BITE OF THE WEREWOLF

Transmutation
Level: Druid 3, sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

A howl erupts from your lips as your face contorts and expands into a wolflike form.

You gain a +2 enhancement bonus to Strength, a +4 enhancement bonus to Dexterity, a +4 enhancement bonus to Constitution, and a +4 enhancement bonus to natural armor. You gain a bite attack that deals 1d6 points of damage (or 1d4 points if you are Small) + 1-1/2 times your Str modifier. You also gain the benefit of the Blind-Fight feat. If your base attack bonus is +6 or higher, you do not gain any additional attacks.

Material Component: A wolf's tooth.

BLACK BLADE OF DISASTER

Conjuration (Creation)
Level: Sorcerer/wizard 9
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Sword-shaped planar rift
Duration: Concentration, up to 1 round/level
Saving Throw: None
Spell Resistance: Yes

As you cast the spell, a large black tear in the universe appears in the form of a crackling ebony sword made of the material of the planes. The blade flies off at your mental command to destroy your foes.

You create a black blade-shaped planar rift about 3 feet long. The blade strikes at any creature within its range, as you desire, starting the round you cast the spell. The blade makes a melee touch attack against its designated target once each round. Its attack bonus is equal to your base attack bonus + your Intelligence bonus or your Charisma bonus (for wizards and sorcerers, respectively).

A black blade of disaster can bring death to any creature it touches.

Anything hit by the blade is disintegrated if it fails a Fortitude save, taking 2d6 points of damage per caster level (maximum 40d6), or 5d6 points of damage if the saving throw is successful. The blade can pass through any magical barrier equal to or less than its spell level, but cannot penetrate dead magic areas or an antimagic field. It can harm ethereal and incorporeal creatures as if it were a force effect.

The blade always strikes from your direction. It does not get a flanking bonus or help a combatant get one. If the blade exceeds its range or goes out of your line of sight, the spell ends. You can direct the blade to attack another target as a standard action.

A gate spell can be used to counterspell a black blade of disaster. A dimensional anchor spell cast at the blade dispels it automatically. The blade cannot be harmed by physical attacks, but dispel magic, a sphere of annihilation, or a rod of cancellation can affect it. Its touch attack AC is 13.
damage for that round and is sickened instead. In addition to its effects on the subject, blackfire can spread rapidly. Each round on its turn, any living creature adjacent to a creature engulfed in blackfire must succeed on a Reflex save or become engulfed itself.

Any creature that has its Constitution reduced to 0 or lower by the spell is turned into a pile of black ash and can be returned to life only by true resurrection or wish, the caster of which must succeed on a DC 30 caster level check to restore the victim to life. If a creature succeeds on its Fortitude save in 3 consecutive rounds, the blackfire affecting it gutters out. The black flames cannot otherwise be extinguished by normal means (such as immersion in water or smothering), but antimagic field, a successful dispel magic, remove curse, or break enchantment snuffs it out. As well, a creature protected by death ward has immunity to blackfire’s effects.

Material Component: A pinch of dust from a vampire destroyed by sunlight.

BLACKLIGHT
Evocation [Darkness]
Level: Darkness 3, sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: A 20-ft.-radius emanation centered on a creature, object, or point in space
Duration: 1 round/level (D)
Saving Throw: Will negates or none (object)
Spell Resistance: Yes or no (object)

With a few short words of power, you draw the light from the surrounding area. Within just a few seconds, the light dims to utter darkness.

You create an area of total darkness. The darkness is impenetrable to normal vision and darkvision, but you can see normally within the blacklit area. Creatures outside the spell’s area, even you, cannot see through it.

You can cast the spell on a point in space, but the effect is stationary unless you cast it on a mobile object. You can cast the spell on a creature, and the effect then radiates from the creature and moves as it moves. Unattended objects and points in space do not get saving throws or benefit from spell resistance.

BLADE STORM
Transmutation
Level: Ranger 3
Components: V
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round

With a thought and a word you complete the spell. Your weapons shift color, becoming blue for a moment, and feel lighter in your hands. An unseen force guides them, pulling them toward your enemies.

You can cast this spell only at the beginning of your turn, before you take any other actions. After casting blade storm, you can take a full-round action to make one attack with each melee weapon you are currently wielding against every foe within reach. If you wield more than one weapon, or a double weapon, you can attack each foe once with each weapon or end, using the normal rules for two-weapon fighting (PH 160). So, a ranger wielding a longsword and a short sword could attack each opponent he can reach with both weapons. If you choose not to spend a full-round action in this fashion after casting the spell, the spell has no effect.