energy by spending points from his juju pool. The type of energy must be chosen when this power is selected and cannot be changed, but the juju doctor may freely select between the two regardless of alignment. The juju doctor may use either a fetish he prepared for himself or his mask as the focus of the channeled power and affects everyone within 30 feet of the juju doctor. The juju doctor may not use this ability if **helpless** or unable to use his hands.

The amount of damage or healing granted by the channeled effect is determined by the number points spent from the juju doctor's juju pool. Each point spent either heals or damages 1d6 points. The juju doctor is limited to 1 point per three levels possessed and those that wish to resist the effects are allowed a **Will** saving throw with a DC equal to 10 + ½ the juju doctor's class level + his Charisma modifier. When used to heal recipients, the hit points gained cannot exceed the recipient's maximum hit points.

This power allows the juju doctor access to feats that require Channel Energy as a class feature.

Morts-Vivants Maitre (Ex): While the juju doctor has at least 1 point in his juju pool, he is considered four levels higher than his actual class level when animating undead or using the **Command Undead** feat in regards to the number of undead he may control at one time. The juju doctor must be at least 12th level before he may choose this power.

Ombre De Minuit (Su): While the juju doctor has at least 1 point within his juju pool he is shrouded with a shadowy haze. If he is attacked by someone without some sort of extended senses (such as low-light vision, darkvision, etc.) he is treated as having partial concealment. He may expend points from his juju pool to increase the range of the effect in a five



ft. radius per point spent. The juju doctor is limited to spending no more points than $\frac{1}{4}$ his class level and the duration lasts for a number of rounds equal to his class level.

The juju doctor may voluntarily drop this effect or raise it as a **free action** that does not provoke **attacks of opportunity**. If the juju doctor becomes **helpless** or **unconscious** this effect automatically dissipates. The juju doctor must be at least 12th level to choose this power.

Ouavalouaié (Su): The juju doctor may spontaneously convert a prepared spell into either an Cure or Inflict spell of the same or lower level as found on the Juju Doctor Spell List. The juju doctor must choose when this power is chosen as to what type of spell he may spontaneously cast (cure or inflict) and it cannot be changed once selected.

Sacrifice for the Loa (Su): As a **swift action**, the juju doctor may sacrifice a spell slot to regain a number of points to his juju pool equal to the spell slot sacrificed. These points are temporarily added to the overall pool total and may exceed the juju doctor's normal maximum or replace points spent on fetishes. If the points are not spent within a number of minutes equal to the class level of the juju doctor, they are lost.

Mask of the Doctor (Su): At 4th level, the juju doctor may craft a special mask that covers his head. As long as the juju wears the mask and has at least 1 point in his juju pool, he gains darkvision 60'. If the juju doctor already has darkvision, the range increases to 120'.

In addition, any spells cast by the juju doctor that evokes the **frightened**, **panicked**, or **shaken** condition that may be resisted by a **Will** saving throw gain a +2 **circumstance bonus** to the DC of the spell. However, wearing the mask causes the juju doctor to suffer a -4 penalty to any **Perception** checks and concentration checks to cast spells defensively.

The effects of the mask automatically end if removed and if anyone else wears the mask no benefits are gained



while the **Perception** and concentration check penalties still apply. The mask will not function if the juju doctor is wearing a magic item on his head (taking up the head slot).

At 10th level the juju doctor gains blindsense while wearing the mask as long as he has at least 1 point in his juju pool and a +2 **circumstance bonus** to any saving throws versus gaze attacks or fear based attacks used against the juju doctor. The **Perception** and concentration penalties while wearing the mask is reduced to -2.

At 16th level the juju doctor may spend 1 point from his juju pool to gain the effects of the **See Invisibility** spell, 2 points to gain the effects of the **Arcane Sight** spell, or 3 points to gain the effects of the countless eyes spell for up to 24 hours. Activating either effect is a **standard action** that does not provoke attacks of opportunity and points spent cannot be regained until the effect wears off of the mask.

The juju doctor no longer suffers any penalties to **Perception** or concentration checks while wearing the mask.

Robes of the Doctor (Su): At 7th level the juju doctor may expend some of his juju to gain a bonus to his **armor class**, choosing either a normal **armor bonus** or **natural armor bonus** to enhance his (non-magical) clothes. He may expend a number



of points from his juju pool equal to 1/3 his class level for this bonus up to a maximum of +5.

The bonus lasts for a number of hours equal to the juju doctor's class level or until he removes the robes in which case the effect is automatically ended, but the point spent are instantly regained by the juju doctor. Activating this ability is a **full round action** and it may not be dismissed except by removing the robes. If the juju doctor already possess a magic item that covers his body (i.e. the body slot), this effect will not function.

At 13th level the juju doctor's may enhance his robes with a **deflection bonus** rather than an armor or **natural armor bonus**. He may also use up to 2 points of the bonus to grant the robes to gain one of the following special abilities: balanced, bitter, bolstering, deathless, defiant, fortification (light), mirrored, shadow, slick, and stanching.

At 19th level the juju doctor may split the points spent amongst armor, deflection, and natural armor as desired. In addition, he may spend up to 4 points of the bonus to grant the robes any of the following abilities or multiple special abilities with a +1 or +2 cost: delving, energy resistance, fortification (medium), ghost touch, invulnerability, putrid, radiant, shadow [improved], and slick [improved].

Brujo Muerte (Su): At 20th level the juju doctor becomes transcendent over death and cannot be affected by any death effects or any attacks that cause negative level damage. The juju doctor may still be killed with massive damage.

Juju Doctor Spell List

0: Arcane Mark, Bleed, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mending, Message, Read Magic, Spark, Stabilize, and Touch of Fatigue

1st: Adhesive Spittle, Alarm, Break, Bungle, Charm Person, Cause Fear, Chill Touch, Comprehend Languages, Cure Light Wounds, Decompose Corpse, Detect (Chaos, Evil, Good, Law), Detect Undead, Disguise Self, Endure

Elements, Enlarge Person, Entropic Shield, Forbid Action, Forced Quiet, Hide from Undead, Hypnotism, Hold Portal, Identify, Inflict Light Wounds, Interrogation, Magic Aura, Memory Lapse, Murderous Command, Negative Reaction, Obscuring Mist, Protection from (Chaos, Evil, Good, Law), Ray of Enfeeblement, Ray of Sickening, Reduce Person, Remove Sickness, Remove Fear, Repair Undead, Restore Corpse, Sanctify Corpse, Sculpt Corpse, See Alignment, Shield of Faith, Sleep, Touch of Gracelessness, Unseen Servant, Ventriloquism

2nd: Alter Self, Animate Dead [Lesser], Augury, Blood Armor, Command Undead, Darkness, Darkvision, Daze Monster, Death Knell, Delay Pain, Desecrate, Disfiguring Touch, Dust of Twilight, Endure Elements [Communal], Euphoric Cloud, False Life, Fog Cloud, Ghoul Touch, Glitterdust, Haunting Mists, Hideous Laughter, Knock, Locate Object, Mad Hallucination, Make Whole, Obscure Object, Protection from (Chaos, Evil, Good, Law) [Communal], Pyrotechnics, Resist Energy, Scare, Sentry Skull, See Invisibility, Silence, Skinsend, Spectral Hand, Spider Climb, Spontaneous Immolation, Summon Swarm, Touch of Idiocy, Twilight Haze, Unliving Rage, Unnatural Lust, Web, Web Shelter, Whispering Wind

3rd: Adjustable Disguise, Agonizing Rebuke, Animate Dead, Arcane Sight, Aura Sight, Bestow Curse, Blindness/Deafness, Blood Sentinel, Clairaudience/Clairvoyance, Cure Moderate Wounds, Darkvision [Communal], Deep Slumber, Deeper Darkness, Dispel Magic, Enter Image, Eruptive Pustules, Fly, Gaseous Form, Gentle Repose, Halt Undead, Inflict Moderate Wounds, Loathsome Veil, Mad Monkeys, Magic Circle Against (Chaos, Evil, Good, Law), Marionette Possession, Monstrous Physique I, Protection from Energy, Rain of Frogs, Ray of Exhaustion, Remove Blindness/Deafness, Remove Curse, Remove Disease, Resist Energy [Communal], Speak with Dead, Spider Climb [Communal], Stinking Cloud, Strangling Hair, Suggestion, Tongues, Twilight Knife, Undead

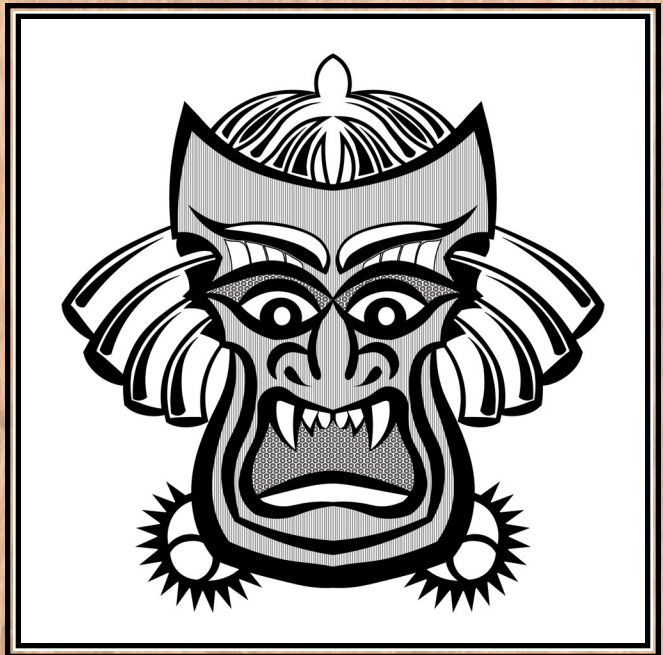


Anatomy I, Vampiric Touch, Vision of Hell, Wall of Nausea, Web Bolt

4th: Adjustable Polymorph, Agonize, Aura of Doom, Black Tentacles, Calcific Touch, Confusion, Contagion, Cure Serious Wounds, Darkvision [Greater], Daze [Mass], Death Ward, Debilitating Portent, Detect Scrying, Dismissal, Dispel (Chaos, Evil, Good, Law), Disrupting Weapon, Divination, Enchantment Foil, Enervation, False Life [Greater], Fear, Fleshworm Infestation, Geas [Lesser], Giant Vermin, Imbue with Spell Ability, Inflict Serious Wounds, Insect Plague, Locate Creature, Make Whole [Greater], Miasmatic Form, Monstrous Physique II, Moonstruck, Neutralize Poison, Phantasmal Killer, Phantom Steed, Protection from Energy [Communal], Scrying, Shadow Projection, Shadow Step, Solid Fog, Speak with Haunt, Symbol of Slowing, Terrible Remorse, True Form, Wall of Blindness/Deafness

5th: Absorb Toxicity, Astral Projection [Lesser], Baleful Polymorph, Blight, Break Enchantment, Cloudkill, Command [Greater], Commune, Contact Other Plane, Cure Critical Wounds, Dominate Person, Dream, False Vision, Feast on Fear, Feeblemind, Forbid Action [Greater], Inflict Critical Wounds, Magic Jar, Mind Fog, Monstrous Physique III, Nightmare, Permanency, Planar Ally [Lesser], Planar Binding [Lesser], Poison, Polymorph, Repair Undead [Mass], Seeming, Simulacrum [Lesser], Smug Narcissism, Suffocation, Symbol of Pain, Symbol of Striking, Symbol of Sleep, Undead Anatomy II, Waves of Fatigue

6th: Analyze Dweomer, Banishment, Breath of Life, Circle of Death, Cloak of Dreams, Contagion [Greater], Contingency, Create Undead, Curse [Major], Dispel Magic [Greater], Disintegrate, Epidemic, Forbiddance, Geas/Quest, Getaway, Guards and Wards, Leashed Shackles, Legend Lore, Mislead, Monstrous Physique IV, Planar Adaptation, Planar Binding, Raise Dead, Repulsion, Shadow Walk, Suggestion [Mass], Symbol of Fear, Symbol of Persuasion, True Seeing, Undead Anatomy III, Unwilling Shield, Veil, Vengeful Outrage



7th: Control Undead, Control Weather, Create Demiplane [Lesser], Destruction, Epidemic, Finger of Death, Harm, Heal, Insanity, Jolting Portent, Phantasmal Revenge, Plague Storm, Planar Ally, Plane Shift, Polymorph [Greater], Power Word Blind, Repulsion, Resonating Word, Scrying [Greater], Simulacrum, Symbol of Stunning, Symbol of Weakness, Temporary Resurrection, Undeath to Death, Waves of Exhaustion

8th: Antipathy, Binding, Clone, Create Demiplane, Create Greater Undead, Demand, Discern Location, Euphoric Tranquility, Frightful Aspect, Horrid Wilting, Incendiary Cloud, Irresistible Dance, Maze, Mind Blank, Orb of the Void, Planar Binding [Greater], Polymorph Any Object, Power Word Stun, Refuge, Symbol of Death, Symbol of Dispelling, Symbol of Insanity, Sympathy, Trap the Soul, Undead Anatomy IV

9th: Astral Projection, Create Demiplane [Greater], Cursed Earth, Energy Drain, Etherealness, Foresight, Freedom, Gate, Implosion, Imprisonment, Limited Wish, Overwhelming Presence, Planar Ally [Greater], Power Word Kill, Soul Bind, Suffocation [Mass], Symbol of Strife, Symbol of Vulnerability, Weird



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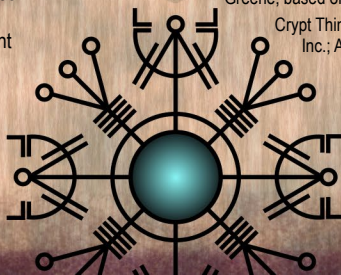
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