

## Casting A 10th Level Spell

10th level spells have a magnitude of power which is leaps and bounds ahead of 9th level spells. Who cares about dropping a few meteors when you can change the face of the planet itself. The difference is similar to the difference between walking somewhere, or teleporting there directly.

As such these spells have been shunned away by the gods, as one can only imagine what someone with evil intent would do with such powers.

There is a legend that somewhere in a forgotten crypt, a parchment containing the information necessary to casting and dispelling 10th level spell is hidden. Hidden by the gods themselves for they lacked the power to destroy it.

### 10TH LEVEL SPELLS

*There are a couple of different methods. One of them is to have multiple magicians, 9 of them to be exact, cast their 9th level spell slot at the same time. This takes a heavy toll on them, as they lose the ability to cast spells of 9th level for one year after the casting. A simulacrum wouldn't work as they would just get destroyed alongside their original caster by the recoil of such a powerful magic, magic cannot be fooled that easily.*

*Another solution is to harvest souls. The purer the soul the more power it contains. Indeed the soul of 100 innocent children is equivalent to the power of a single 9th level spell slot, whereas the power of 5000 "regular people" would be required to obtain a similar power. Magic obtained through such dark means is dangerous, as such as soon as the spell is cast it will try to destroy your soul, so make sure to protect and hide it behind powerful magical wards. Of course do not hold your soul in your own body when casting the spell, or you'll die instantly.*

*Now there are rumors that if those same people that you need to sacrifice in order to obtain their powers were to willingly lend you their powers, you could attain the power necessary to cast a 10th level spell, with no drawback. I have personally never witnessed it, but some gods attest to the veracity of this fact. I personally do not trust gods, so I wouldn't rely on this method.*

*To cast a 10th level spell, you need to have a perfectly written casting formula. If a single letter is wrong, the casting will fail and you will die, alongside anyone involved in the casting. The gods were smart and destroyed most of them, it is now impossibly difficult to find scrolls containing such spells. I myself am bereft of any. But you now possess the knowledge necessary, and if you found this writing, the power necessary to find such scrolls.*

*Go and show the world your powers.*

-M

## Spellrot

10th-level necromancy (*Warlock, Wizard*)

**Casting Time:** 6 days

**Range:** Special

**Components:** V, S, M (a lich's heart, which bathed in the blood of an ancient green dragon for one year, while in a barrel made of the bark of a treant)

**Duration:** Until dispelled

Upon completing the casting of this spell, all creatures in the same plane of existence as you that possess the Spellcasting or Pact Magic feature must succeed on a DC 20 Constitution saving throw. Creatures cannot gain advantage on this save, or reroll it, or automatically succeed it. On a failure they die, as their organs rot and melt. For the duration of the spell, each time a creature gains the Spellcasting or Pact Magic for the first time, they must succeed on this Constitution saving throw or die.

This spell can only be dispelled by a dispel magic cast at 9th level or higher applied directly on the lich's heart.

