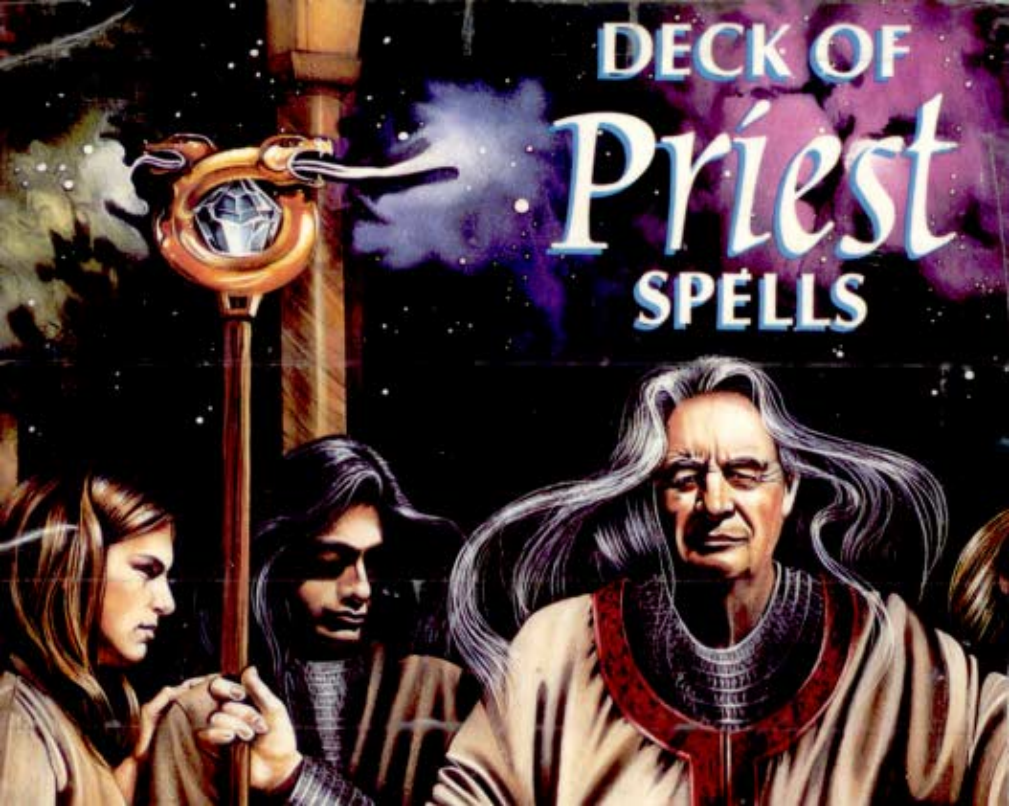


DECK OF  
*Priest*  
SPELLS



Priest Level	Spell Level							Priest Level	Spell Level						
	1	2	3	4	5	6*	7**		1	2	3	4	5	6*	7**
1	1	—	—	—	—	—	—	11	5	4	4	3	2	1	—
2	2	—	—	—	—	—	—	12	6	5	5	3	2	2	—
3	2	1	—	—	—	—	—	13	6	6	6	4	2	2	—
4	3	2	—	—	—	—	—	14	6	6	6	5	3	2	1
5	3	3	1	—	—	—	—	15	6	6	6	6	4	2	1
6	3	3	2	—	—	—	—	16	7	7	7	6	4	3	1
7	3	3	2	1	—	—	—	17	7	7	7	7	5	3	2
8	3	3	3	2	—	—	—	18	8	8	8	8	6	4	2
9	4	4	3	2	1	—	—	19	9	9	8	8	6	4	2
10	4	4	3	3	2	—	—	20	9	9	9	8	7	5	2

\* Usable only by priests with 17 or greater Wisdom.

\*\* Usable only by priests with 18 or greater Wisdom.

Type (Hit Dice)	Level of Priest †											
	1	2	3	4	5	6	7	8	9	10-11	12-13	14 +
Skeleton (1)	10	7	4	T	T	D	D	D*	D*	D*	D*	D*
Zombie	13	10	7	4	T	T	D	D	D*	D*	D*	D*
Ghoul (2)	16	13	10	7	4	T	T	D	D	D*	D*	D*
Shadow (3-4)	19	16	13	10	7	4	T	T	D	D	D*	D*
Wight (5)	20	19	16	13	10	7	4	T	T	D	D	D*
Ghast	—	20	19	16	13	10	7	4	T	T	D	D
Wraith (6)	—	—	20	19	16	13	10	7	4	T	T	D
Mummy (7)	—	—	—	20	19	16	13	10	7	4	T	T
Spectre (8)	—	—	—	—	20	19	16	13	10	7	4	T
Vampire (9)	—	—	—	—	—	20	19	16	13	10	7	4
Ghost (10)	—	—	—	—	—	—	20	19	16	13	10	7
Lich (11 +)	—	—	—	—	—	—	—	20	19	16	13	10
Special**	—	—	—	—	—	—	—	—	20	19	16	13

\* An additional 2d4 creatures of this type are turned.

\*\* See the *PHB*, page 103 for a listing of Special undead.

† Paladins turn undead as priests who are two levels lower.

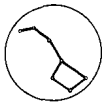
## Priests' Spheres



**Animal**



**Charm**



**Astral**



**Combat**



**Chaos**



**Creation**



**Divination**



**Healing**



**Elemental**



**Law**



**Guardian**



**Necromantic**

# Priests' Spheres



**Numbers**



**Summoning**



**Plant**



**Sun**



**Protection**



**Thought**



**Time**



**Wards**



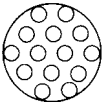
**Travelers**



**Weather**



**War**



**All**

## Priests' Spells, Level I

- |                       |                             |
|-----------------------|-----------------------------|
| 1 Analyze Balance     | 18 Detect Poison            |
| 2 Animal Friendship   | 19 Detect Snares and Pits   |
| 3 Anti-Vermin Barrier | 20 Destroy Water            |
| 4 Bless               | 21 Emotion Read             |
| 5 Call Upon Faith     | 22 Endure Cold/Heat         |
| 6 Cause Fear          | 23 Entangle                 |
| 7 Cause Light Wounds  | 24 Faerie Fire              |
| 8 Combine             | 25 Invisibility to Animals  |
| 9 Command             | 26 Invisibility to Undead   |
| 10 Courage            | 27 Know Age                 |
| 11 Create Water       | 28 Know Direction           |
| 12 Cure Light Wounds  | 29 Know Time                |
| 13 Curse              | 30 Light                    |
| 14 Darkness           | 31 Locate Animals or Plants |
| 15 Detect Evil        | 32 Log of Everburning       |
| 16 Detect Good        | 33 Magical Stone            |
| 17 Detect Magic       | 34 Mistaken Missive         |



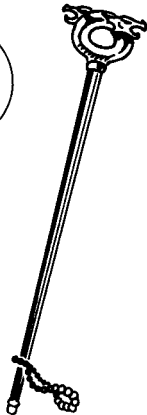
- 35 Morale
- 36 Pass Without Trace
- 37 Personal Reading
- 38 Protection from Evil
- 39 Protection from Good
- 40 Purify Food and Drink
- 41 Putrefy Food and Drink
- 42 Remove Fear
- 43 Ring of Hands
- 44 Ring of Woe
- 45 Sacred Guardian
- 46 Sanctuary
- 47 Shillelagh
- 48 Speak With Astral Traveler
- 49 Thought Capture
- 50 Weighty Chest

# Analyze Balance

Divination	
Sphere:	Numbers, Divination
Level:	1
Range:	80 yards
Components:	V, S, M
Duration:	5 rounds + 1 round/level
Casting Time:	1 round
Area of Effect:	One creature, object, or 10-foot square
Saving Throw:	None
Reference:	<i>TOM</i> , page 51



1



This spell allows a priest to sense how far a character, creature, object, or area is from a condition of balance. The spell gives no indication of the "direction" in which the alignment is removed, except under certain conditions which follow. The spell does, however, indicate along which axis or axes of alignment the variation lies.

For example, a priest analyzes the balance of a Chaotic Neutral creature. The spell indicates that the creature is removed from Neutral by one grade, and the variation is along the Law/Chaos axis; thus, the creature must be either Chaotic Neutral or Lawful Neutral. If it were Chaotic Evil, the spell would indicate that it is removed from balance by two grades, one along each axis.

A priest has a 5% chance per level of correctly determining the direction of variation

along one randomly chosen axis. This means that a 10th-level priest evaluating the balance of a Chaotic Neutral creature would have a 50% chance of learning that the creature is Chaotic (and hence Chaotic Neutral, since it is only one step away from balance).

Similar to spells such as *detect evil*, this spell will not yield a result on a hidden trap. If cast on a creature with an intelligence level of "animal" or "non-," it will always read true Neutral (*i.e.*, zero steps removed from balance).

The material components of this spell are four iron coins which the priest tosses in his hand while concentrating on the spell. The coins are not consumed in the casting.

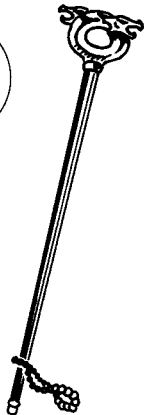
# Animal Friendship

Enchantment/Charm

Sphere: Animal  
Level: 1  
Range: 10 yards  
Components: V, S, M  
Duration: Permanent  
Casting Time: 1 hour  
Area of Effect: One animal  
Saving Throw: Negates  
Reference: *PHB*, page 198



1



By means of this spell, the caster is able to show any animal of animal intelligence to semi-intelligence (*i.e.*, Intelligence 1-4) that he desires friendship. If the animal does not make its saving throw vs. spell immediately when the spell is begun, it will stand quietly while the caster finishes the spell. Thereafter, it will follow the caster about. The spell functions only if the caster wishes to be the animal's friend. If the caster has ulterior motives, the animal always senses them (*e.g.*, the caster intends to eat the animal, send it ahead to set off traps, etc.).

The caster can teach the befriended animal three specific tricks or tasks for each point of Intelligence it possesses. Typical tasks are those taught a dog or similar pet (*i.e.*, they cannot be complex). Training for each such trick must be done over a period

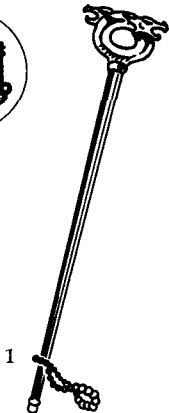
of one week and all must be done within three months of acquiring the creature. During the three-month period, the animal will not harm the caster, but if the creature is left alone for more than a week, it will revert to its natural state and act accordingly.

The caster can use this spell to attract up to 2 Hit Dice of animal(s) per level of experience he possesses. This is also the maximum total Hit Dice of the animals that can be attracted and trained at one time, no more than twice the caster's experience level. Only unaligned animals can be attracted, befriended, and trained.

The material components of his spell are the caster's holy symbol and a piece of food the animal likes.

## Anti-Vermin Barrier

Abjuration  
Sphere:           Wards  
Level:             1  
Range:            30 yards  
Components:     V, S, M  
Duration:         1 hour/level  
Casting Time:    1  
Area of Effect:   10-foot cube/level  
Saving Throw:    None  
Reference:        *TOM*, page 51



1

With this spell, the caster creates an invisible force field that repels nonmagical insects, rodents, spiders, snakes, worms, and similar vermin of less than 1 Hit Die. The spell has no effect on giant-sized versions of these creatures unless they are of less than 1 Hit Die. The barrier affects summoned creatures, such as those called by a *summon insects* spell.

Any vermin within the area of effect when the spell is cast are not affected; however, when these creatures exit the area of effect, they cannot return.

The spell affects a cubic area whose sides are 10 feet times the caster's level (for instance, a 2nd-level priest could affect a 20-foot x 20-foot x 20-foot cube).

The material components are the caster's holy symbol and a rodent's whisker.

## Bless

Conjuration/Summoning

Sphere: All

Level: 1

Range: 60 yards

Components: V, S, M

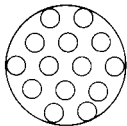
Duration: 6 rounds

Casting Time: 1 round

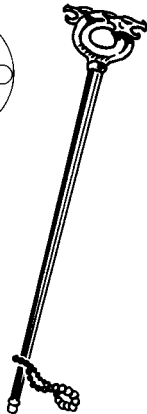
Area of Effect: 50-foot cube

Saving Throw: None

Reference: *PHB*, page 198



1





Upon uttering the *bless* spell, the caster raises the morale of friendly creatures and any saving throws they make against *fear* effects by +1. Furthermore, it raises their attack dice rolls by +1. A blessing, however, affects only those not already engaged in melee combat. The caster determines at what range (up to 60 yards) he will cast the spell. At the instant the spell is completed, it affects all creatures in a 50-foot cube centered on the point selected by the caster (thus, affected creatures leaving the area are still subject to the spell's effect; those enter-

ing the area after the casting is completed are not).

A second use of this spell is to bless a single item (for example, a crossbow bolt for use against a rakshasa). The weight of the item is limited to one pound per caster level and the effect lasts until the item is used or the spell duration ends.

Multiple *bless* spells are not cumulative.

In addition to the verbal and somatic gesture components, the *bless* spell requires holy water.

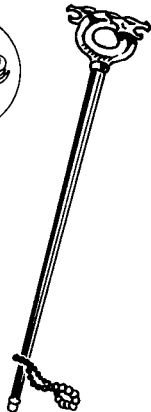
## Call Upon Faith

Invocation

Sphere:            Summoning  
Level:             1  
Range:             0  
Components:      V, S, M  
Duration:         1 round  
Casting Time:     1  
Area of Effect:    The caster  
Saving Throw:     None  
Reference:         *TOM*, page 51



1



Before attempting a difficult task, the priest may cast *call upon faith* to aid his performance. If the priest has been true to his faith (as determined by the DM), the priest gains a +3 (or +15%) bonus to one die roll (his choice) needed to complete the task. The bonus may be used to affect a saving throw, attack roll, ability check, etc. For example, if a priest were about to cross a narrow log high above a chasm, he could cast this spell and gain a +3 bonus to his Dexterity ability check.

The material component is the priest's holy symbol.

## Cause Fear

Abjuration  
Sphere: Charm  
Level: 1  
Range: 10 yards  
Components: V, S  
Duration: Special  
Casting Time: 1  
Area of Effect: One creature/four  
levels  
Saving Throw: Special  
Reference: *PHB*, page 202



1

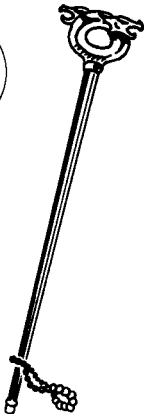
The *cause fear* spell, which is the reverse of *remove fear*, causes one creature per every four levels of the caster to flee in panic at maximum movement speed away from the caster for 1d4 rounds. A successful saving throw vs. spell negates it, and any Wisdom adjustment applies. *Remove fear* can automatically be countered by *cause fear*. This spell has no effect on undead of any sort.

## Cause Light Wounds

Necromancy  
Sphere: Healing  
Level: 1  
Range: Touch  
Components: V, S  
Duration: Permanent  
Casting Time: 5  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, page 199



1



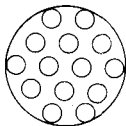
When casting *cause light wounds*, the reverse of *cure light wounds*, and laying his hand upon a creature, the priest causes 1d8 points of damage to the creature. This damage cannot affect creatures without corporeal bodies, nor can it cause wounds to creatures of extraplanar origin. If a creature is avoiding this touch, a melee combat attack die is rolled to determine if the priest's hand strikes the opponent and causes such a wound.

Caused wounds will heal—or can be cured—just as any normal injury.

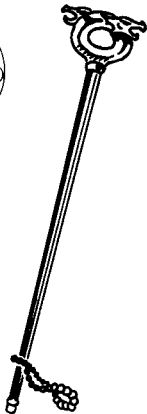
## Combine

Evocation

Sphere: All  
Level: 1  
Range: Touch  
Components: V, S  
Duration: Special  
Casting Time: 1 round  
Area of Effect: The circle of priests  
Saving Throw: None  
Reference: *PHB*, page 198



1





Using this spell, three to five priests combine their abilities so that one of them casts spells and turns undead at an enhanced level. The highest level priest (or one of them, if two or more are tied for highest) stands alone, while the others join hands in a surrounding circle. The central priest casts the *combine* spell. He temporarily gains one level for each priest in the circle, up to a maximum gain of four levels. The level increase affects turning undead and spell details that vary with the caster's level. Note that the central priest gains no additional spells and that the group is limited to his currently memorized spells.

The encircling priests must concentrate on maintaining the *combine* effect. They lose all Armor Class bonuses for shield and Dexterity. If any of them has his concentration broken, the *combine* spell ends immediately. If the *combine* spell is broken while the central priest is in the act of casting a spell, that spell is ruined just as if the caster was disturbed. Spells cast in combination have the full enhanced effect, even if the *combine* is broken before the duration of the enhanced spell ends. Note that the combination is not broken if only the central caster is disturbed.

## Command

Enchantment/Charm

Sphere: Charm, Law

Level: 1

Range: 30 yards

Components: V

Duration: 1 round

Casting Time: 1

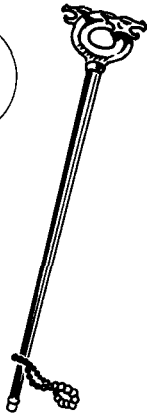
Area of Effect: One creature

Saving Throw: None

Reference: *PHB*, page 199



1



This spell enables the priest to command another creature with a single word. The command must be uttered in a language understood by the creature. The individual will obey to the best of his/its ability only so long as the command is absolutely clear and unequivocal; hence, a command of "Suicide!" is ignored. A command to "Die!" will cause the recipient to fall in a faint or cataleptic state for one round, but thereafter the creature revives and is alive and well. Typi-

cal commands are back, halt, flee, run, stop, fall, go, leave, surrender, sleep, rest, etc. No command affects the recipient for more than one round; undead are not affected at all. Creatures with Intelligence of 13 (high) or more, or those with 6 or more Hit Dice (or experience levels) are entitled to a saving throw vs. spell, adjusted for Wisdom. (Creatures with 13 or higher Intelligence *and* 6 Hit Dice/levels get only one saving throw!)

# Courage

Enchantment/Charm

Sphere: War

Level: 1

Range: 240 yards

Components: V, S, M

Duration: Special

Casting Time: 1 turn

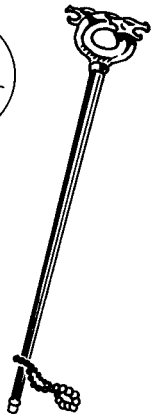
Area of Effect: One unit of up to  
200 individuals

Saving Throw: None

Reference: *TOM*, page 52



1



This spell imbues the target unit with a temporary burst of courage. To cast this spell, the priest must have an uninterrupted line of sight to the target unit.

A *courage* spell enables a unit to automatically pass its first morale check following the casting of this spell. When circumstances arise that would necessitate a morale check, no die roll is made and the unit is assumed to have passed the check. After this occurs, the spell ends and the unit must make all future morale checks normally.

If a unit under the influence of a *courage* spell is not forced to make any morale

checks, the spell expires at the first sunset.

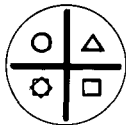
When several different events simultaneously trigger morale checks, the BATTLE-SYSTEM™ rules apply penalties to a single morale check. If this occurs to a unit under the influence of a *courage* spell, the player commanding the unit selects one such event and its modifier is ignored.

No more than one *courage* spell can affect a unit at one time. Once the spell has expired, however, a priest can cast the spell again on the same unit.

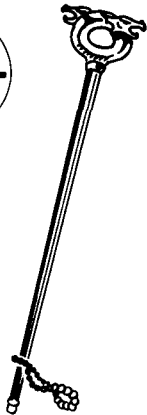
The material component is a small cube of cast iron.

# Create Water

Alteration  
Sphere: Elemental (Water)  
Level: 1  
Range: 30 yards  
Components: V, S, M  
Duration: Permanent  
Casting Time: 1 round  
Area of Effect: Up to 27 cubic feet  
Saving Throw: None  
Reference: *PHB*, page 199



1



When the priest casts a *create water* spell, up to four gallons of water are generated for every experience level of the caster (*e.g.*, a 2nd-level priest creates up to eight gallons of water, a 3rd-level up to 12 gallons, etc.). The water is clean and drinkable (it is just like rain water). The created water can be dispelled within a round of its creation, otherwise its magic fades, leaving normal water that can be used, spilled, evaporated, etc. Water can be created in an area as small as will actually contain the liquid or in an area as large as 27 cubic feet (1 cubic yard).

The spell requires at least a drop of water.

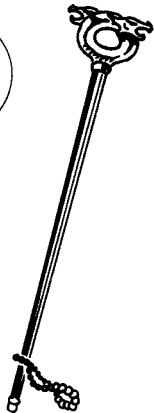
Note that water cannot be created within a creature. For reference purposes, water weighs about 8 1/2 pounds per gallon, and a cubic foot of water weighs approximately 64 pounds.

# Cure Light Wounds

Necromancy  
Sphere: Healing  
Level: 1  
Range: Touch  
Components: V, S  
Duration: Permanent  
Casting Time: 5  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, page 199



1





When casting this spell and laying his hand upon a creature, the priest causes from 1d8 points of wound or other injury damage to the creature's body to be healed. This healing cannot affect creatures without corporeal bodies, nor will it cure wounds of creatures not living nor those of extraplanar origin. Curing is permanent only insofar as the creature does not sustain further damage.

## Curse

Conjuration/Summoning

Sphere: All

Level: 1

Range: 60 yards

Components: V, S, M

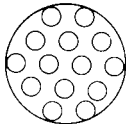
Duration: 6 rounds

Casting Time: 1 round

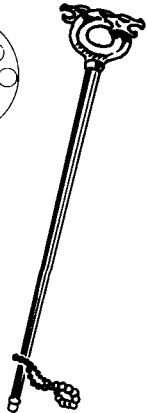
Area of Effect: 50-foot cube

Saving Throw: None

Reference: *PHB*, page 198



1



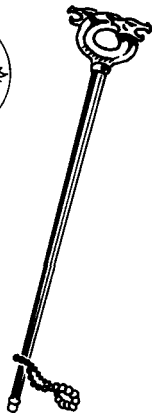
When casting this spell, the reverse of *bless*, the priest lowers the morale of enemy creatures and any saving throws they make against *fear* effects by -1. Furthermore, it lowers their attack dice rolls by -1. A *curse*, however, affects only those not already engaged in melee combat. The caster determines at what range (up to 60 yards) he will cast the spell. At the instant the spell is completed, it affects all creatures in a 50-foot cube centered on the point selected by the caster (thus, affected creatures leaving the area are still subject to the spell's effect; those entering the area after the casting is completed are not).

Multiple *curse* spells are not cumulative. In addition to the verbal and somatic gesture components, the *curse* spell requires unholy water.

# Darkness

Alteration

Sphere: Sun  
Level: 1  
Range: 120 yards  
Components: V, S  
Duration: 3 turns + 5  
rounds/level  
Casting Time: 4  
Area of Effect: 20-foot-radius  
globe  
Saving Throw: Special  
Reference: *PHB*, page 201



This spell, the reverse of *light*, causes darkness within 20 feet of the spell's center. Magical darkness is equal to that of an unlit interior room, *i.e.*, pitch darkness. The spell is centered on a point selected by the caster, and he must have a line of sight or unobstructed path for the spell when it is cast. Darkness can spring from air, rock, metal, wood, or almost any similar substance. The effect is immobile unless it is specifically centered on a movable object or mobile creature. If this spell is cast upon a creature, any applicable magic resistance and saving throws must be rolled. Successful resistance

negates the spell, while a successful saving throw indicates that the spell is centered immediately behind the creature, rather than upon the creature itself. Any creature caught in the spell is blind, reducing its attack rolls and saving throws by 4 and worsening its Armor Class by 4. The caster can extinguish the darkness at any time by uttering a single word.

Any normal light source and magical light sources of lesser intensity than full daylight do not function in magical darkness. A *darkness* spell cast directly against a *light* spell will cancel both.

# Destroy Water

Alteration

Sphere: Elemental (Water)

Level: 1

Range: 30 yards

Components: V, S, M

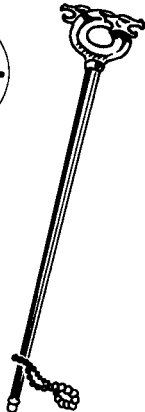
Duration: Permanent

Casting Time: 1 round

Area of Effect: Up to 27 cubic feet

Saving Throw: None

Reference: *PHB*, page 199



When the priest casts the *destroy water* spell, which is the reverse of *create water*, he obliterates without trace (no vapor, mist, fog, or steam) up to four gallons of water per level of the caster (*e.g.*, a 2nd-level priest destroys up to eight gallons of water, a 3rd-level up to 12 gallons, etc.). Water can be destroyed in an area as small as will actually contain the liquid, or in an area as large as 27 cubic feet (1 cubic yard).

The spell requires a pinch of dust to destroy water.

Note that water cannot be destroyed within a creature.

## Detect Evil

Divination

Sphere:

All

Level:

1

Range:

120 yards

Components:

V, S, M

Duration:

1 turn + 5  
rounds/level

Casting Time:

1 round

Area of Effect:

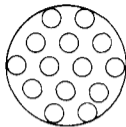
10-foot path

Saving Throw:

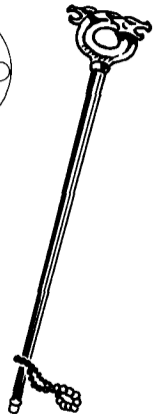
None

Reference:

*PHB*, page 199



1





This spell discovers emanations of evil from any creature, object, or area. Character alignment, however, will not be revealed under most circumstances: characters who are strongly aligned, do not stray from their faith, and who are of at least 9th level might radiate evil *if intent upon appropriate actions*. Powerful monsters, such as rakshasas, send forth emanations of evil, even if polymorphed. Aligned undead will radiate evil, for it is this power and negative force that enable them to continue existing. An evilly cursed object or unholy water radiates evil, but a hidden trap or an unintelligent viper does not.

The degree of evil (faint, moderate, strong, overwhelming) and possibly its general nature (expectant, malignant, gloating,

etc.) can be noted. If the evil is overwhelming, the priest has a 10% chance per level of detecting its general bent (lawful, neutral, chaotic). The duration of a *detect evil* spell is one turn plus five rounds per level of the priest. Thus a priest of 1st experience level can cast a spell with a 15-round duration; at 2nd level he can cast a 20-round duration, etc. The spell has a path of detection 10 feet wide in the direction which the priest is facing. The priest must concentrate—stop, have quiet, and intently seek to detect the aura—for at least one round to receive a reading.

The spell requires the use of the priest's holy symbol as its material component, with the priest holding it before him.

## Detect Good

Divination

Sphere:

All

Level:

1

Range:

120 yards

Components:

V, S, M

Duration:

1 turn + 5  
rounds/level

Casting Time:

1 round

Area of Effect:

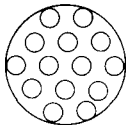
10-foot path

Saving Throw:

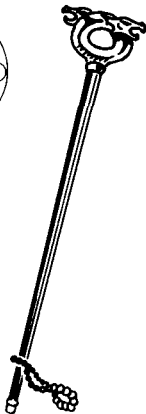
None

Reference:

*PHB*, page 199



1



This spell discovers emanations of good from any creature, object, or area. Character alignment, however, will not be revealed under most circumstances: characters who are strongly aligned, do not stray from their faith, and who are of at least 9th level might radiate good *if intent upon appropriate actions*. Powerful monsters, such as ki-rin, send forth emanations of good, even if polymorphed. A blessed object or holy water radiates good, but hidden treasure or an unintelligent kitten does not.

The degree of good (faint, moderate, strong, overwhelming) and possibly its general nature (humble, benign, beaming, etc.) can be noted. If the good is overwhelming,

the priest has a 10% chance per level of detecting its general bent (lawful, neutral, chaotic). The duration of a *detect good* spell is one turn plus five rounds per level of the priest. Thus a priest of 1st experience level can cast a spell with a 15-round duration; at 2nd level he can cast a 20-round duration, etc. The spell has a path of detection 10 feet wide in the direction which the priest is facing. The priest must concentrate—stop, have quiet, and intently seek to detect the aura—for at least one round to receive a reading.

The spell requires the use of the priest's holy symbol as its material component, with the priest holding it before him.

## Detect Magic

Divination  
Sphere: Divination  
Level: 1  
Range: 30 yards  
Components: V, S, M  
Duration: 1 turn  
Casting Time: 1 round  
Area of Effect: 10-foot path  
Saving Throw: None  
Reference: *PHB*, page 199



When the *detect magic* spell is cast, the priest detects magical radiations in a path 10 feet wide and up to 30 yards long, in the direction he is facing. The intensity of the magic can be detected (dim, faint, moderate, strong, overwhelming). The caster has a 10% chance per level to determine the sphere of the magic, but unlike the wizard version of the spell, the type of magic (alteration, conjuration, etc.) cannot be divined. The caster can turn, scanning a 60° arc per round. A stone wall of one foot or more thickness, solid metal of one inch thickness, or a yard or more of solid wood blocks the spell.

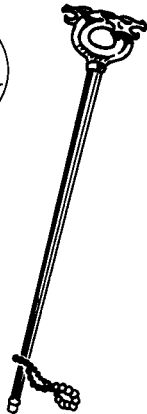
The spell requires the use of the priest's holy symbol.

## Detect Poison

Divination  
Sphere: Divination  
Level: 1  
Range: 0  
Components: V, S, M  
Duration: 1 turn + 1  
round/level  
Casting Time: 4  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 199



1



This spell allows the priest to determine if an object has been poisoned or is poisonous. One object, or a five-foot cubic mass, can be checked per round. The priest has a 5% chance per level of determining the exact type of poison.

The material component is a strip of specially prepared vellum, which turns black if poison is present.

## Detect Snares & Pits

Divination

Sphere:

Divination

Level:

1

Range:

0

Components:

V, S, M

Duration:

4 rounds/level

Casting Time:

4

Area of Effect:

10-foot path, 40  
feet long

Saving Throw:

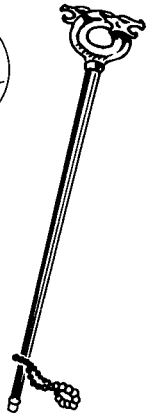
None

Reference:

*PHB*, page 200



1





Upon casting this spell, the druid is able to detect snares, pits, deadfalls and similar hazards along a 10-foot-wide by 40-foot-long path. Such hazards include simple pits, deadfalls, snares of wilderness creatures (*e.g.*, trapdoor spiders, giant sundews, ant lions, etc.), and primitive traps constructed of natural materials (mantraps, missile trips, hunting snares, etc.) The spell is directional—the caster must face the desired direction to determine if a pit exists or a trap is laid in that direction. The caster experiences a feeling of danger from the direction of a detected hazard, which increases as the danger is approached. The caster learns the general nature of the danger (pit, snare, or deadfall) but not its exact operation, nor

how to disarm it. Close examination, however, enables the caster to sense what intended actions might trigger it. The spell detects certain natural hazards—quicksand (snare), sinkholes (pit), or unsafe walls of natural rock (deadfall). Other hazards, such as a cavern that floods during rain, an unsafe construction, or a naturally poisonous plant, are not revealed. The spell does not detect magical traps (save those that operate by pit, deadfall, or snaring; see the 2nd-level spell *trip* and the 3rd-level spell *snare*), nor those that are mechanically complex, nor does it detect snares or deadfalls that have been rendered safe or inactive.

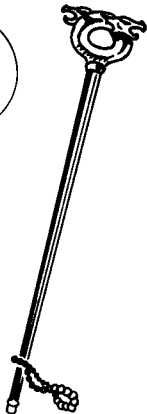
The caster must have his holy symbol to complete the spell.

## Emotion Read

Divination  
Sphere: Thought  
Level: 1  
Range: 5 yards/level  
Components: V, S, M  
Duration: Instantaneous  
Casting Time: 3  
Area of Effect: One creature  
Saving Throw: Negates  
Reference: *TOM*, page 52



1



This spell allows the priest to perform an instantaneous reading of a single subject's emotional state. It can be used on any subject possessing Intelligence of 3 or better. This reading is neither deep nor specific, and cannot pick out mixed emotions or intricate details. For example, it might tell the priest that the subject is fearful, but the spell cannot reveal what the subject is afraid of or why he is afraid.

*Emotion read* does not reveal individual thoughts or the subject's motivation. Thus, the spell might reveal that the subject is coldly unemotional at the moment, but not the fact that the subject is contemplating the cold-blooded murder of the priest.

Note that this reading is instantaneous. It

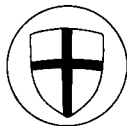
reveals only the emotion that is strongest at the instant the spell is used. While this will usually be related to the subject's overall emotional state, it is always possible that the subject might be distracted for a moment, or remember and respond to past events.

The subject is allowed a normal saving throw vs. spell to resist this spell. If the saving throw is successful, the priest receives no reading at all. If the subject's roll exceeds the necessary number by 6 or more, the priest perceives an emotion diametrically opposite to the subject's true emotion.

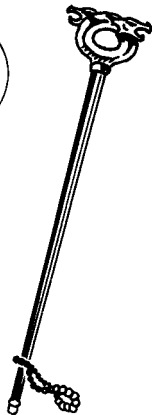
The material component is a square of unmarked white wax.

## Endure Cold/ Endure Heat

Alteration  
Sphere: Protection  
Level: 1  
Range: Touch  
Components: V, S  
Duration: 1 1/2 hours/level  
Casting Time: 1 round  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, page 200



1



The creature receiving this spell is protected from normal extremes of cold or heat (depending on which application the priest selects at the time of casting). The creature can stand unprotected in temperatures as low as -30° F. or as high as 130° F. (depending on application) with no ill effect. Temperatures beyond these limits inflict 1 point of damage per hour of exposure for every degree beyond the limit. The spell is immediately cancelled if the recipient is affected by any non-normal heat or cold, such as magic, breath weapons, and so on. The cancellation occurs regardless of the appli-

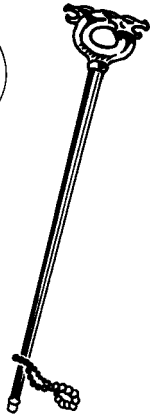
cation and regardless of whether a heat or cold effect hits the character (*e.g.*, an *endure cold* spell is cancelled by magical heat or fire as well as by magical cold). The recipient of the spell does not suffer the first 10 points of damage (after any applicable saving throws) from the heat or cold during the round in which the spell is broken. The spell ends instantly if either *resist fire* or *resist cold* is cast upon the recipient.

# Entangle

Alteration  
Sphere: Plant  
Level: 1  
Range: 80 yards  
Components: V, S, M  
Duration: 1 turn  
Casting Time: 4  
Area of Effect: 40-foot cube  
Saving Throw: 1/2  
Reference: *PHB*, page 200



1



By means of this spell, the caster is able to cause plants in the area of effect to entangle creatures within the area. The grasses, weeds, bushes, and even trees wrap, twist, and entwine about the creatures, holding them fast for the duration of the spell. Any creature entering the area is subject to its effect. A creature that rolls a successful saving throw vs. spell can escape the area, moving at only 10 feet per round until out of the area. Exceptionally large (gargantuan) or strong creatures may suffer little or no distress from this spell, at the DM's option, based on the strength of the entangling plants.

The material component is the caster's holy symbol.

## Faerie Fire

Alteration

Sphere: Weather

Level: 1

Range: 80 yards

Components: V, M

Duration: 4 rounds/level

Casting Time: 4

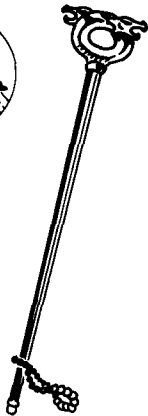
Area of Effect: 10 sq. feet/level  
within a 40-foot  
radius

Saving Throw: None

Reference: *PHB*, page 200



1





This spell enables the caster to outline one or more objects or creatures with a pale glowing light. The number of subjects outlined depends upon the number of square feet the caster can affect. Sufficient footage enables several objects or creatures to be outlined by the *faerie fire* spell, but one must be fully outlined before the next is begun, and all must be within the area of effect. Outlined objects or creatures are visible at 80 yards in the dark, 40 yards if the viewer is near a bright light source. Outlined creatures are easier to strike, thus opponents gain a +2 bonus on attack rolls in darkness (including moonlit nights) and a

+1 bonus in twilight or better. Note that outlining can render otherwise invisible creatures visible. However, it cannot outline noncorporeal, ethereal or gaseous creatures. Nor does the light come anywhere close to sunlight. Therefore, it has no special effect on undead or dark-dwelling creatures. The faerie fire can be blue, green, or violet, according to the word of the caster at the time of casting. The faerie fire does not cause harm to the object or creature outlined.

The material component is a small piece of foxfire.

## Invisibility to Animals

Alteration

Sphere: Animal

Level: 1

Range: Touch

Components: S, M

Duration: 1 turn + 1  
round/level

Casting Time: 4

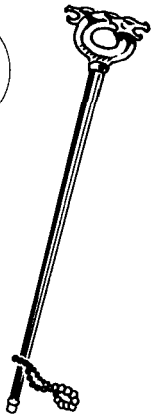
Area of Effect: One creature  
touched/level

Saving Throw: None

Reference: *PHB*, page 200



1

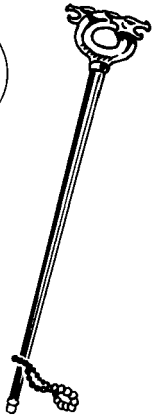


When an *invisibility to animals* spell is cast, the creature touched becomes totally undetectable by normal animals with Intelligences under 6. Normal animals include giant-sized varieties, but it excludes any with magical abilities or powers. The enchanted individual is able to walk among such animals or pass through them as if he did not exist. For example, this individual could stand before the hungriest of lions or a *tyrannosaurus rex* and not be molested or even noticed. However, a nightmare, hell hound, or winter wolf would certainly be aware of the individual. For every level the caster has achieved, one creature can be rendered invisible. Any recipient attacking an animal ends the spell immediately (for himself only).

The material component of this spell is holly, rubbed over the recipient.

# Invisibility to Undead

Abjuration  
Sphere: Necromantic  
Level: 1  
Range: Touch  
Components: V, S, M  
Duration: 6 rounds  
Casting Time: 4  
Area of Effect: Creature touched  
Saving Throw: Special  
Reference: *PHB*, page 200



This spell causes affected undead to lose track of and ignore the warded creature for the duration of the spell. Undead of 4 or fewer Hit Dice are automatically affected, but those with more Hit Dice receive a saving throw vs. spell to avoid the effect. Note that a priest protected by this spell cannot turn affected undead. The spell ends immediately if the recipient makes any attack, although casting spells such as *cure light wounds*, *augury*, or *chant* does not end the ward.

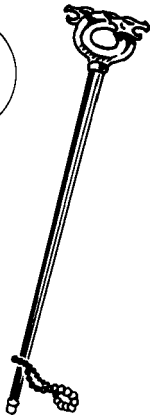
The material component is the priest's holy symbol.

# Know Age

Divination  
Sphere: Time  
Level: 1  
Range: 0  
Components: V, S, M  
Duration: Instantaneous  
Casting Time: 1  
Area of Effect: One object or creature  
Saving Throw: None  
Reference: *TOM*, page 52



1



This spell enables the caster to instantly know the age of any single person, creature, or object on which he concentrates. The age is accurate to the nearest year.

The material component is a page from a calendar.

# Know Direction

Divination

Sphere: Travelers

Level: 1

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 1

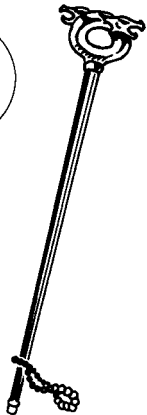
Area of Effect: Special

Saving Throw: None

Reference: *TOM*, page 52



1





*Know direction* allows the caster to instantly know which direction is north. The spell is effective in any environment, whether underwater, underground, or in darkness (including magical darkness).

The material component is a small scrap of a parchment map that is at least 100 years old.

## Know Time

Divination  
Sphere: Time  
Level: 1  
Range: 0  
Components: V, S  
Duration: Instantaneous  
Casting Time: 1  
Area of Effect: The caster  
Saving Throw: None  
Reference: *TOM*, page 53



1



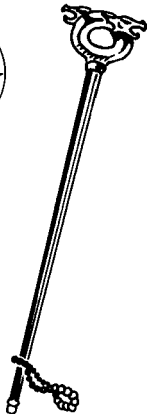
*Know time* is particularly useful when the caster has been unconscious. This spell enables the caster to know the precise time of day to the nearest minute, including the current hour, day, month, and year.

## Light

Alteration  
Sphere: Sun  
Level: 1  
Range: 120 yards  
Components: V, S  
Duration: 1 hour + 1  
turn/level  
Casting Time: 4  
Area of Effect: 20-foot-radius  
globe  
Saving Throw: Special  
Reference: *PHB*, page 201



1



This spell causes a luminous glow within 20 feet of the spell's center. The area of light thus caused is equal to torchlight in brightness. Objects in darkness beyond this sphere can be seen, at best, as vague and shadowy shapes. The spell is centered on a point selected by the caster, and he must have a line of sight or unobstructed path for the spell when it is cast. Light can spring from air, rock, metal, wood, or almost any similar substance. The effect is immobile unless it is specifically centered on a movable object or mobile creature. If this spell is cast upon a creature, any applicable magic resistance and saving throws must be rolled.

Successful resistance negates the spell, while a successful saving throw indicates that the spell is centered immediately behind the creature, rather than upon the creature itself. A *light* spell centered on the visual organs of a creature blinds it, reducing its attack rolls and saving throws by 4 and worsening its Armor Class by 4. The caster can extinguish the light at any time by uttering a single word. *Light* spells are not cumulative—multiple castings do not provide a brighter light. A *light* spell cast directly against a *darkness* spell will cancel both.

## Locate Animals or Plants

Divination  
Sphere: Divination,  
Animal, Plant

Level: 1

Range: 100 yards + 20  
yd./level

Components: V, S, M

Duration: 1 round /level

Casting Time: 1 round

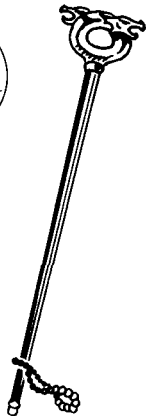
Area of Effect: 20-foot-wide path,  
20 yards long/level

Saving Throw: None

Reference: *PHB*, page 201



1



The caster can find the direction and distance of any one type of animal or plant he desires. The caster, facing in a direction, thinks of the animal or plant, and then knows if any such animal or plant is within spell range. If so, the exact distance and approximate number present is learned. During each round of the spell's duration, the caster can face in only one direction, *i.e.*, only a 20-foot-wide path can be known. The spell lasts one round per level of experience of the caster, while the length of the path is 100 yards plus 20 yards per level of experience. (At the DM's option, some casters may be able to locate only those animals

[or plants] associated closely with their own mythos.)

The material component is the caster's holy symbol.

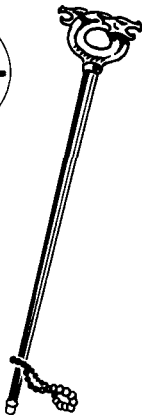
While the exact chance of locating a specific type of animal or plant depends on the details and circumstances of the locale, the general frequency of the subject can be used as a guideline: common = 50%, uncommon = 30%, rare = 15%, and very rare = 5%. Most herbs grow in temperate regions, while most plants sought as spell components or for magical research are rare or very rare. The results of this spell are always determined by the DM.

# Log of Everburning

Enchantment  
Sphere: Elemental (Fire),  
Plant  
Level: 1  
Range: Touch  
Components: V, S  
Duration: 1 hour/level  
Casting Time: 1  
Area of Effect: Special  
Saving Throw: None  
Reference: *TOM*, page 53



1





This spell increases the amount of time that a wooden object will burn before being consumed. Wood that is enchanted in this manner burns brightly without being consumed for the duration of the spell. When the spell ends, the wooden object crumbles to ash.

This spell does not cause the wood to catch fire; it must be ignited normally. While it burns, the wood gives off twice the normal amount of heat; thus, a single log can make a cozy fire.

The affected wood radiates magic. The priest may enchant up to one cubic foot of wood per level of experience. The spell is also effective on torches.

## Magical Stone

Enchantment

Sphere: Combat

Level: 1

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 4

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, page 201



1



By using this spell, the priest can temporarily enchant up to three small pebbles no larger than sling bullets. The magical stones can then be hurled or slung at an opponent. If hurled, they can be thrown up to 30 yards, and all three can be thrown in one round. The character using them must roll normally to hit, although the magic of the stones enables any character to be proficient with them. The stones are considered +1 weapons for determining if a creature can be

struck (those struck only by magical weapons, for instance), although they do not have an attack or damage bonus. Each stone that hits inflicts 1d4 points of damage (2d4 points against undead.) The magic in each stone lasts for but one-half hour or until used.

The material components are the priest's holy symbol and three small pebbles, unworked by tools or magic of any type.

## Mistaken Missive

Alteration

Sphere:

Chaos

Level:

1

Range:

Touch

Components:

V, S, M

Duration:

Permanent

Casting Time:

1

Area of Effect:

One page/level

Saving Throw:

None

Reference:

*TOM*, page 53



1



This spell alters the appearance of words written in ink. The new message is completely legible and is recognizable as the handwriting of the original author, but is contrary in content to the original message.

The message will appear different every day for six days. The DM decides the final message that the page will carry. Following is a sample of the changes that could take place in a message.

*Day One:* The words appear faint.

*Day Two:* The words have moved slightly from their original positions.

*Days Three and Four:* The message is gibberish. The ink forms groups of letters, but they are not words.

*Day Five:* The ink has formed real words with no meaning.

*Day Six (and beyond):* The message is co-

herent, but of the opposite intent.

If *mistaken missive* is cast on the pages of a spellbook or a scroll, the ink on the page reforms into a new spell of the same level as the original spell. However, the spell formula will be wrong and will not function when cast.

A coded message that is subjected to *mistaken missive* will appear as a coded message on the sixth day, but will hold a different meaning than the original message.

A *glass of preserved words* will allow the original message to be read correctly. *Dispelling magic* will restore the message to its original form.

The material component is three drops of ink.

## Morale

Enchantment/Charm

Sphere: War

Level: 1

Range: Special

Components: V, S, M

Duration: Special

Casting Time: Special

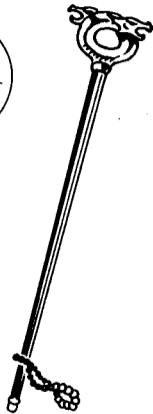
Area of Effect: One unit of up to  
200 individuals

Saving Throw: None

Reference: *TOM*, pages 53-4



1



This spell can be used in two distinct ways. The first is appropriate for battlefield use. The priest can cast this spell on any unit within 240 yards in an uninterrupted line of sight. The casting time for this use is one turn and the material component is a gem of at least 100 gp value, which is consumed during the casting.

At the conclusion of this use of the spell, the target unit's morale is modified by 1, either positively or negatively, as the caster desires. This morale modification remains in effect for  $1d4 + 2$  turns.

The second and more powerful use of the spell requires lengthy preparations. Casting must take place inside or within 100 yards of a place of worship dedicated to the casting priest's deity. Both the priest and the unit to be affected must be present. The casting time for this use is five turns. The material component is the priest's holy symbol.

At the conclusion of this use of the spell, the unit's morale is raised by 3 (maximum of 19). This morale increase lasts until the next sunset. Only priests of 10th level or higher can cast this version of the spell.

# Pass Without Trace

Enchantment/Charm

Sphere: Plant  
Level: 1  
Range: Touch  
Components: V, S, M  
Duration: 1 turn/level  
Casting Time: 1 round  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, page 201



1



When this spell is cast, the recipient can move through any type of terrain—mud, snow, dust, etc.—and leave neither footprints nor scent. The area that is passed over radiates magic for 1d6 turns after the affected creature passes. Thus, tracking a person or other creature covered by this spell is impossible by normal means. Of course, intelligent tracking techniques, such as using a spiral search pattern, can result in the trackers picking up the trail at a point where the spell has worn off.

The material component of this spell is a sprig of pine or evergreen which must be burned, and the ashes must be powdered and scattered when the spell is cast.

## Personal Reading

Divination

Sphere: Numbers

Level: 1

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 2 turns

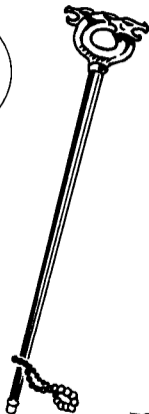
Area of Effect: One creature

Saving Throw: None

Reference: *TOM*, page 54



1



This spell allows the priest to mathematically analyze personal information about one human or demihuman character and learn valuable facts about that character. The priest must know the subject's real name (the name the subject was given as a child) or the date and place of the character's birth. The priest analyzes this information and is able to build a rough picture of the character's life history and personal specifics.

The "historical" information discovered through this spell is generally vague. Specific information provided is up to the DM. The DM might provide some or all of the following information: The subject's character class or career; the subject's approximate level (stated in terms such as "novice," "highly skilled," "moderately competent,"

etc.); the subject's standing in the community ("highly respected," "mistrusted," "considered an enigma," etc.); the subject's success or failure in his profession; the subject's prevailing character traits or mannerisms.

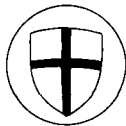
If the priest casts the spell based on an alias or incorrect birth information, the reading will be inaccurate. The DM should extemporaneously develop a history and personality at odds with the truth.

The subject need not be present during the casting. The priest can cast the spell without ever having met the subject.

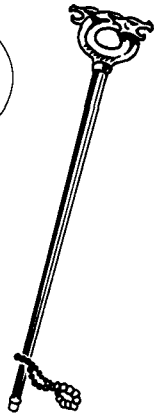
The material component is a small book of numerological formulae and notes (different from the book used in *telethaumaturgy*). The book is not consumed in the casting.

# Protection From Evil

Abjuration  
Sphere: Protection  
Level: 1  
Range: Touch  
Components: V, S, M  
Duration: 3 rounds/level  
Casting Time: 4  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, pages 201-2



1



When this spell is cast, it creates a magical barrier around the recipient at a distance of one foot. The barrier moves with the recipient and has three major effects:

First, all attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of -2 from each attack roll, and any saving throws caused by such attacks are made by the protected creature at a +2 bonus.

Second, any attempt to exercise mental control or to invade or take over its mind is blocked by this spell. Note the protection does not prevent a vampire's charm itself, nor end it, but it does prevent the vampire from exercising mental control through the barrier. Likewise, an outside life force is

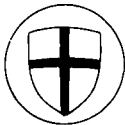
merely kept out, and would not be expelled if in place before the protection was cast.

Third, the spell prevents bodily contact by creatures of an extraplanar or conjured nature. This absolutely causes the natural (body) weapon attacks of such creatures to fail and the creature to recoil if such attacks require touching the protected creature. Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the character. This protection ends if the protected character makes a melee attack against or tries to force the barrier against the blocked creature.

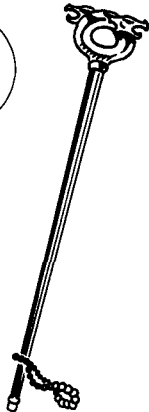
To complete this spell, the priest uses holy water or burning incense.

## Protection From Good

Abjuration  
Sphere: Protection  
Level: 1  
Range: Touch  
Components: V, S, M  
Duration: 3 rounds /level  
Casting Time: 4  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, pages 201-2



1



When this spell is cast, it creates a magical barrier around the recipient at a distance of one foot. The barrier moves with the recipient and has three major effects:

First, all attacks made by good creatures against the protected creature receive a penalty of -2 from each attack roll, and any saving throws caused by such attacks are made by the protected creature at a +2 bonus.

Second, any attempt to exercise mental control or to invade or take over its mind is blocked by this spell. Note the protection does not prevent a *charm* spell itself, nor end it, but it does prevent the caster from exercising mental control through the barrier. Likewise, an outside life force is merely

kept out, and would not be expelled if in place before the protection was cast.

Third, the spell prevents bodily contact by creatures of an extraplanar or conjured nature. This absolutely causes the natural (body) weapon attacks of such creatures to fail and the creature to recoil if such attacks require touching the protected creature. Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the character. This protection ends if the protected character makes a melee attack against or tries to force the barrier against the blocked creature.

To complete this spell, the priest uses unholy water or smoldering dung.

## Purify Food & Drink

Alteration

Sphere:

All

Level:

1

Range:

30 yards

Components:

V, S

Duration:

Permanent

Casting Time:

1 round

Area of Effect:

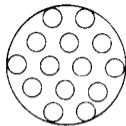
1 cubic foot/level,  
10-foot-square area

Saving Throw:

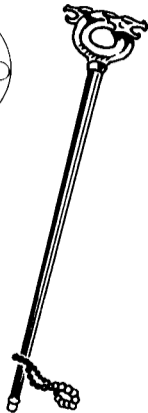
None

Reference:

*PHB*, page 202



1



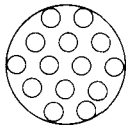


When cast, this spell makes spoiled, rotten, poisonous or otherwise contaminated food and/or water pure and suitable for eating and drinking. Up to one cubic foot of food and drink per level can be thus made suitable for consumption. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type nor upon magical potions.

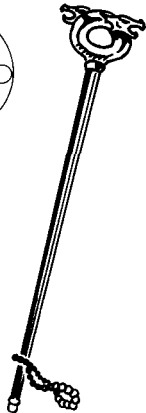
## Putrefy Food & Drink

Alteration

Sphere: All  
Level: 1  
Range: 30 yards  
Components: V, S  
Duration: Permanent  
Casting Time: 1 round  
Area of Effect: 1 cubic foot/level,  
10-foot-square area  
Saving Throw: None  
Reference: *PHB*, page 202



1



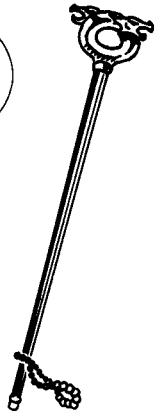
When cast, this spell (the reverse of *purify food and drink*) completely ruins and contaminates pure food and water, making it no longer suitable for eating and drinking. Up to one cubic foot of food and drink per level can be thus made spoiled. Holy water and similar food and drink of significance is spoiled by *putrefy food and drink*, but the spell has no effect on creatures of any type nor upon magical potions.

## Remove Fear

Abjuration  
Sphere: Charm  
Level: 1  
Range: 10 yards  
Components: V, S  
Duration: Special  
Casting Time: 1  
Area of Effect: One creature/four  
levels  
Saving Throw: Special  
Reference: *PHB*, page 202



1



The priest instills courage in the spell recipient, raising the creature's saving throw against magical *fear* attacks by +4 for one turn. If the recipient has recently (that day) failed a saving throw against such an attack, the spell immediately allows another, with a +4 bonus to the die roll. For every four levels of the caster, one creature can be affected by the spell (one creature at levels 1 through 4, two creatures at levels 5 through 8, etc.).

A *cause fear* spell can be automatically countered by *remove fear*. This spell has no effect on undead of any sort.

# Ring of Hands

Abjuration

Sphere: Protection

Level: 1

Range: 0

Components: V, S

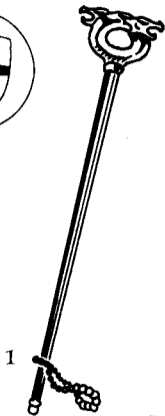
Duration: 2d10 rounds

Casting Time: 5

Area of Effect: Special

Saving Throw: None

Reference: *TOM*, pages 54-5



1

This is a cooperative magic spell, requiring between two and ten priests. Each priest must cast *ring of hands* on the same round. At the end of the casting, the priests involved join hands. If any priest breaks the circle, the spell immediately ceases. The priests may not move from their location, but are free to speak. They may not cast spells requiring a somatic or material component while part of the ring.

The *ring of hands* forms a protective barrier around the priests and everything within. For each priest, assume a five-foot circumference of the circle. For each priest, the circle can accommodate four persons.

The barrier functions as a *protection from evil* spell. Attacks by evil creatures suffer a -1 penalty for every priest. Saving throws made by the priests or anyone in the

circle against attacks from such creatures receive a +1 bonus for every priest.

Attempts at mental control over protected creatures are blocked. Extraplanar and conjured creatures are unable to touch the priests and those within the circle, although melee attacks against such creatures break the barrier.

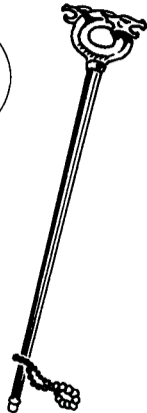
Because the priests casting the spell cannot move and must hold hands, they do not receive any Dexterity bonuses to Armor Class. Furthermore, opponents gain a +2 bonus on attack rolls against the priests, since there is little they can do to avoid a blow. Creatures within the ring are free to act as they wish. Melee attacks by those within the ring are limited to piercing weapons and suffer a -1 penalty to attack rolls since the priests intervene.

## Ring of Woe

Abjuration  
Sphere: Protection  
Level: 1  
Range: 0  
Components: V, S  
Duration: 2d10 rounds  
Casting Time: 5  
Area of Effect: Special  
Saving Throw: None  
Reference: *TOM*, pages 54-5



1





This is a cooperative magic spell, requiring between two and ten priests. Each priest must cast *ring of woe* on the same round. At the end of the casting, the priests involved join hands. If any priest breaks the circle, the spell immediately ceases. The priests may not move from their location, but are free to speak. They may not cast spells requiring a somatic or material component while part of the ring.

The ring of *woe* forms a protective barrier around the priests and everything within. For each priest, assume a five-foot circumference of the circle. For each priest, the circle can accommodate four persons.

The barrier functions as a *protection from good* spell. Attacks by good creatures suffer a -1 penalty for every priest. Saving throws made by the priests or anyone in the

circle against attacks from such creatures receive a +1 bonus for every priest.

Attempts at mental control over protected creatures are blocked. Extraplanar and conjured creatures are unable to touch the priests and those within the circle, although melee attacks against such creatures break the barrier.

Because the priests casting the spell cannot move and must hold hands, they do not receive any Dexterity bonuses to Armor Class. Furthermore, opponents gain a +2 bonus on attack rolls against the priests, since there is little they can do to avoid a blow. Creatures within the ring are free to act as they wish. Melee attacks by those within the ring are limited to piercing weapons and suffer a -1 penalty to attack rolls since the priests intervene.

# Sacred Guardian

Enchantment/Charm

Sphere: Guardian

Level: 1

Range: Touch

Components: V, S, M

Duration: 1 day/level

Casting Time: 1

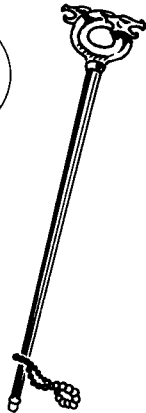
Area of Effect: Creature touched

Saving Throw: None

Reference: *TOM*, page 55



1



By use of this spell, a priest becomes instantly aware when the recipient of the spell is in danger, regardless of the distance between the priest and the recipient. The recipient may even be on a different plane of existence than the priest.

When this spell is cast by a priest of at least 3rd level, he receives a mental image of the endangered person's situation. At no time, however, does the priest know the person's location through the use of this spell.

The material component is a rose petal that has been kissed by the spell recipient.

# Sanctuary

Abjuration

Sphere:

Protection

Level:

1

Range:

Touch

Components:

V, S, M

Duration:

2 rounds + 1  
round/level

Casting Time:

4

Area of Effect:

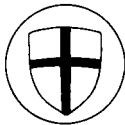
Creature touched

Saving Throw:

None

Reference:

*PHB*, page 202



1

When the priest casts a *sanctuary* spell, any opponent attempting to strike or otherwise directly attack the protected creature must roll a saving throw vs. spell. If the saving throw is successful, the opponent can attack normally and is unaffected by that casting of the spell. If the saving throw is failed, the opponent loses track of and totally ignores the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. Note that this spell does not prevent the operation of area attacks (fireball, ice storm,

etc.). While protected by this spell, the subject cannot take direct offensive action without breaking the spell, but may use non-attack spells or otherwise act in any way that does not violate the prohibition against offensive action. This allows a warded priest to heal wounds, for example, or to *bless*, perform an augury, chant, cast a *light* spell in the area (not upon an opponent!), and so on.

The components of the spell include the priest's holy symbol and a small silver mir-

# Shillelagh

Alteration  
Sphere: Combat, Plant  
Level: 1  
Range: Touch  
Components: V, S, M  
Duration: 4 rounds + 1  
round/level  
Casting Time: 2  
Area of Effect: One normal oaken  
club  
Saving Throw: None  
Reference: *PHB*, page 202

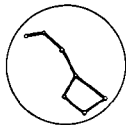


This spell enables the caster to change his own oaken cudgel or unshod staff into a magical weapon that gains a +1 bonus to its attack roll and inflicts 2d4 points of damage on opponents up to man-sized, and 1d4 + 1 points of damage on larger opponents. The spell inflicts no damage to the staff or cudgel. The caster must wield the shillelagh, of course.

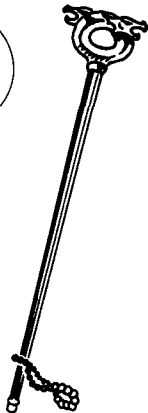
The material components of this spell are a shamrock leaf and the caster's holy symbol.

## Speak With Astral Traveler

Alteration  
Sphere: Astral  
Level: 1  
Range: Touch  
Components: V, S  
Duration: 1 round /level  
Casting Time: 1 round  
Area of Effect: One creature  
Saving Throw: None  
Reference: *TOM*, page 55



1

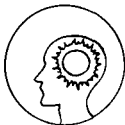




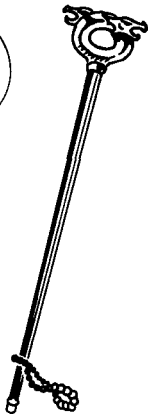
When a priest casts the 7th-level *astral spell*, he leaves his physical body in suspended animation while his astral body travels. By touching the comatose body and casting *speak with astral traveler*, a priest can mentally communicate with the projected individual. Although communication is mental, it takes the same amount of time as a normal, verbal dialogue. The spell ends abruptly when its duration expires.

# Thought Capture

Divination  
Sphere: Thought  
Level: 1  
Range: 0  
Components: V, S  
Duration: Instantaneous  
Casting Time: 3  
Area of Effect: 10 yards  
Saving Throw: None  
Reference: *TOM*, pages 55-6



1



This spell makes the priest's brain something of a magnet that attracts thought objects (see *TOM* listing for a complete definition) in close proximity. The priest can sense strong thoughts and emotions and can sometimes even see momentary visions of creatures who died or suffered some powerful emotion in the immediate vicinity. Thought objects are always attracted to the priest in the order of the strongest (those attached to powerful emotions or significant events) to the weakest. Thus, if several thought objects share the same vicinity, the priest will perceive information about the most interesting or significant event that ever happened in the area. The priest might pick up images of a battle from the point of view of a warrior who died there, or he might gain information about the victor of

the battle.

The DM dictates the information provided to the priest, and thus can use this spell to provide players with important background information or add texture to a campaign world. The information provided might be highly cryptic or symbolic, perhaps in the form of a rhyme or riddle.

The priest gains one thought object per casting of the spell. The spell may be cast a number of times in the same locale, with the priest gaining a different thought object with each casting. A locale contains a finite number of thoughts, however, and once the priest has gained all of them (per the DM), the spell will fail in that locale.

## Weighty Chest

Alteration  
Sphere:           Wards  
Level:             1  
Range:            Touch  
Components:     V, S, M  
Duration:         1 day/level  
Casting Time:    1  
Area of Effect:   Five-foot cube  
Saving Throw:    None  
Reference:        *TOM*, page 56



1



This spell enables the caster to enchant a chest, book, package, or any other nonliving object no larger than a 5-foot x 5-foot x 5-foot cube. When the enchanted object is touched by anyone other than the caster, the apparent weight of the object increases, becoming 2-5 (1d4 + 1) times the weight of the person or persons touching it. This condition makes the object extremely difficult to move for anyone but the caster. The caster can move the object normally throughout the duration of the spell.

The material component is a lead ball.

## Priests' Spells, Level II

- |                          |                         |
|--------------------------|-------------------------|
| 1 Aid                    | 18 Find Traps           |
| 2 Augury                 | 19 Fire Trap            |
| 3 Aura of Comfort        | 20 Flame Blade          |
| 4 Badberry               | 21 Frisky Chest         |
| 5 Barkskin               | 22 Goodberry            |
| 6 Calm Chaos             | 23 Heat Metal           |
| 7 Chant                  | 24 Hesitation           |
| 8 Charm Person or Mammal | 25 Hold Person          |
| 9 Chill Metal            | 26 Idea                 |
| 10 Create Holy Symbol    | 27 Know Alignment       |
| 11 Defile                | 28 Lighten Load         |
| 12 Detect Charm          | 29 Messenger            |
| 13 Dissention's Feast    | 30 Mind Read            |
| 14 Draw Upon Holy Might  | 31 Moment               |
| 15 Dust Devil            | 32 Music of the Spheres |
| 16 Emotion Perception    | 33 Mystic Transfer      |
| 17 Enthrall              | 34 Nap                  |

35 Obscurement  
36 Produce Flame  
37 Rally  
38 Resist Fire/Cold  
39 Sanctify  
40 Silence, 15' Radius  
41 Slow Poison  
42 Snake Charm  
43 Speak With Animals  
44 Spiritual Hammer  
45 Straighten Wood  
46 Trip  
47 Undetectable Alignment  
48 Undetectable Charm  
49 Warp Wood  
50 Withdraw

51 Wyvern Watch  
52 Zone of Truth

## Aid

Necromancy, Conjunction

Sphere: Necromantic

Level: 2

Range: Touch

Components: V, S, M

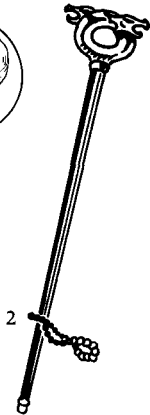
Duration: 1 round + 1  
round/level

Casting Time: 5

Area of Effect: Creature touched

Saving Throw: None

Reference: *PHB*, page 202





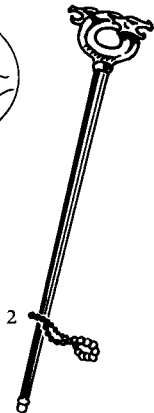
The recipient of this spell gains the benefit of a *bless* spell (+1 to attack rolls and saving throws) and a special bonus of 1d8 additional hit points for the duration of the spell. The *aid* spell enables the recipient to actually have more hit points than his full normal total. The bonus hit points are lost first when the recipient takes damage; they cannot be regained by curative magic. Example: A 1st-level fighter has 8 hit points, suffers 2 points of damage, and then receives an *aid* spell that gives 5 additional hit points. The fighter now has 11 hit points, 5 of which are temporary. If he is then hit for

7 points of damage, 2 normal hit points and all 5 temporary hit points are lost. He then receives a *cure light wounds* spell that heals 4 points of damage, restoring him to his original 8 hit points. Note that the operation of the spell is unaffected by permanent hit point losses due to energy drain Hit Die losses, the loss of a familiar, or the operation of certain artifacts; the temporary hit point gain is figured from the lower total.

The material components of this spell are a tiny strip of white cloth with a sticky substance (such as tree sap) on the ends, plus the priest's holy symbol.

## Augury

Divination  
Sphere: Divination  
Level: 2  
Range: 0  
Components: V, S, M  
Duration: Special  
Casting Time: 2 rounds  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 203



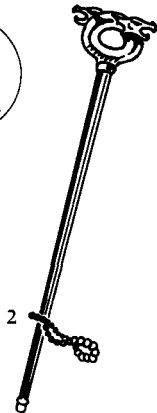
The priest casting an *augury* spell seeks to divine whether an action in the immediate future (within one-half hour) will be for the benefit of, or harmful to, the party. For example, if a party is considering the destruction of a weird seal that closes a portal, an *augury* spell can be used to find if weal or woe will be the immediate result. If successful, the DM will yield some indication of the probable outcome: "weal," "woe," or possibly a cryptic puzzle or rhyme. The base chance for receiving a meaningful reply is 70%, plus 1% for each level of the priest casting the spell, *e.g.*, 71% at 1st level, 72% at 2nd, etc. The DM will determine any adjustments for the particular conditions of each augury.

For example, if the question is "Will we do well if we venture to the third level?" and a terrible troll guarding 10,000 gp and a *shield +1* lurks near the entrance to the level (which the DM estimates the party could beat after a hard fight) the augury might be: "Great risk brings great reward." If the troll is too strong for the party, the augury might be: "Woe and destruction await!" Likewise, a party casting several *auguries* about the same action in quick succession might receive identical answers, regardless of the dice rolls.

The material component for *augury* is a set of gem-inlaid sticks, dragon bones, or similar tokens of at least 1,000 gp value (which are not expended in casting).

## Aura of Comfort

Evocation  
Sphere: Travelers  
Level: 2  
Range: Touch  
Components: V, S  
Duration: 1 hour/level  
Casting Time: 2  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *TOM*, page 56



When this spell is cast, a faintly shimmering aura surrounds the recipient. The aura insulates the recipient from the effects of nonmagical heat and cold in a range of  $-20^{\circ}$  F. to  $140^{\circ}$  F. Any time a traveler encounters temperatures in this range, he maintains a comfortable temperature of  $70^{\circ}$  F., regardless of prevailing weather conditions. Additionally, the spell acts as a shield against rain, snow, and hail, which are blocked by the aura.

If a recipient encounters a temperature above or below the stated range, the temperature within the aura is altered by an

equal number of degrees. For example, a recipient who encounters a temperature of  $150^{\circ}$  F. will actually experience a temperature of  $80^{\circ}$  F.

All physical objects other than rain, snow, and hail can pass through the aura. The recipient can cast spells normally while the aura of comfort is in effect. The spell offers no protection against magically generated weather, such as that caused by *weather summoning* and *ice storm*. It does not protect against fire, nor does it shield against fire- or cold-based attacks.

## Badberry

Alteration, Evocation

Sphere: Plant

Level: 2

Range: Touch

Components: V, S, M

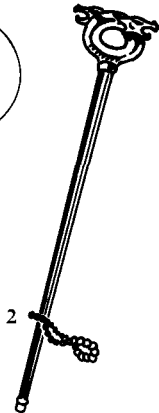
Duration: 1 day + 1  
day/level

Casting Time: 1 round

Area of Effect: 2d4 fresh berries

Saving Throw: None

Reference: *PHB*, page 205

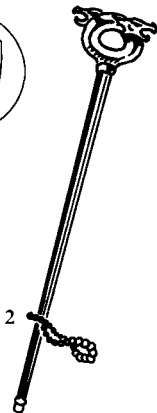


Casting this spell, the reverse of *good-berry*, causes 2d4 rotten berries to appear wholesome, but which actually deliver 1 point of poison damage (no saving throw) if ingested.

The material component of the spell is the caster's holy symbol passed over the rotten berries.

# Barkskin

Alteration  
Sphere: Protection, Plant  
Level: 2  
Range: Touch  
Components: V, S, M  
Duration: 4 rounds + 1  
round/level  
Casting Time: 5  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, page 203





When a priest casts the *barkskin* spell upon a creature, its skin becomes as tough as bark, increasing its base Armor Class to AC 6, plus 1 AC for every four levels of the priest: AC 5 at 4th level, AC 4 at 8th, etc. This spell does not function in combination with normal armor or any magical protection. In addition, saving throw rolls vs. all attack forms except magic gain a +1 bonus. This spell can be placed on the caster or any other creature he touches.

In addition to his holy symbol, the caster must have a handful of bark from an oak as the material component of the spell.

## Calm Chaos

Enchantment/Charm

Sphere: Law

Level: 2

Range: 20 yards

Components: V, S

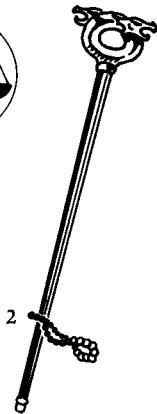
Duration: Special

Casting Time: 1

Area of Effect: 1d6 creatures/level

Saving Throw: Special

Reference: *TOM*, pages 56-7



This spell temporarily calms a chaotic situation involving a group of people. The situation may involve any range of emotions from violence to joy and merrymaking.

*Calm chaos* does not cause a change in the emotions of affected creatures. The emotion is simply restrained rather than released.

Creatures to be affected are allowed a saving throw vs. spell with a -4 penalty to avoid the effects of the spell. If more creatures are present than can be affected, creatures nearest the caster are affected first.

The priest makes a Charisma check. If successful, all affected characters are compelled to stop what they are doing. At this time, the priest or a character of his choosing must gain the attention of the affected

creatures by giving a speech, performing for the crowd, or casting spells with intriguing visual effects (such as *dancing lights*). The attention of the crowd is then held as long as the distraction continues.

Two conditions will cause the group to resume its original actions: the method of entertaining the crowd ceases for one round, or an event occurs that is more immediate than the distraction.

Creatures whose attention is held by the spell cannot be instructed to attack or perform any action. Such creatures will ignore suggestions of this nature. Depending on the nature of the request, the DM may deem that the suggestion causes a distraction that ends the spell.

## Chant

Conjuration/Summoning

Sphere: Combat

Level: 2

Range: 0

Components: V, S

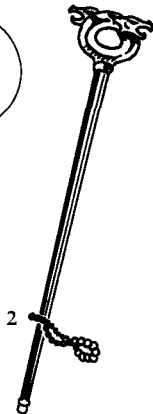
Duration: Time of chanting

Casting Time: 2 rounds

Area of Effect: 30-foot radius

Saving Throw: None

Reference: *PHB*, page 203



By means of the *chant* spell, the priest brings special favor upon himself and his party, and causes harm to his enemies. When the *chant* spell is completed, all attack and damage rolls and saving throws made by those in the area of effect who are friendly to the priest gain +1 bonuses, while those of the priest's enemies suffer -1 penalties. This bonus/penalty continues as long as the caster continues to chant the mystic syllables and is stationary. An interruption, however, such as an attack that succeeds and causes damage, grappling the chanter, or a *silence* spell, breaks the spell. Multiple chants are not cumulative; however, if the 3rd-level *prayer* spell is spoken while a priest of the same religious persuasion (not merely alignment!) is chanting, the effect is increased to +2 and -2.

## Charm Person or Mammal

Enchantment/Charm

Sphere: Animal

Level: 2

Range: 80 yards

Components: V, S

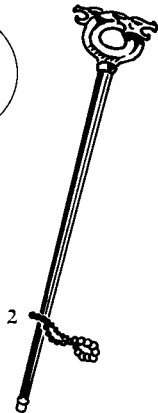
Duration: Special

Casting Time: 5

Area of Effect: One person or  
mammal

Saving Throw: Negates

Reference: *PHB*, page 203



This spell affects any single person or mammal it is cast upon. The creature then regards the caster as a trusted friend and ally to be heeded and protected.

The spell does not enable the caster to control the charmed creature as if it were an automaton, but any word or action of the caster is viewed in the most favorable way.

The subject's attitudes and priorities are changed with respect to the caster, but basic personality and alignment are not.

Note also that the spell does not empower the priest with linguistic capabilities beyond those he normally has. The duration of the spell is a function of the charmed creature's Intelligence, and is broken if a saving throw is made, checked on a periodic basis:

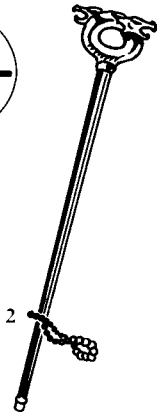
<b>Intelligence Score</b>	<b>Period Between Checks</b>
3 or less	3 months
4 to 6	2 months
7 to 9	1 month
10 to 12	3 weeks
13 to 14	2 weeks
15 to 16	1 week
17	3 days
18	2 days
19 or more	1 day

If the priest harms the charmed creature, or if a *dispel magic* is successfully cast, the *charm* will be broken automatically.

This spell, if used in conjunction with *animal friendship*, can keep the animal near the caster's home base, if the caster must leave for an extended period.

## Chill Metal

Alteration	
Sphere:	Elemental (Fire)
Level:	2
Range:	40 yards
Components:	V, S, M
Duration:	7 rounds
Casting Time:	5
Area of Effect:	Special
Saving Throw:	Special
Reference:	<i>PHB</i> , page 205





By means of the *chill metal* spell, the reverse of *heat metal*, the caster is able to make ferrous metal (iron, iron alloys, steel) extremely cold or reverse the effects of *heat metal*. Elven chain mail is not affected, and magical metal armor receives an item saving throw vs. cold. If this is successful, the *chill metal* spell does not affect it.

The effects of the spell are:

Round	Temp.	Damage/rd.
1, 7	cold	none
2, 6	icy	1d2 points
3, 4, 5	freezing	1d4 points

On the final (5th) round of freezing, the afflicted creature must roll a successful saving

throw vs. spell or suffer from the numbing effects of the cold. This causes the loss of all feeling in a hand (or hands, if the DM rules the saving throw was failed badly) for 1d4 days. During this time, the character's grip is extremely weak and he cannot use that hand for fighting or any other activity requiring a firm grasp.

The *chill metal* spell is countered by a *resist cold* spell, or by any great heat—proximity to a blazing fire (not a mere torch), a magical *flaming sword*, a *wall of fire* spell, etc. Underwater, this version of the spell inflicts no damage, but ice immediately forms around the affected metal, exerting an upward buoyancy.

# Create Holy Symbol

Conjuration

Sphere: Creation

Level: 2

Range: 0

Components: V

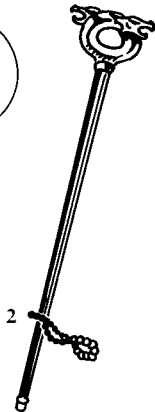
Duration: Permanent

Casting Time: 2

Area of Effect: The caster

Saving Throw: None

Reference: *TOM*, page 57



When the words of this spell are uttered, a holy symbol appropriate to the priest's deity appears out of thin air. The item appears in the priest's hands. It may be used as a component for spells or for any other purpose for which the priest would normally use his holy symbol (such as turning undead). He may also opt to give it to a lower level priest of the same deity. The holy symbol is a permanent object.

## Defile

Conjuration/Summoning

Sphere: All

Level: 2

Range: 10 yards

Components: V, S, M

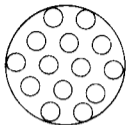
Duration: Special

Casting Time: 1 turn

Area of Effect: 10-yard x 10-yard  
square/priest

Saving Throw: None

Reference: *TOM*, page 62



After casting *defile* (by one or multiple priests), which is the reverse of *sanctify*, the affected area is imbued with the deity's majesty. For followers of that deity, the area radiates a holy aura. These followers gain a +2 bonus to saving throws against all fear and charm-based powers (a +2 to morale for BATTLESYSTEM™ units.) Persons of the same alignment as the caster but of different faiths gain a +1 to saving throws (+1 in BATTLESYSTEM rules). In both cases, the effect applies only as long as the characters remain in the sanctified area.

Creatures intent on harming the priest or his followers suffer a -1 on their saving throws vs. fear and charm (a -1 to morale for BATTLESYSTEM units).

Any priest standing on defiled ground turns undead as if he were one level lower.

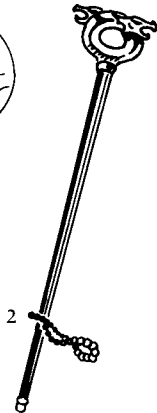
The duration of the spell is equal to one round per level of the caster. When several priests cast the spell, the level of the most powerful priest is used, with two rounds added for every contributing priest. Each priest also increases the area of effect as indicated above.

*Defile* is often used in conjunction with *focus* to protect the grounds of a temple or encourage men defending a castle.

The material component is the priest's holy symbol and a handful of dirt from a grave.

## Detect Charm

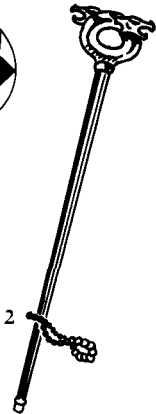
Divination  
Sphere: Divination  
Level: 2  
Range: 30 yards  
Components: V, S  
Duration: 1 turn  
Casting Time: 1 round  
Area of Effect: One  
creature/round  
Saving Throw: Negates  
Reference: *PHB*, page 204



When used by a priest, this spell can detect if a person or monster is under the influence of a *charm* spell or similar control, such as *hypnosis*, *suggestion*, *beguiling*, *possession*, etc. The creature rolls a saving throw vs. spell and, if successful, the caster learns nothing about that particular creature from the casting. A caster who learns that a creature is being influenced has a 5% chance per level to determine the exact type of influence. Up to 10 different creatures can be checked before the spell wanes. If the creature is under more than one such effect, only the information that the charms exist is gained. The type (since there are conflicting emanations) is impossible to determine.

## Dissension's Feast

Enchantment/Charm, Alteration  
Sphere: Chaos  
Level: 2  
Range: Touch  
Components: V, S  
Duration: 5 turns + 2  
turns/level  
Casting Time: 2 turns  
Area of Effect: Special  
Saving Throw: Negates  
Reference: *TOM*, page 57





This spell must be cast by a priest during the preparation of food for a meal. The spell is cast on any one quantity of food; thus, the priest could cast the spell on the batter of a wedding cake, or he could cast the spell on a quantity of onions as they are diced for both a salad and a stew. The spell affects 10 pounds of food per level of the caster. Anyone who eats the affected food (even a character who eats the salad but not the stew) is subject to the effects of the spell.

The effects of the spell begin five rounds after the food has been eaten. At that time, creatures who have eaten the affected food are allowed a saving throw; success indicates that the creature is not affected.

Affected creatures quickly become agi-

tated. Petty events, ranging from poor table manners to loud talking, bother everyone. After five minutes, tempers flare, characters feel compelled to shout at and insult one another, and threats are hurled.

Creatures maintain no alliances while under the effect of *dissension's feast*. A king and his wife who are normally madly in love will find themselves bickering with each other in a matter of minutes. Members of a diplomatic delegation might come to blows within minutes of eating the food.

At the end of the spell duration, characters undergo the sensation of waking up. All are free to behave as they wish. Characters at the meal will still be angry, although they will have no idea why they became angry.

# Draw Upon Holy Might

Invocation

Sphere:            Summoning  
Level:             2  
Range:             0  
Components:       V, S, M  
Duration:          1 round/level  
Casting Time:      2  
Area of Effect:    The caster  
Saving Throw:     None  
Reference:         *TOM*, page 58



When this spell is cast, the priest's body shudders and glows with a shimmering aura as it becomes a vessel for the power of his god. As a result, the caster may choose to increase one ability score (only Strength, Dexterity, Constitution, and Charisma are eligible) by +1 per three levels of his experience ( +1 at 3rd level, +2 at 6th, etc.).

Only one attribute may be increased, and the effect lasts for the duration of the spell. Attributes may be increased above the normal restrictions due to race and class, to a maximum of +6. All benefits for exceptional attributes listed in the *Player's Handbook* apply; however, the divine abilities found in *Legends & Lore* cannot be gained by use of this spell.

For example, an 18th-level priest with Strength 15 could increase his Strength to 21 for 18 rounds, granting him a +4 attack bonus, a +9 damage adjustment, etc.

When the spell ends, the energy abruptly leaves the priest's body, leaving him physically and mentally drained. He is nearly comatose and can do nothing but rest for the next 4d6 turns. A successful Constitution check (at the priest's normal attribute score) reduces this time by 50%.

The material component is the priest's holy symbol and a vial of holy water which has been blessed by the high priest of the character's faith.

## Dust Devil

Conjuration/Summoning

Sphere: Elemental (Air)

Level: 2

Range: 30 yards

Components: V, S

Duration: 2 rounds/level

Casting Time: 2 rounds

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, page 204



This spell enables a priest to conjure up a weak air elemental — a dust devil of AC 4, 2 HD, MV 180 feet per round, one attack for 1d4 points of damage—which can be hit by normal weapons. The dust devil appears as a small whirlwind one foot in diameter at its base, five feet tall, and three to four feet across at the top. It moves as directed by the priest, but dissipates if it is ever separated from the caster by more than 30 yards. Its winds are sufficient to put out torches, small campfires, exposed lanterns, and other small, open flames of nonmagical origin. The dust devil can hold a gas cloud or a creature in gaseous form at bay or push it

away from the caster (though it cannot damage or disperse such a cloud). If skimming along the ground in an area of loose dust, sand, or ash, the dust devil picks up those particles and disperses them in a 10-foot diameter cloud centered on itself. The cloud obscures normal vision, and creatures caught within are blinded while inside and for one round after they emerge. A spellcaster caught in the dust devil or its cloud while casting must roll a saving throw vs. spell to keep his concentration or the spell is ruined. Any creature native to the Elemental plane of Air—even another dust devil—can disperse a dust devil with a single hit.

# Emotion Perception

Divination  
Sphere: War  
Level: 2  
Range: 300 yards  
Components: V, S, M  
Duration: Instantaneous  
Casting Time: 1 turn  
Area of Effect: One unit/five levels  
Saving Throw: None  
Reference: *TOM*, page 58



This spell allows the caster to sense the emotional state and the level of determination of one or more military units. The priest must have an uninterrupted line of sight to the entire target unit. When this spell is cast, the priest instantly learns the current morale rating and morale status of the target unit. The DM describes morale using the appropriate term from the BATTLESYSTEM™ rules; for example, steady, elite, etc.

The material component is the priest's holy symbol.

# Enthral

Enchantment/Charm

Sphere: Charm, Law

Level: 2

Range: 0

Components: V, S

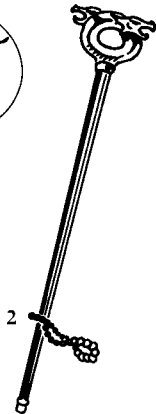
Duration: Special

Casting Time: 1 round

Area of Effect: 90-foot radius

Saving Throw: Negates

Reference: *PHB*, page 204





A priest using this spell can enthrall an audience that can fully understand his language. Those in the area of effect must roll a saving throw vs. spell or give the caster their undivided attention, totally ignoring their surroundings. Those of a race or religion unfriendly to the caster's have a +4 bonus to the roll. Any Wisdom adjustment also applies. Creatures with 4 or more levels or Hit Dice, or with a Wisdom of 16 or better, are unaffected.

To cast the spell, the caster must speak without interruption for a full round. Thereafter, the enchantment lasts for as long as the priest speaks, to a maximum of one hour. Those enthralled take no action while the priest speaks, and for 1d3 rounds

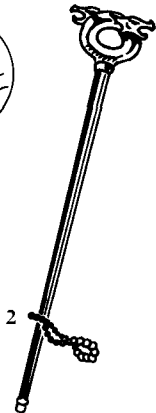
thereafter while they discuss the matter. Those entering the area of effect must also save or become enthralled. Those not enthralled are 50% likely every turn to hoot and jeer in unison. If there is excessive jeering, the rest are allowed a new saving throw. The speech ends (but the 1d3 round delay still applies) if the priest is successfully attacked or performs any action other than speaking.

If the audience is attacked, the spell ends, the audience reacts immediately, rolling a reaction check with respect to the source of the interruption, at a penalty of -10.

Note: When handling a large number of saving throws for similar creatures, an average can be assumed to save time.

## Find Traps

Divination	Divination
Sphere:	2
Level:	30 yards
Range:	V, S
Components:	3 turns
Duration:	5
Casting Time:	10-foot path
Area of Effect:	None
Saving Throw:	<i>PHB</i> , page 204
Reference:	



When a priest casts a *find traps* spell, all traps—concealed normally or magically—of magical or mechanical nature become apparent to him. Note that this spell is directional, and the caster must face the desired direction in order to determine if a trap is laid in that particular direction.

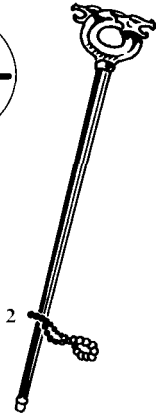
A trap is any device or magical ward that meets three criteria: it can inflict a sudden or unexpected result, the caster would view that result as undesirable or harmful, and the result was specifically intended as such by the creator. Thus, traps include alarms, glyphs, and like spells or devices.

The caster learns the general nature of the trap (magical or mechanical) but not its ex-

act effect or how to disarm it. Close examination will, however, enable the caster to sense what intended actions might trigger it. Note that the caster's divination is limited to his knowledge of what might be unexpected and harmful. The spell cannot predict actions of creatures (hence a concealed murder hole or ambush is not a trap), nor are natural hazards considered traps (a cavern that floods during rain, a wall weakened by age, a naturally poisonous plant). If the DM is using specific glyphs or sigils to identify magical wards, this spell shows the form of the glyph or mark. The spell does not detect traps that have been disarmed or are otherwise inactive.

## Flame Blade

Evocation	
Sphere:	Elemental (Fire)
Level:	2
Range:	0
Components:	V, S, M
Duration:	4 rounds + 1 round/2 levels
Casting Time:	4
Area of Effect:	Three-foot long swordlike blade
Saving Throw:	None
Reference:	<i>PHB</i> , page 205



With this spell, the caster causes a blazing ray of red-hot fire to spring forth from his hand. This blade-like ray is wielded as if it were a scimitar. If the caster successfully hits with the flame blade in melee combat, the creature struck suffers  $1d4 + 4$  points of damage, with a damage bonus of  $+2$  (*i.e.*, 7-10 points) if the creature is undead or is especially vulnerable to fire. If the creature is protected from fire, the damage inflicted is reduced by 2 (*i.e.*,  $1d4 + 2$  points). Fire dwellers and those using fire as an innate at-

tack suffer no damage from the spell. The flame blade can ignite combustible materials such as parchment, straw, dry sticks, cloth, etc. However, it is not a magical weapon in the normal sense of the term, so creatures (other than undead) struck only by magical weapons are not harmed by it. This spell does not function underwater.

In addition to the caster's holy symbol, the spell requires a leaf of sumac as a material component.

## Frisky Chest

Enchantment/Charm

Sphere:           Wards

Level:            2

Range:            Touch

Components:    V, S, M

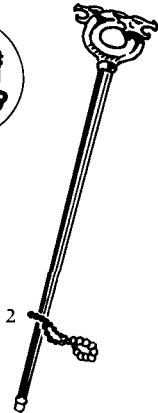
Duration:        Permanent

Casting Time:    2

Area of Effect:   10-foot cube

Saving Throw:   None

Reference:        *TOM*, pages 58-9



The caster can enchant an object no larger than a 10-foot x 10-foot x 10-foot cube. When any creature other than the caster comes within three feet, it instantly sprouts appendages and flees until it is at least 10 feet away from the nearest creature in the area.

After the enchanted object has moved a satisfactory distance, the appendages disappear. When a creature again comes within three feet, the object flees. This process continues until the enchantment is negated (through a *dispel magic*, etc.) or the object is subdued or destroyed.

The enchanted object can sprout feet (MV 24), wings (Fl 24, maneuverability class B), or fins (Sw 24), whichever is most advantageous. The object can freely and instantly trade appendages as necessary.

The enchanted object will move only through open spaces. It cannot attack or take any actions other than movement. If surrounded or cornered, the enchanted object moves in random directions.

The enchantment ends if the caster voluntarily negates it, if the enchanted object is destroyed (the object has the same vulnerabilities as it has in its normal state), or the enchanted object is restrained for 2-5 (1d4 +1) consecutive rounds. Restraint means that the object is prevented from fleeing—*i.e.*, grappled, lifted, or sat upon. The object may also be restrained by tossing a net or heavy blanket over it or by surrounding it with several characters.

The material components are a dried frog's leg, a feather, and a fish scale.

# Goodberry

Alteration, Evocation

Sphere: Plant

Level: 2

Range: Touch

Components: V, S, M

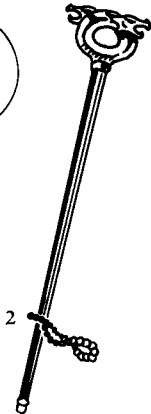
Duration: 1 day + 1  
day/level

Casting Time: 1 round

Area of Effect: 2d4 fresh berries

Saving Throw: None

Reference: *PHB*, page 205





Casting a *goodberry* spell upon a handful of freshly picked berries makes 2d4 of them magical. The caster (as well as any other caster of the same faith and 3rd or higher level) can immediately discern which berries are affected. A *detect magic* spell discovers this also. Berries with the magic either enable a hungry creature of approximately man-size to eat one and be as well-nourished as if a full normal meal were eaten, or else cure 1 point of physical damage from wounds or other similar causes, subject to a maximum of 8 points of such curing in any 24-hour period.

The material component of the spell is the caster's holy symbol passed over the freshly picked, edible berries to be enspelled ( blueberries, blackberries, raspberries, currants, gooseberries, etc.).

# Heat Metal

Alteration	
Sphere:	Elemental (Fire)
Level:	2
Range:	40 yards
Components:	V, S, M
Duration:	7 rounds
Casting Time:	5
Area of Effect:	Special
Saving Throw:	Special
Reference:	<i>PHB</i> , page 205



By means of the *heat metal* spell, the caster is able to make ferrous metal (iron, iron alloys, steel) extremely hot. Elven chain mail is not affected, and magical metal armor receives an item saving throw vs. magical fire. If this is successful, the *heat metal* spell does not affect it.

The effects of the spell are:

<b>Round</b>	<b>Temp.</b>	<b>Damage/rd.</b>
1, 7	very warm	none
2, 6	hot	1d4 points
3, 4, 5	searing	2d4 points

On the final (5th) round of searing, the afflicted creature must roll a successful saving throw vs. spell or suffer one of the following disabilities: hand or foot—unusable for 2d4

days; body—disabled 1d4 days; head—unconscious 1d4 turns. This effect can be completely removed by the 5th-level priest *heal* spell or by normal rest.

Note also that materials such as wood, leather, or flammable cloth smoulder and burn if exposed to searing hot metal. Such materials cause searing damage to exposed flesh on the next round. Fire resistance (potion or ring) or a *protection from fire* spell totally negates the effects of a *heat metal* spell, as will immersion in water or snow, or exposure to a *cold* or *ice storm* spell. For every two experience levels of the caster, the metal of one man-sized creature can be affected (*i.e.*, arms and armor, or a single mass of metal equal to 50 pounds weight).

# Hesitation

Enchantment/Charm

Sphere: Time  
Level: 2  
Range: 30 yards  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 2  
Area of Effect: 20-foot-radius  
circle  
Saving Throw: Negates  
Reference: *TOM*, page 59



Creatures affected by this spell hesitate before executing their intended actions. This causes them to modify their initiative rolls by +4. The initiative modifier occurs in the round following the round in which *hesitation* is cast.

The spell affects 2d4 Hit Dice or levels of creatures, although only one creature of 4 or more Hit Dice can be affected regardless of the number rolled. All possible victims are allowed saving throws vs. spells; those failing their saving throws modify their initiative rolls by +4 for a number of rounds equal to the caster's level.

The material component is a fragment of a turtle's shell.

## Hold Person

Enchantment/Charm

Sphere: Charm, Law

Level: 2

Range: 120 yards

Components: V, S, M

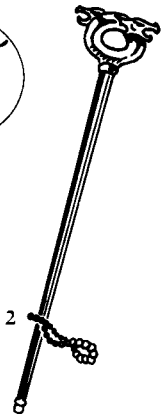
Duration: 2 rounds/level

Casting Time: 5

Area of Effect: 1d4 persons in a  
20-foot cube

Saving Throw: Negates

Reference: *PHB*, pages 204-5



This spell holds 1d4 humans, demi-humans, or humanoid creatures rigidly immobile and in place for five or more rounds.

The effect is centered on a point selected by the caster, and it affects persons selected by the caster within the area of effect. If the spell is cast at three persons, each gets a normal saving throw; if only two persons are being enspelled, each rolls his saving throw with a -1 penalty; if the spell is cast at but one person, the saving throw die roll suffers a -2 penalty. Saving throws are adjusted for Wisdom. Those who succeed on their saving throws are totally unaffected by the

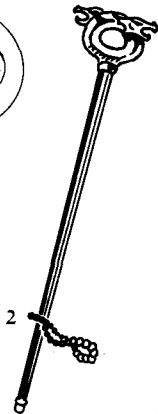
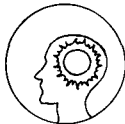
spell. Undead creatures cannot be held.

Held creatures cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison. The priest casting the *hold person* spell can end the spell with a single utterance at any time; otherwise the duration is two rounds at 1st level, four rounds at 2nd level, etc.

The spellcaster needs a small, straight piece of iron as the material component of this spell.

## Idea

Divination  
Sphere: Thought  
Level: 2  
Range: 0  
Components: V, S, M  
Duration: Instantaneous  
Casting Time: 4  
Area of Effect: The caster  
Saving Throw: None  
Reference: *TOM*, page 59





This spell stimulates the priest's mind to experience a flash of insight. In game terms, the DM reminds the priest's player of a fact or event that has been forgotten, overlooked, or discounted. Thus, the DM might remind the player about an important clue that the priest discovered but the player did not consider to be significant.

If there are no forgotten or discounted items or facts, the DM may, at his discretion, tell the player of new information rele-

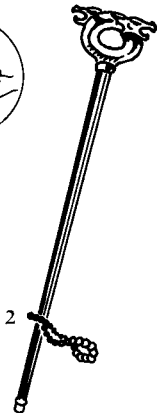
vant to the condition at hand.

The DM must be careful in adjudicating use of this spell. The reminder or information should always be relevant and useful, but should not be unbalancing to the situation. The reminder can be cryptic, depending on the DM's campaign.

The material component is a gold coin. This spell can be cast only once in any six-hour period.

## Know Alignment

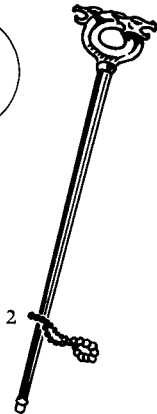
Divination  
Sphere: Divination  
Level: 2  
Range: 10 yards  
Components: V, S  
Duration: 1 turn  
Casting time: 1 round  
Area of Effect: One creature or object  
Saving Throw: Negates  
Reference: *PHB*, page 206



A *know alignment* spell enables the priest to exactly read the aura of a creature or an aligned object (unaligned objects reveal nothing). The caster must remain stationary and concentrate on the subject for a full round. If the creature rolls a successful saving throw vs. spell, the caster learns nothing about that particular creature from the casting. Certain magical devices will negate the power of the *know alignment* spell.

## Lighten Load

Alteration  
Sphere: Travelers  
Level: 2  
Range: 30 yards  
Components: V, S, M  
Duration: 1 hour/level  
Casting Time: 2  
Area of Effect: 10-foot cube  
Saving Throw: None  
Reference: *TOM*, page 59



This spell reduces the weight of equipment, supplies, and other objects by 50%. Weapons, supplies, and even disabled characters can all be made more portable by the use of a *lighten load* spell.

This spell affects one pile of objects whose volume is equivalent to a 10-foot cube; after the spell has been cast, the affected objects can be divided among several characters or mounts. The spell has no effect on magical items.

An object affected by *lighten load* can be used normally; the spell has no affect on an object's mass, texture, size, strength, or other physical features.

The material components are a feather and a slip of paper moistened by a soap bubble.

# Messenger

Enchantment/Charm

Sphere: Animal

Level: 2

Range: 20 yards/level

Components: V, S

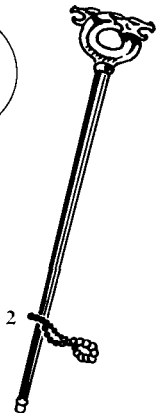
Duration: 1 day/level

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: Negates

Reference: *PHB*, page 206



This spell enables the priest to call upon a tiny (size T) creature of at least animal Intelligence, to act as his messenger. The spell does not affect giant animals and it will not work on creatures of low (*i.e.*, 5) Intelligence or higher. If the creature is within range, the priest, using some type of food desirable to the animal as a lure, can call the animal to come. The animal is allowed a saving throw vs. spell. If the saving throw is failed, the animal advances toward the priest and awaits his bidding. The priest can communicate with the animal in a crude

fashion, telling it to go to a certain place, but directions must be simple. The spellcaster can attach some small item or note to the animal. If so instructed, the animal will then wait at that location until the duration of the spell expires. (Note that unless the intended recipient of a message is expecting a messenger in the form of a small animal or bird, the carrier may be ignored.) When the spell's duration expires, the animal or bird returns to its normal activities. The intended recipient of a message gains no communication ability.

# Mind Read

Divination

Sphere: Thought

Level: 2

Range: 5 yards/level

Components: V, S

Duration: 1 round/level

Casting Time: 2

Area of Effect: Special

Saving Throw: None

Reference: *TOM*, pages 59-60





This spell is a sensitive version of the wizard spell *ESP*. In addition to detecting the surface thoughts of any creatures in range, the priest is able to probe deeper into the mind of *a* single creature. *Mind read* will always reveal the kind of creature being probed, although this identity may be couched in the creature's own language or in a (possibly distorted) body image. The spell has a 20% chance of revealing the character class of an individual.

The details and the usefulness of the creature's thoughts will depend on the intelligence of the subject. While a priest could read the thoughts of an animal, he would

probably receive only a confused jumble of emotions and instincts. Reading the mind of a highly intelligent wizard, however, would be much more illuminating; the priest might be amazed by the crystal clarity and deep insight of the wizard's mental processes.

If *mind read* is used as part of an interrogation, an intelligent and wary subject receives a saving throw with a -2 penalty. If successful, the creature resists the spell's effects and the priest learns no information. If the saving throw is failed, the priest may learn additional information according to the DM's ruling.

# Moment

Divination  
Sphere: Numbers  
Level: 2  
Range: 0  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 1 round  
Area of Effect: 50-foot radius  
Saving Throw: None  
Reference: *TOM*, page 60



Another character informs the priest of an action he wants to undertake in a round. The priest concentrates on the action, then informs the character when the "correct moment" has come. The character then gains a bonus of 20% (+4 on a d20) to the success of his action. The spell can affect only a single action in a given round.

If the character seeks advice concerning initiative, he gains a -2 modifier to the initiative roll, but only at the cost of - 2 on his chance to hit. Characters who seek the best attack frequently delay their actions. These characters suffer a +1 on their initiative roll, but gain a +4 on their chance to hit. The spell cannot affect the amount of damage caused.

Characters are not obliged to wait for the

moment specified by the priest. The character can act normally, based on his unmodified initiative. The character gains no bonus from the *moment* spell and the priest can affect no other action in that round.

Noncombat actions can also benefit from the *moment* spell. For example, a thief planning to climb a wall may wait to start her climb until the priest informs her that the moment is right. If she waits, she gains a bonus of 20% to her Climb Walls roll.

The priest can take no other action. A break in the priest's concentration terminates the spell instantly.

The material component is a set of three silver dice, which the priest tosses in his hand while concentrating on the spell. The dice are not consumed in the casting.

# Music of the Spheres

Enchantment/Charm

Sphere: Numbers, Charm

Level: 2

Range: 50 yards

Components: V, S, M

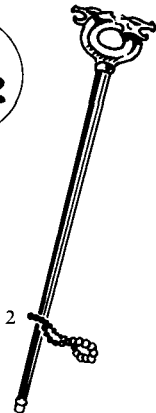
Duration: 1 turn + 1  
round/level

Casting Time: 4

Area of Effect: 20-foot-diameter  
circle

Saving Throw: Negates

Reference: *TOM*, pages 60-1



The priest creates tones and harmonies of such unearthly beauty and complexity that they entrance the listener, making it difficult for the listener to attack or otherwise harm the priest. The listener receives a normal saving throw against this effect. Failure means that the listener is entranced and is unable to attack the priest for the duration of the spell.

The beautiful music makes the subject gullible and more susceptible to charm magic. The subject saves against charm spells with a -3 penalty.

This spell does not protect other characters in company with the priest. The spell effect ends instantly if the priest takes any hostile action against a creature under the

influence of the spell.

*Music of the spheres* can affect one creature per three levels of the priest, within a 20-foot-diameter circle.

Potential victims must have Intelligence of at least 1 and must be able to hear the music. The DM should assume that the music is the same volume as an average human's normal speaking voice.

The material component comprises a set of three small bows made from fine silver, each costing 100 gp. The lengths of the bows must be in the ratio 1 to 4 to 9. The priest strokes these bows together in an intricate sequence while casting the spell. The bows are not consumed in the casting.

# Mystic Transfer

Invocation  
Sphere: Charm  
Level: 2  
Range: 0  
Components: V, S  
Duration: 9 rounds  
Casting Time: 1 round  
Area of Effect: The caster  
Saving Throw: None  
Reference: *TOM*, page 61



On one round, a priest (or priests) casts the *mystic transfer*. The spell is then active for the remaining nine rounds of the turn.

Any priest of the same religion can cast a spell and transfer it to a second priest within that spell's maximum range. The spell does not take effect; instead, it is channelled through the *mystic transfer* into the receiving priest. This priest must immediately cast the spell or pass it to another priest cloaked in a *mystic transfer* within the spell's range. Any number of transfers can be made in the same round, provided each new recipient is within spell range of the previous recipient. If the spell is not transferred, the spell takes effect.

For example, a 3rd-level priest casts a *mystic transfer*. On the following round, a 10th-level priest "passes" a *flame strike* to

the 3rd-level priest. The two priests could be 60 yards apart (the maximum range of the *flame strike*). The 3rd-level priest could then use the *flame strike*, or could pass the spell on to another priest who has an active *mystic transfer*,

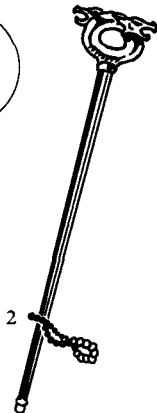
The spell passed functions as if cast by the original caster.

The *mystic transfer* does not require concentration. However, on any round in which a priest is receiving and/or transferring a spell, the caster cannot take any other significant action.

A priest can receive spells only from priests who worship the same deity and who specifically target spells to him. Area effect spells may be passed. A priest can never use *mystic transfer* to pluck an opponent's spells out of the air.

## Nap

Alteration  
Sphere: Time  
Level: 2  
Range: Touch  
Components: V, S, M  
Duration: Special  
Casting Time: 2  
Area of Effect: One creature/level  
Saving Throw: None  
Reference: *TOM*, page 61





Creatures affected by this spell are put to sleep for one hour. Upon awakening, the creature is as refreshed as if he had slept for eight hours. The affected person recovers lost hit points as if he rested for a full night. Wizards can memorize spells as if real time had passed.

Because the rest is so complete and rejuvenating, a character does not feel fatigued after waking. Attempts to use *nap* more than once in an 18-hour period are ineffective (the character simply is not sleepy). Only willing subjects can be affected by *nap*.

The material components are a scrap of pillowticking, a feather, and a pebble that the caster has kept in his pocket for seven nights.

# Obscurement

Alteration  
Sphere: Weather  
Level: 2  
Range: 0  
Components: V, S  
Duration: 4 rounds/level  
Casting Time: 5  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 206



This spell causes a misty vapor to arise around the caster. It persists in this locale for four rounds per caster level and reduces visibility ranges of all types of vision (including infravision) to 2d4 feet. The ground area affected by the spell is a square progression based on the caster's level; a 10-foot by 10-foot area at 1st level, a 20-foot by 20-foot area at 2nd level, a 30-foot by 30-foot area at 3rd level, and so on. The height of the vapor is restricted to 10', although the cloud will expand to fill confined spaces. A strong wind (such as the 3rd-level wizard spell, *gust of wind*) will cut the duration of an *obscurement* spell by 75%. This spell does not function underwater.

## Produce Flame

Alteration  
Sphere: Elemental (Fire)  
Level: 2  
Range: 0  
Components: V, S  
Duration: 1 round/level  
Casting Time: 5  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 206



A bright flame, equal in brightness to a torch, springs forth from the priest's palm when he casts a *produce flame* spell. The flame does not harm the caster, but it is hot, and it causes combustion of flammable materials (paper, cloth, dry wood, oil, etc.). The caster is capable of hurling the magical flame as a missile with a range of 40 yards (considered short range). The flame flashes on impact, igniting combustibles within a three-foot diameter of its center of impact, and then it goes out. A creature struck by the flame takes 1d4 + 1 points of damage

and, if combustion occurs, must spend a round extinguishing the fire or suffer additional damage assigned by the DM until the fire is extinguished. A miss is resolved as a grenade-like missile. If any duration remains to the spell, another flame immediately appears in the caster's hand, the caster can hurl a maximum of one flame per level, but no more than one flame per round.

The caster can snuff out magical flame any time he desires, but fire caused by the flame cannot be so extinguished. This spell does not function underwater.

## Rally

Enchantment/Charm

Sphere: War

Level: 2

Range: 240 yards

Components: V, S, M

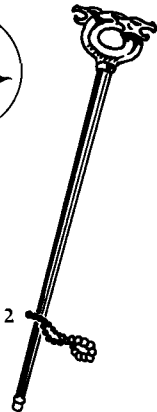
Duration: Instantaneous

Casting Time: 1 turn

Area of Effect: One unit of up to  
300 individuals

Saving Throw: None

Reference: *TOM*, page 62



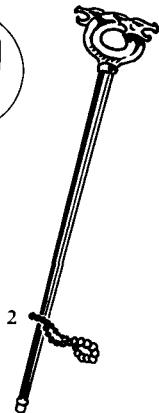
This spell allows the subject unit to make an immediate rally check. It allows the check during the Magic Phase, rather than forcing the unit to wait for the Rally Phase in the BATTLESYSTEM™ rules. If the priest casting the spell is of 12th level or higher, the subject unit receives a +1 bonus to its rally check die roll. The priest must have an uninterrupted line of sight to the subject unit.

The material component is a miniature duplicate of a pennant or standard that represents the cause for which the unit is fighting (such as a national flag or the blazon of the unit's liege lord). The pennant is consumed in the casting.

## Resist Fire/Resist Cold

Alteration

Sphere:	Protection
Level:	2
Range:	Touch
Components:	V, S, M
Duration:	1 round/level
Casting Time:	5
Area of Effect:	Creature touched
Saving Throw:	None
Reference:	<i>PHB</i> , page 206





When this spell is placed upon a creature by a priest, the creature's body is toughened to withstand heat or cold, as chosen by the caster. Complete immunity to mild conditions (standing naked in the snow or reaching into an ordinary fire to pluck out a note) is gained. The recipient can somewhat resist intense heat or cold (whether natural or magical in origin), such as red-hot charcoal, a large amount of burning oil, flaming swords, fire storms, fireballs, meteor swarms, red dragon's breath, frost brand swords, ice storms, *wands of frost*, or white dragon's breath. In all of these cases, the

temperature will affect the creature to some extent. The recipient of the spell gains a bonus of +3 to saving throws against such attack forms and all damage sustained is reduced by 50%; therefore, if the saving throw is failed, the creature sustains one-half damage, and if the saving throw is successful, only one-quarter damage is sustained. Resistance lasts one round for each experience level of the priest placing the spell.

The caster needs a drop of mercury as the material component of this spell.

## Sanctify

Conjuration/Summoning

Sphere: All

Level: 2

Range: 10 yards

Components: V, S, M

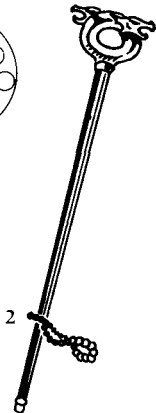
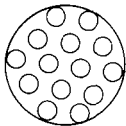
Duration: Special

Casting Time: 1 turn

Area of Effect: 10-yard x 10-yard  
square/priest

Saving Throw: None

Reference: *TOM*, page 62



After casting *sanctify* (by one or multiple priests), the affected area is imbued with the deity's majesty. For followers of that deity, the area radiates a holy aura. These followers gain a +2 bonus to saving throws against all fear- and charm-based powers (a +2 to morale for BATTLESYSTEM™ units.) Persons of the same alignment as the caster, but of different faiths, gain a +1 to saving throws (+1 in BATTLESYSTEM rules). In both cases, the effect applies only as long as the characters remain in the sanctified area.

Creatures intent on harming the priest or his followers suffer a -1 on their saving throws vs. fear and charm (a -1 to morale for BATTLESYSTEM units).

Any priest standing on sanctified ground turns undead as if he were one level higher.

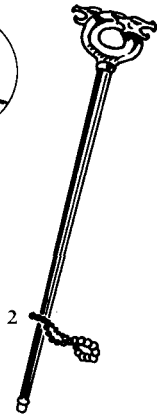
The duration of the spell is equal to one round per level of the caster. When several priests cast the spell, the level of the most powerful priest is used, with two rounds added for every contributing priest. Each priest also increases the area of effect as indicated above.

*Sanctify* is often used in conjunction with *focus*, to protect the grounds of a temple or encourage men defending a castle.

The material component is the priest's holy symbol and a handful of dirt from the grounds of an existing temple of the same faith.

## Silence, 15' Radius

Alteration  
Sphere: Guardian  
Level: 2  
Range: 120 yards  
Components: V, S  
Duration: 2 rounds/level  
Casting Time: 5  
Area of Effect: 15-foot-radius  
sphere  
Saving Throw: None  
Reference: *PHB*, pages 206-7



Upon casting this spell, complete silence prevails in the affected area. All sound is stopped: conversation is impossible, spells cannot be cast (at least not those with verbal components, if the optional component rule is used), and no noise whatsoever issues from or enters the area. The spell can be cast into the air or upon an object and is stationary unless cast on a movable object or mobile creature. The spell lasts two rounds for each level of experience of the priest.

The spell can be centered upon a creature, and the effect will then radiate from the creature and move as it moves. An unwilling creature receives a saving throw against the spell. If the saving throw is successful, the spell effect is centered about one foot behind the position of the subject creature at the instant of casting. This spell provides a defense against sound-based attacks, such as harpy singing, *horn of blasting*, etc.

## Slow Poison

Necromancy

Sphere:

Healing

Level:

2

Range:

Touch

Components:

V, S, M

Duration:

1 hour/level

Casting Time:

1

Area of Effect:

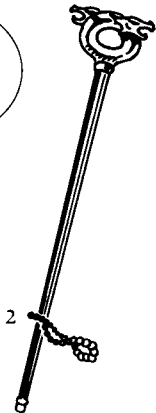
Creature touched

Saving Throw:

None

Reference:

*PHB*, page 207



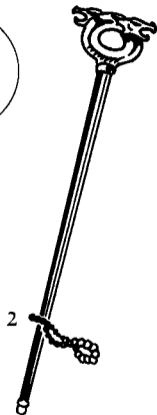
When this spell is placed upon a poisoned individual, it greatly slows the effects of venom, if it is cast upon the victim before the poison takes full effect. (This period, known as the onset time, is known to the DM.) While this spell does not neutralize the venom, it does prevent it from substantially harming the individual for the duration of its magic in hopes that, during that period, a full cure can be accomplished.

The material components of this spell are the priest's holy symbol and a bud of garlic that must be crushed and smeared on the wound (or eaten if the poison was ingested).

## Snake Charm

Enchantment/Charm

Sphere: Animal  
Level: 2  
Range: 30 yards  
Components: V, S  
Duration: Special  
Casting Time: 5  
Area of Effect: 30-foot cube  
Saving Throw: None  
Reference: *PHB*, page 207





When this spell is cast, a hypnotic pattern is set up that causes one or more snakes to cease all activity except a semi-erect, swaying movement. If the snakes are charmed while in a torpor, the duration of the spell is  $1d4 + 2$  turns; if the snakes are not torpid, but are not aroused and angry, the charm lasts  $1d3$  turns; if the snakes are angry or attacking, the *snake charm* spell lasts  $1d4 + 4$  rounds. The priest casting spell can charm snakes whose total hit points are less than or equal to those of the priest. On the average, a 1st-level priest could charm snakes with a total of 4 or 5 hit points; a 2nd-level priest

could charm 9 hit points, etc. The hit points can be those of a single snake or several of the reptiles, but the total hit points cannot exceed those of the priest casting the spell. A 23-hit-point caster charming a dozen 2-hit-point snakes would charm 11 of them. This spell is also effective against any ophidian or ophidianoid monster, such as naga, couatl, etc., subject to magic resistance, hit points, and so forth.

Variations of this spell may exist, allowing other creatures of a specific mythos to be affected. Your DM will inform you if such spells exist.

## Speak With Animals

Alteration  
Sphere: Animal, Divination  
Level: 2  
Range: 0  
Components: V, S  
Duration: 2 rounds/level  
Casting Time: 5  
Area of Effect: One animal within  
30-foot radius of  
priest  
Saving Throw: None  
Reference: *PHB*, page 207



This spell empowers the priest to comprehend and communicate with any warm or cold-blooded normal or giant animal that is not mindless. The priest is able to ask questions and receive answers, although friendliness and cooperation are by no means assured. Furthermore, terseness and evasiveness are likely in basically wary and cunning creatures (the more stupid ones will instead make inane comments). If the animal is friendly or of the same general alignment as the priest, there is a possibility that the animal will do some favor or service for the priest. This possibility is determined by the DM. Note that this spell differs from the *Speak with Monsters* spell, for this spell allows conversation only with normal or giant, nonfantastic creatures, such as apes, bears, cats, dogs, elephants, and so on.

# Spiritual Hammer

Invocation

Sphere:

Combat

Level:

2

Range:

10 yards/level

Components:

V, S, M

Duration:

3 rounds + 1  
round/level

Casting Time:

5

Area of Effect:

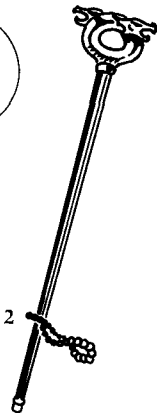
Special

Saving Throw:

None

Reference:

*PHB*, page 207



The priest casting a *spiritual hammer* spell brings into existence a field of force shaped vaguely like a hammer. As long as the caster concentrates upon the hammer, it strikes at any opponent within its range. Each round, the caster can choose to attack the same target as the previous round, or switch to a new target that he can see anywhere within his maximum range. The spiritual hammer's chance to successfully hit is equal to that of the caster, without any Strength bonuses. In addition, it strikes as a magical weapon with a bonus of +1 for every six experience levels of the spellcaster, up to a total of +3, +3. The base damage inflicted when it scores a hit is exactly the same as a normal war hammer (S,M, 1d4 + 1; L, 1d4; plus the magical bonus). The hammer strikes in the same direction as

the caster is facing, so if he is behind the target, all bonuses for rear attack are gained.

As soon as the caster ceases concentration, the *spiritual hammer* spell ends. A *dispel magic* spell that includes either the caster or the force in its area of effect has a chance to dispel the spiritual hammer. If an attacked creature has magic resistance, the resistance is checked the first time the hammer strikes. If the hammer is successfully resisted, the spell is lost. If not, the hammer has its normal full effect for the duration of the spell.

The material component of this spell is a normal war hammer that the priest must hurl toward opponents whilst uttering a plea to his deity. The hammer disappears when the spell is cast.

# Straighten Wood

Alteration

Sphere: Plant

Level: 2

Range: 10 yards/level

Components: V, S

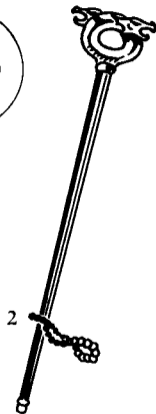
Duration: Permanent

Casting Time: 5

Area of Effect: Special

Saving Throw: Special

Reference: *PHB*, page 208



When this spell (the reverse of *warp wood*) is cast, the priest causes a volume of bent or crooked wood to permanently straighten. Alternately, he can reverse the effects of a *warp wood* spell. The range of a *straighten wood* spell is 10 yards for each level of experience of the caster. It affects approximately a 15-inch shaft of wood of up to one-inch diameter per level of the caster. Thus, at 1st level, a caster might be able to straighten the handle of a hand axe or four crossbow bolts; at 5th level, he could straighten the shaft of a typical spear. Note

that boards or planks can also be affected, causing a door that is sprung to straighten and again function or a leaking boat or ship to reseal.

Enchanted wood is affected only if the spellcaster is of higher level than the caster prior to enchantment. The spellcaster has a 20% cumulative chance of success per level of difference (20% if one level higher, 40% if two levels higher, etc.). Wooden magical items are considered enchanted at 12th level (or better). Extremely powerful items, such as artifacts, are unaffected by this spell.

## Trip

Enchantment/Charm

Sphere: Plant

Level: 2

Range: Touch

Components: V, S

Duration: 1 turn/level

Casting Time: 5

Area of Effect: One object up to  
10 feet long

Saving Throw: Negates

Reference: *PHB*, page 207





This magic must be cast upon a normal object— a length of vine, a stick, a pole, a rope, or similar object. The spell causes the object to rise slightly off the ground or floor it is resting on, to trip most creatures crossing it, if they fail their saving throws vs. spell. Note that only as many creatures can be tripped as are actually stepping across the magicked object. Thus, a three-foot-long piece of rope could trip only one man-sized creature. Creatures moving at a very rapid pace (running) when tripped suffer 1 point of damage and are stunned for 1d4 + 1 rounds if the surface they fall upon is very

hard (if it is turf or other soft material, they are merely stunned for the rest of that round). Very large creatures, such as elephants, are not at all affected by a trip. The object continues to trip all creatures passing over it, including the spellcaster, for as long as the spell duration lasts. A creature aware of the object and its potential adds a +4 bonus to its saving throw roll when crossing the object. The enchanted object is 80% undetectable unless a means that detects magic traps is employed or the operation of the spell is observed. This spell does not function underwater.

# Undetectable Alignment

Divination

Sphere:

Divination

Level:

2

Range:

10 yards

Components:

V, S

Duration:

24 hours

Casting time:

1 round

Area of Effect:

One creature or  
object

Saving Throw:

Negates

Reference:

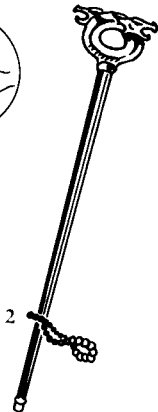
*PHB*, page 206



This spell, the reverse of *know alignment*, conceals the alignment of an object or creature for 24 hours.

# Undetectable Charm

Divination  
Sphere: Divination  
Level: 2  
Range: 30 yards  
Components: V, S  
Duration: 24 hours  
Casting Time: 1 round  
Area of Effect: One creature  
Saving Throw: None  
Reference: *PHB*, page 204



This spell, which is the reverse of *detect charm*, completely masks all charms on a single creature for 24 hours.

# Warp Wood

Alteration  
Sphere: Plant  
Level: 2  
Range: 10 yards/level  
Components: V, S  
Duration: Permanent  
Casting Time: 5  
Area of Effect: Special  
Saving Throw: Special  
Reference: *PHB*, page 208



When this spell is cast, the priest causes a volume of wood to bend and warp, permanently destroying its straightness, form and strength. The range of a *warp wood* spell is 10 yards for each level of experience of the caster. It affects approximately a 15-inch shaft of wood of up to one-inch diameter per level of the caster. Thus, at 1st level, a caster might be able to warp the handle of a hand axe or four crossbow bolts; at 5th level, he could warp the shaft of a typical spear. Note that boards or planks can also be affected, causing a door to be sprung or a boat or ship to leak. Warped missile weapons are useless; warped melee weapons suf-

fer a -4 penalty to their attack rolls.

Enchanted wood is affected only if the spellcaster is of higher level than the caster of the prior enchantment. The spellcaster has a 20% cumulative chance of success per level of difference (20% if one level higher, 40% if two levels higher, etc.). Thus, a door magically held or wizard locked by a 5th-level wizard is 40% likely to be affected by a *warp wood* spell cast by a 7th-level priest. Wooden magical items are considered enchanted at 12th level (or better). Extremely powerful items, such as artifacts, are unaffected by this spell.

## Withdraw

Alteration

Sphere:

Protection

Level:

2

Range:

0

Components:

V, S

Duration:

Special

Casting Time:

5

Area of Effect:

The caster

Saving Throw:

None

Reference:

*PHB*, page 208





By means of a *withdraw* spell, the priest in effect alters the flow of time with regard to himself. While but one round of time passes for those not affected by the spell, the priest is able to spend two rounds, plus one round per level, in contemplation. Thus, a 5th-level priest can withdraw for seven rounds to cogitate on some matter while one round passes for all others. (The DM should allow the player one minute of real time per round withdrawn to ponder some problem or question. No discussion with other players is permitted.) Note that while affected by the *withdraw* spell, the priest can cast

only the following spells: any divination spell or any curing or healing spells, the latter on himself only. The casting of any of these spells in a different fashion (*e.g.*, a *cure light wounds* bestowed upon a companion) negates the *withdraw* spell. Similarly, the withdrawn caster cannot walk or run, become invisible, or engage in actions other than thinking, reading, and the like. He can be affected by the actions of others, losing any Dexterity or shield bonus. Any successful attack upon the caster breaks the spell.

## Wyvern Watch

Evocation  
Sphere: Guardian  
Level: 2  
Range: 30 yards  
Components: V, S, M  
Duration: 8 hours or until  
strike  
Casting Time: 5  
Area of Effect: 10-foot-radius  
sphere  
Saving Throw: Negates  
Reference: *PHB*, page 208



This spell is known as *wyvern watch* because of the insubstantial haze brought forth by its casting, which vaguely resembles a wyvern. It is typically used to guard some area against intrusion. Any creature approaching within 10 feet of the guarded area may be struck by the "wyvern." Any creature entering the guarded area must roll a successful saving throw vs. spell or stand paralyzed for one round per level of the caster, until freed by the spellcaster, by a *dispel magic* spell, or by a *remove paralysis* spell. A successful saving throw indicates that the subject creature was missed by the attack of the wyvern-form and the spell re-

mains in place. As soon as a subject creature is successfully struck by the wyvern-form, the paralysis takes effect and the force of the spell dissipates. The spell force likewise dissipates if no intruder is struck by the wyvern-form for eight hours after the spell is cast. Any creature approaching the space being guarded by the wyvern-form may be able to detect its presence before coming close enough to be attacked; this chance of detection is 90% in bright light, 30% in twilight conditions, and 0% in darkness.

The material component is the priest's holy symbol.

## Zone of Truth

Enchantment/Charm

Sphere:           Wards  
Level:             2  
Range:            30 yards  
Components:     V, S, M  
Duration:         1 round/level  
Casting Time:    2  
Area of Effect:   5-foot square/level  
Saving Throw:    Negates  
Reference:        *TOM* , page 62



This spell prevents creatures within the area of effect (or those who enter it) from speaking any deliberate and knowing lies. Creatures are allowed a saving throw to avoid the effects; those who fail the save are affected fully. Affected characters are aware of this enchantment; therefore, they may avoid answering questions to which they would normally respond with a lie or they may be evasive as long as they remain with-

in the boundaries of the strict truth. When a character leaves the area of effect, he is free to speak as he chooses.

The spell affects a square whose sides are five feet long per level of the caster; thus, a 4th-level priest could affect a 20-foot by 20-foot square.

The material components are the priest's holy symbol and a phony emerald, ruby, or diamond.

## Priests' Spells, Level III

- |                                |                               |
|--------------------------------|-------------------------------|
| 1 Accelerate Healing           | 18 Cure Disease               |
| 2 Adaptation                   | 19 Dispel Magic               |
| 3 Air Breathing                | 20 Efficacious Monster Ward   |
| 4 Animate Dead                 | 21 Emotion Control            |
| 5 Astral Window                | 22 Extradimensional Detection |
| 6 Bestow Curse                 | 23 Feign Death                |
| 7 Break Camp                   | 24 Flame Walk                 |
| 8 Call Lightning               | 25 Glyph of Warding           |
| 9 Caltrops                     | 26 Helping Hand               |
| 10 Choose Future               | 27 Hold Animal                |
| 11 Cause Blindness or Deafness | 28 Invisibility Purge         |
| 12 Cause Disease               | 29 Know Customs               |
| 13 Continual Darkness          | 30 Line of Destruction        |
| 14 Continual Light             | 31 Line of Protection         |
| 15 Create Campsite             | 32 Locate Object              |
| 16 Create Food and Water       | 33 Magical Vestment           |
| 17 Cure Blindness or Deafness  | 34 Meld Into Stone            |

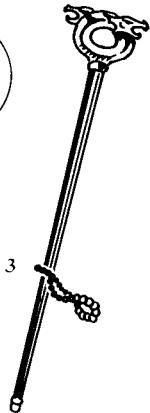
35 Memory Read  
36 Miscast Magic  
37 Moment Reading  
38 Negative Plane Protection  
39 Obscure Object  
40 Plant Growth  
41 Prayer  
42 Protection from Fire  
43 Pyrotechnics  
44 Random Causality  
45 Remove Curse  
46 Remove Paralysis  
47 Rigid Thinking  
48 Slow Rot  
49 Snare  
50 Speak With Dead

51 Spike Growth  
52 Squeaking Floors  
53 Starshine  
54 Stone Shape  
55 Strength of One  
56 Summon Insects  
57 Telepathy  
58 Telethaumaturgy  
59 Thief's Lament  
60 Tree  
61 Unearthly Choir  
62 Water Breathing  
63 Water Walk  
64 Zone of Sweet Air

## Accelerate Healing

Alteration

Sphere: Time  
Level: 3  
Range: Touch  
Components: V, S  
Duration: 1d4 days  
Casting Time: 1 turn  
Area of Effect: One creature  
Saving Throw: None  
Reference: *TOM*, page 63





This spell enables the affected creature to experience natural healing at twice the normal rate for 1d4 days. In other words, a person affected by *accelerate healing* regains 2 hit points per day of normal rest or 6 hit points per day spent resting in bed. The spell has no affect on *potions of healing* or other magical forms of healing received during this time.

## Adaptation

Enchantment/Charm, Alteration

Sphere: War

Level: 3

Range: Special

Components: V, S, M

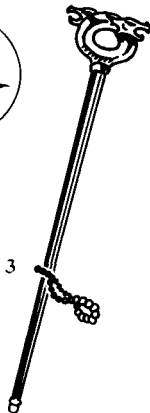
Duration: Special

Casting Time: Special

Area of Effect: One unit of up to  
200 individuals

Saving Throw: None

Reference: *TOM*, page 63



This spell can be cast in two different ways. The first, appropriate for battlefield use, has a range of 180 yards, a casting time of one turn, and a duration of  $1d4 + 2$  turns. During this period, the affected unit can fight in one specific type of terrain (specified by the caster) as if it were the favored terrain (per BATTLESYSTEM™ rules) for that unit. While this spell is in effect, the unit gains no benefit when fighting in their actual favored terrain; the magically-enforced favored terrain takes precedence. The priest can cancel the spell before the duration expires if desired.

The material component is a pinch of clay dust.

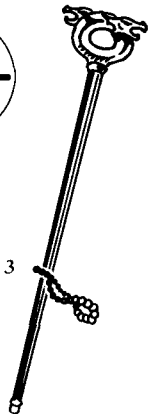
The second effect requires preparation in advance. The priest and unit must be within 100 yards of a place of worship officially dedicated to the casting priest's deity. The casting time for this result is 5 turns.

At the conclusion of the casting, the unit gains the benefit described above, with two main differences. First, the unit does not lose the benefit of fighting in its own actual favored terrain (the unit effectively has two favored terrains). Second, the spell endures until the next sunset. Only priests of 12th level and higher can cast this variation of the spell.

The material component is the priest's holy symbol.

## Air Breathing

Alteration	
Sphere:	Elemental (Air)
Level:	3
Range:	Touch
Components:	V, S
Duration:	1 hour/level
Casting Time:	6
Area of Effect:	Creature touched
Saving Throw:	None
Reference:	<i>PHB</i> , page 215



The recipient of an *air breathing* spell, the reverse of *water breathing*, is able to breathe in air freely for the duration of the spell—*i.e.*, one hour for each level of experience of the caster. The priest can divide the base duration between multiple characters. Thus an 8th-level priest can confer this ability upon two characters for four hours, four for two hours, eight for one hour, etc., to a minimum of 1/2 hour per character. Note that this spell does not prevent the recipient creature(s) from breathing in its natural element.

## Animate Dead

Necromancy

Sphere: Necromantic

Level: 3

Range: 10 yards

Components: V, S, M

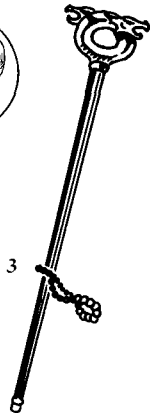
Duration: Permanent

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, pages 208-9



This spell creates skeletons or zombies, usually from the bones or bodies of dead humans, demi-humans, or humanoids. The spell causes these remains to become animated and obey the simple verbal commands of the caster, regardless of how they communicated in life. The skeletons or zombies can follow the caster, remain in an area and attack any creature (or just a specific type of creature) entering the place, etc. The undead remain animated until they are destroyed in combat or are turned; the magic cannot be dispelled.

The priest can animate one skeleton or one zombie for each experience level he has attained. If creatures with more than 1+ Hit Dice are animated, the number is determined by the monster Hit Dice. Skeletal forms have the Hit Dice of the original crea-

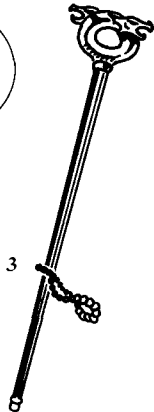
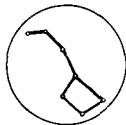
ture, while zombie forms have one more Hit Die. Thus, a 12th-level priest could animate 12 dwarven skeletons (or six zombies), four zombie gnolls, or a single zombie fire giant. Note that this is based on the standard racial Hit Die norm; thus, a high-level adventurer would be animated as a skeleton or zombie of 1 or 2 Hit Dice, and without special class or racial abilities. The caster can, alternately, animate two small animal skeletons (1-1 Hit Die or less) for every level of experience he has achieved.

The spell requires a drop of blood, a piece of flesh of the type of creature being animated, and a pinch of bone powder or a bone shard to complete the spell. Casting this spell is not a good act, and only evil priests use it frequently.

## Astral Window

Divination

Sphere: Astral  
Level: 3  
Range: 5 yards  
Components: V, S  
Duration: 2 rounds/level  
Casting Time: 3  
Area of Effect: 10-foot x 10-foot  
area  
Saving Throw: None  
Reference: *TOM*, page 63





A "window" appears in the air before the priest, through which he (and any others present) can see into the Astral plane. The astral window ranges in size from one square foot to a 10-foot x 10-foot square, at the caster's choosing. The window is not mobile, and if the priest moves more than five yards away, it immediately vanishes and the spell ends.

By stating a subject's name, the priest may view a specific creature or object in the window. More than one subject may be viewed during the spell's duration. Each time a new subject is chosen, the window becomes streaked with grey for 1d4 rounds, until the window finally focuses upon the chosen subject. If the person or object chosen is not in the Astral plane, the window instead chooses a random location.

The window operates from both sides; creatures in the Astral plane can see the priest as easily as he can see them. Verbal communication is not possible, however.

Normally, creatures cannot pass through the window. If an attempt is made, there is a base 5% chance of success. This is modified by +1% per level or Hit Dice of the individual. In order to pass through, the creature or object must be small enough to fit through the window; otherwise, only a portion of the subject may reach through.

By casting the *astral window* spell, a character who subsequently casts the 7th-level *astral spell* may choose to arrive in the Astral plane at the place shown in the window.

## Bestow Curse

Abjuration

Sphere:

Protection

Level:

3

Range:

Touch

Components:

V, S

Duration:

Permanent

Casting Time:

6

Area of Effect:

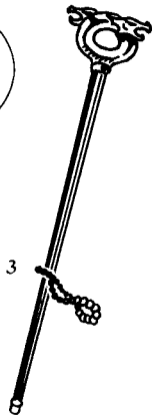
Special

Saving Throw:

Special

Reference:

*PHB*, page 213



This, the reverse of the *remove curse* spell, is not permanent; it lasts for one turn for every experience level of the priest using the spell. The curse can have one of the following effects (roll percentile dice): 50% of the time it reduces one ability of the victim to 3 (the DM randomly determines which ability); 25% of the time it reduces the victim's attack and saving throw rolls by -4; 25% of the time it makes the victim 50% likely to drop whatever he is holding (or do

nothing, in the case of creatures not using tools)—roll each round.

It is possible for a priest to devise his own curse, and it should be similar in power to those given here. Consult your DM. The subject of a *bestow curse* spell must be touched. If the victim is touched, a saving throw is still applicable; if it is successful, the effect is negated. The bestowed curse cannot be dispelled, but it can be removed with a *remove curse* spell.

## Break Camp

Conjuration/Summoning

Sphere: Travelers

Level: 3

Range: 0

Components: V, S, M

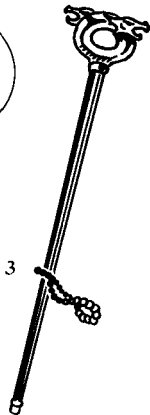
Duration: Special

Casting Time: 3

Area of Effect: 50-foot radius

Saving Throw: None

Reference: *TOM*, pages 64-5



This spell, *break camp*, which is the reverse of *create campsite*, causes invisible servants to strike a campsite (an area of 50-foot radius or less). The servants extinguish fires, dispose of debris, and pack gear for a number of people equal to three times the level of the caster. The entire process takes 4d4 rounds to complete. When completed, all traces of the campsite are eliminated.

The material components are a piece of string, a bit of wood, and a drop of water.

# Call Lightning

Alteration

Sphere:

Weather

Level:

3

Range:

0

Components:

V, S

Duration:

1 turn/level

Casting Time:

1 turn

Area of Effect:

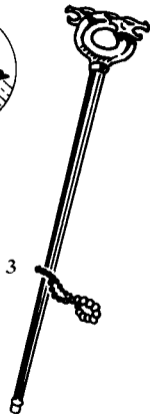
360-foot radius

Saving Throw:

1/2

Reference:

*PHB*, page 209



When a *call lightning* spell is cast, there must be a storm of some sort in the area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinn or air elemental of 7 Hit Dice or more). The caster is then able to call down bolts of lightning. The caster can call down one bolt per turn. The caster need not call a bolt of lightning immediately—other actions, even spellcasting, can be performed; however, the caster must remain stationary and concentrate for a full round each time a bolt is called. The spell has a duration of one turn per caster level. Each bolt causes 2d8 points

of electrical damage, plus an additional 1d8 points for each of the caster's levels. Thus, a 4th-level caster calls down a 6d8 bolt (2d8 + 4d8).

The bolt of lightning flashes down in a vertical stroke at whatever distance the spellcaster decides, up to 360 yards away. Any creature within a 10-foot radius of the path or the point where the lightning strikes suffers full damage unless a successful saving throw vs. spell is rolled, in which case only one-half damage is taken.

Because it requires a storm overhead, this spell can only be used outdoors. It does not function underground or underwater.

## Caltrops

Evocation

Sphere:

War

Level:

3

Range:

20 yards/level

Components:

V, S, M

Duration:

1 turn/level

Casting Time:

1 turn

Area of Effect:

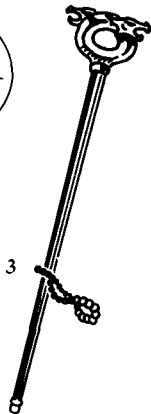
Special

Saving Throw:

None

Reference:

*TOM*, pages 63-4





This spell allows a priest to plant magically-created caltrops.

The spell can create two kinds of caltrops: infantry and cavalry. Cavalry caltrops are so large that size M or smaller creatures can easily step around them. This prevents damage to infantry units.

Each time a unit moves into a planted area, the unit suffers an attack of AD = 4 (for infantry caltrops) or AD = 6 (for cavalry caltrops). Units charging through a planted area suffer double damage. If a unit ends its movement in a caltrop-sown region, it suffers another attack when it moves out of the area.

This spell can create a rectangular field of infantry caltrops up to 160 square yards in area (*e.g.*, 4 yards x 40 yards, 20 yards x 8

yards, etc.), or a field of cavalry caltrops up to 90 square yards in area (*e.g.*, 30 yards x 3 yards, 10 yards x 9 yards, etc.).

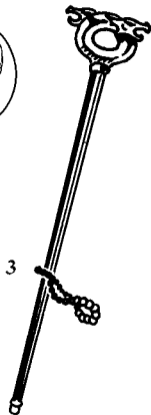
Ordinary caltrops make no distinction between friend or foe; all creatures entering a caltrop-sown area suffer the same consequences. The same is true of magical caltrops, with one exception: the casting priest can terminate the spell at any time, causing the caltrops to vanish and leave the terrain clear.

Unlike normal caltrops, a region sown with magical caltrops cannot be "swept" clear; the magical caltrops remain in place until the spell terminates.

The material component is a caltrop made of gold.

## Cause Blindness or Deafness

Abjuration  
Sphere: Necromantic  
Level: 3  
Range: Touch  
Components: V, S  
Duration: Permanent  
Casting Time: 1 round  
Area of Effect: Creature touched  
Saving Throw: Special  
Reference: *PHB*, page 209

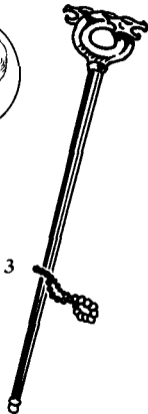


*Cause blindness or deafness*, The reverse of *cure blindness or deafness*, requires a successful touch (successful attack roll) upon the victim. If the victim rolls a successful saving throw, the effect is negated. If the saving throw is failed, a nondamaging magical blindness or deafness results.

A deafened creature has a -1 penalty to surprise rolls, a +1 penalty to its initiative rolls, a 20% chance of spell failure for spells with verbal components, and can react only to what it can see or feel. A blinded creature suffers a -4 penalty to its attack rolls, a +4 penalty to its Armor Class, and a +2 penalty to its initiative rolls.

## Cause Disease

Abjuration  
Sphere: Necromantic  
Level: 3  
Range: Touch  
Components: V, S  
Duration: Permanent  
Casting Time: 1 round  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, pages 209-10



This spell, *cause disease*, is the reverse of *cure disease*. To be effective, the priest must touch the intended victim and the victim must fail a saving throw vs. spell. The severity of the disease is decided by the priest (debilitating or fatal). The exact details of the disease are decided by the DM, but the following are typical:

\* *Debilitating*—The disease takes effect in 1d6 turns, after which the creature loses 1 point of Strength per hour until his Strength is reduced to 2 or less, at which time the recipient is weak and virtually helpless. If a creature has no Strength rating, it loses 10% of its hit points per Strength loss, down to 10% of its original hit points. If the disease

also affects hit points, use the more severe penalty. Recovery requires a period of 1d3 weeks.

\* *Fatal*—This wasting disease is effective immediately. Infected creatures receive no benefit from *cure wound* spells while the disease is in effect; wounds heal only at 10% of the natural rate. The disease proves fatal in 1-6 months and can be cured only by magical means. Each month the disease progresses, the creature loses two points of charisma, permanently.

The inflicted disease can be cured by the *cure disease* spell. Lycanthropy cannot be caused.

## Choose Future

Divination

Sphere:

Time

Level:

3

Range:

Touch

Components:

V, S, M

Duration:

1 round

Casting Time:

3

Area of Effect:

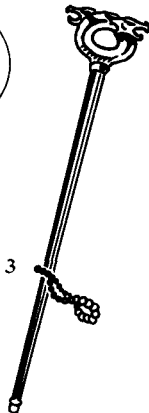
One creature

Saving Throw:

None

Reference:

*TOM*, page 64



In the round immediately following the casting of this spell, the affected creature is allowed two rolls for any normal attack roll, initiative roll, or saving throw. The affected creature can then choose the roll he prefers.

For example, a priest casts *choose future* on a warrior companion. In the next round, the warrior attacks an enemy with his sword. The warrior makes two attack rolls instead of one, then chooses which roll will determine the outcome of his attack.

The material components are two grains of sand and a rose petal.

# Continual Darkness

Alteration

Sphere:

Sun

Level:

3

Range:

120 yards

Components:

V, S

Duration:

Permanent

Casting Time:

6

Area of Effect:

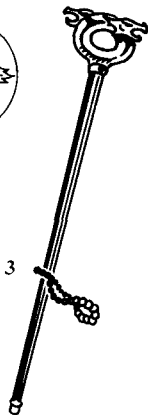
60-foot-radius  
globe

Saving Throw:

Special

Reference:

*PHB*, page 209





This spell is similar to a *darkness* spell, except that it has a larger area of effect and lasts until negated by magical light or by a *dispel magic* spell. This can be cast into air, onto an object, or at a creature. In the third case, the continual darkness affects the space about one foot behind a creature that successfully rolls its saving throw vs. spells (a failed saving throw means the continual darkness is centered on the creature and moves as it moves).

Continual darkness brought into an area

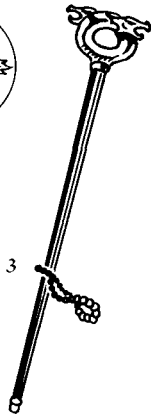
of magical light (or vice versa) cancels the light so that the otherwise prevailing light conditions exist in the overlapping areas of effect. A direct casting of a *continual darkness* spell against a similar or weaker magical light cancels both.

This spell eventually wears down and consumes the material it is cast upon, but the process takes far longer than the time in the typical campaign. Extremely hard and expensive materials might last hundreds and even thousands of years.

# Continual Light

Alteration

Sphere: Sun  
Level: 3  
Range: 120 yards  
Components: V, S  
Duration: Permanent  
Casting Time: 6  
Area of Effect: 60-foot-radius  
globe  
Saving Throw: Special  
Reference: *PHB*, page 209



This spell is similar to a *light* spell, except that it is as bright as full daylight and lasts until negated by magical darkness or by a *dispel magic* spell. Creatures with penalties in bright light suffer them in this spell's area of effect. As with the *light* spell, this can be cast into air, onto an object, or at a creature. In the third case, the continual light affects the space about one foot behind a creature that successfully rolls its saving throw vs. spell (a failed saving throw means the continual light is centered on the creature and moves as it moves). Note that this spell also blinds a creature if it is successfully cast upon the creature's visual organs. If the spell is cast on a small object that is then placed in

a lightproof covering, the spell effects are blocked until the covering is removed.

Continual light brought into an area of magical darkness (or vice versa) cancels the darkness so that the otherwise prevailing light conditions exist in the overlapping areas of effect. A direct casting of a *continual light* spell against a similar or weaker magical darkness cancels both.

This spell eventually wears down and consumes the material it is cast upon, but the process takes far longer than the time in the typical campaign. Extremely hard and expensive materials might last hundreds and even thousands of years.

## Create Campsite

Conjuration/Summoning

Sphere: Travelers

Level: 3

Range: 0

Components: V, S, M

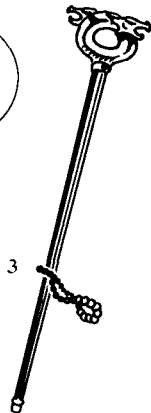
Duration: Special

Casting Time: 3

Area of Effect: 50-foot radius

Saving Throw: None

Reference: *TOM*, pages 64-5



The caster generates a squadron of tiny invisible servants who create a campsite for the caster and his companions. The caster indicates the desired area for the campsite (an area of 50-foot radius or less) and the number of persons the campsite is to accommodate (a maximum number of persons equal to three times the level of the caster).

The servants clear the area of debris, set up tents and sleeping bags, start a campfire, fetch water, and prepare a bland meal. The campsite is so skillfully prepared that it blends with the surrounding terrain, reducing the chance that the camp could be noticed by 50%. Campfires, loud noises, and other activities can negate this.

The entire process takes 4d4 rounds to complete.

The servants make camp with the gear

and equipment provided for them; otherwise, the servants will improvise with materials available in the immediate area (50 yards of the designated campsite). For instance, if the party has no tents or beds, the servants will construct crude but comfortable beds of weeds and grass and temporary shelters of leaves and branches. If no materials are available, such as in the desert or similarly barren terrain, the servants will do their best to make the party as comfortable as possible within the environmental limitations.

The servants cannot fight for the party, deliver messages, or take any other actions other than creating the campsite.

The material components are a piece of string, a bit of wood, and a drop of water.

## Create Food & Water

Alteration

Sphere:

Creation

Level:

3

Range:

10 yards

Components:

V, S

Duration:

Special

Casting Time:

1 turn

Area of Effect:

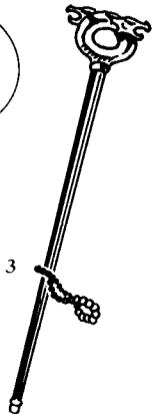
One cubic  
foot/level

Saving Throw:

None

Reference:

*PHB*, page 209

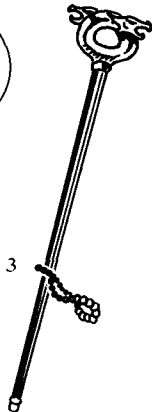


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When this spell is cast, the priest causes food and/or water to appear. The food thus created is highly nourishing if rather bland; each cubic foot of the material sustains three human-sized creatures or one horse-sized creature for a full day. The food decays and becomes inedible within 24 hours, although it can be restored for another 24 hours by casting a *purify food and water* spell upon it. The water created by this spell is the same as that created by the first level priest spell *create water*. For each experience level the priest has attained, one cubic foot of food or water is created by the spell. A 2nd-level priest could create one cubic foot of food and one cubic foot of water.

# Cure Blindness or Deafness

Abjuration  
Sphere: Necromantic  
Level: 3  
Range: Touch  
Components: V, S  
Duration: Permanent  
Casting Time: 1 round  
Area of Effect: Creature touched  
Saving Throw: Special  
Reference: *PHB*, page 209

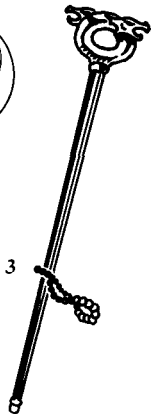




By touching the creature afflicted, the priest employing the spell can permanently cure some forms of blindness or deafness. This spell does not restore or repair visual or audial organs damaged by injury or disease.

## Cure Disease

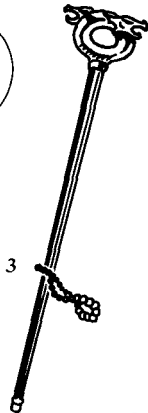
Abjuration  
Sphere: Necromantic  
Level: 3  
Range: Touch  
Components: V, S  
Duration: Permanent  
Casting Time: 1 round  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, pages 209-10



This spell enables the caster to cure most diseases by placing his hand upon the diseased creature. The affliction rapidly disappears thereafter, making the cured creature whole and well in from 1 turn to 10 days, depending on the type of disease and the state of its advancement when the cure took place. (The DM must adjudicate these conditions.) The spell is also effective against parasitic monsters such as green slime, rot grubs, and others. When cast by a priest of at least 12th level, this spell cures lycanthropy if cast within three days of the infection. Note that the spell does not prevent reoccurrence of a disease if the recipient is again exposed.

## Dispel Magic

Abjuration  
Sphere: Protection  
Level: 3  
Range: 60 yards  
Components: V, S  
Duration: Special  
Casting Time: 6  
Area of Effect: 30-foot-cube or  
one item  
Saving Throw: None  
Reference: *PHB*, page 210



When a priest casts this spell, it has a chance to neutralize or negate the magic it comes in contact with as follows:

First, it can possibly remove spells and spell-like effects from creatures or objects. Second, it may disrupt the casting or use of these. Third, it may destroy potions.

Each effect or potion in the spell's area is checked to determine if it is dispelled. The base chance is 11 or higher on 1d20, modified by the difference in levels between the caster and the effect to be dispelled. A die roll of 20 always succeeds and a die roll of 1 always fails.

An item possessed and carried by a creature has the creature's saving throw against this effect, otherwise it is automatic. An interdimensional interface rendered non-operational is temporarily closed.

Artifacts and relics are not subject to this spell; however, some of their spell-like effects may be, at the DM's option.

### Summary of Dispel Effects

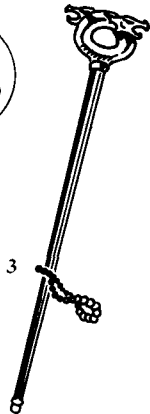
Source	Resists as	Result
Caster	None	automatic
Other caster/ innate ability	Level/HD of other	negated*
Wand	6th level	negated*
Staff	8th level	negated*
Potion	12th level	destroyed
Other Magic	12th or spc.	negated*
Artifact	DM disc.	DM disc.

\* if cast directly on item, it becomes non-operational for 1d4 rounds.

Note that this spell, if successful, releases charmed and similarly beguiled creatures.

# Efficacious Monster Ward

Abjuration  
Sphere:               Wards  
Level:                 3  
Range:                30 yards  
Components:        V, S, M  
Duration:            1 round/level  
Casting Time:       3  
Area of Effect:     10-foot cube/level  
Saving Throw:       Negates  
Reference:           *TOM*, page 65



This spell prevents monsters of 2 or fewer Hit Dice from entering the area of effect. Such creatures are allowed a saving throw; success indicates that they avoid the spell's effects and are able to enter the area of effect.

The spell affects a cubic area whose sides equal the caster's level times 10 feet (for example, a 9th-level caster could affect an area equal to a 90-foot x 90-foot x 90-foot cube).

Monsters within the area of effect when the spell is cast are not affected; however, when they leave the area of effect, they cannot return. Monsters outside the area of effect can hurl rocks, spears, and other missile weapons at targets inside and can also cast spells into the warded area.

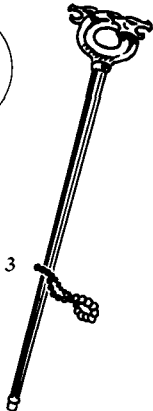
The material components are the priest's holy symbol and a pinch of salt.

## Emotion Control

Alteration, Enchantment/Charm  
Sphere: Thought, Charm  
Level: 3  
Range: 10 yards  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 5  
Area of Effect: One creature/five levels of the caster within a 20-foot cube  
Saving Throw: Special  
Reference: *TOM*, pages 65-6



3





This spell can be cast in one of two ways: in a manner that affects the priest, or in a manner that affects a subject other than the priest.

The first method affects only the priest and allows him to shield his true emotions from magical examination, if a successful saving throw vs. spell is made, with a +1 bonus/five levels. Anyone attempting to read the priest will sense the emotion designated (at casting time) by the priest rather than his true emotions.

This also gives the priest a +2 bonus to saving throws against the following spells: *spook*, *taunt*, *irritation*, *know alignment*, *scare*, *emotion*, *fear*, and *phantasmal killer*. When any of these spells are cast on the priest, he is immediately aware of the attempt, although he does not automatically

learn the source of the spell.

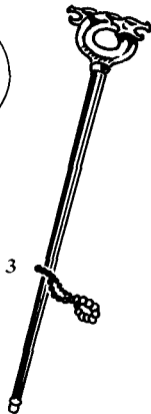
The second use of this spell allows the priest to create a single emotional reaction in the subject(s) (similar to the wizard spell *emotion*). Some typical emotions follow, but the DM should consult the *TOM* for a more complete listing.

*Courage*: The subject becomes berserk, gaining +1 to attack rolls and +3 to damage, and temporarily gains 4 hit points. The subject need never check morale, and receives a +5 bonus to saving throws against the various forms of *fear*. Courage counters (and is countered by) *fear*.

*Fear*: The subject flees from the priest for the duration of the spell, even if this takes him out of spell range. Fear counters (and is countered by) *courage*.

# Extradimensional Detection

Divination  
Sphere: Numbers,  
Divination  
Level: 3  
Range: 0  
Components: V, S  
Duration: 1 round/level  
Casting Time: 3  
Area of Effect: 10-foot-wide path,  
60 feet long  
Saving Throw: None  
Reference: *TOM*, page 66



When *extradimensional detection* is cast, the priest detects the existence of any extradimensional spaces or pockets in a path 10 feet wide and 60 feet long in the direction he is facing. The priest may turn, scanning a 60° arc each round, or may move slowly while the spell is in effect to change the sweep of the detection.

Extradimensional spaces include those created by spells such as *rope trick* and those contained within such items as *bags of*

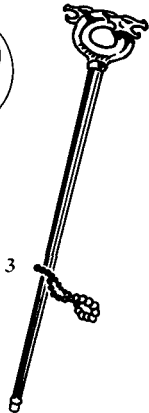
*holding* and *portable holes*. The priest does not automatically know the size of the space or its source.

This spell also detects interplanar gates and the "gate" opened by the spell *extradimensional folding*.

The spell can be blocked by a stone wall of one foot thickness or more, a one-inch thickness of solid metal, or one yard or more of solid wood.

## Feign Death

Necromancy  
Sphere: Necromantic  
Level: 3  
Range: Touch  
Components: V  
Duration: 1 turn + 1  
round/level  
Casting Time: 1/2  
Area of Effect: Person touched  
Saving Throw: None  
Reference: *PHB*, page 210



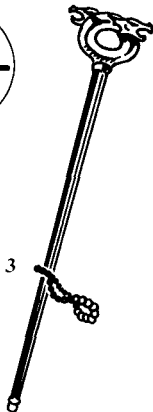
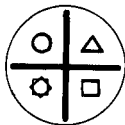
By means of this spell, the caster or any other willing person can be put into a cataleptic state that is impossible to distinguish from actual death. Although the person affected can smell, hear, and know what is going on, no feeling or sight of any sort is possible; thus, any wounding or mistreatment of the body is not felt, no reaction occurs, and damage is only one-half normal. In addition, paralysis, poison, or energy level drain does not affect the person under the influence of this spell, but poison injected or otherwise introduced into the body

will become effective when the spell recipient is no longer under the influence of this spell, although a saving throw is permitted. Only a willing individual can be affected by a *feign death* spell. The priest is able to end the spell effect at any time, but it requires a full round for bodily functions to begin again.

Note that, unlike the wizard version of this spell, only people can be affected, and that those of any level can be affected by the priest casting this spell.

## Flame Walk

Alteration  
Sphere: Elemental (Fire)  
Level: 3  
Range: Touch  
Components: V, S, M  
Duration: 1 round + 1/level  
Casting Time: 5  
Area of Effect: Creature(s) touched  
Saving Throw: None  
Reference: *PHB*, page 210



By means of this spell, the caster empowers one or more creatures to withstand nonmagical fires up to temperatures of 2,000° F (enabling them to walk upon molten lava). It also confers a +2 bonus to saving throws against magical fire and reduces damage from such fires by one-half (*i.e.*, one-quarter damage if the saving throw is successful, one-half if it is failed). For every experience level above the minimum required to create the spell (5th), the caster can affect an additional creature. This spell is not cumulative with *resist fire* spells or similar protections.

The material components of the spell are the priest's holy symbol and at least 500 gp of powdered ruby per affected creature.

## Glyph of Warding

Abjuration, Evocation

Sphere: Guardian

Level: 3

Range: Touch

Components: V, S, M

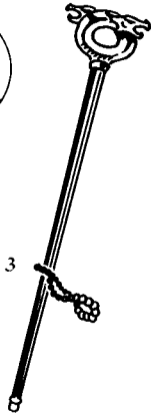
Duration: Permanent until  
discharged

Casting Time: Special

Area of Effect: Special

Saving Throw: Special

Reference: *PHB*, pages 210-1





A *glyph of warding* is a powerful inscription to prevent passing, entering, or opening.

The priest must set the conditions of the ward; typically any creature violating the warded area without speaking the name of the glyph will be subject to the magic it stores. A successful saving throw vs. spell will allow the creature to escape the effects of the glyph. Glyphs can be set according to physical characteristics. They cannot be set according to class, Hit Dice, or level. Multiple glyphs cannot be cast on the same area.

For every five square feet of area to be protected, one round of time is required to trace the warding lines of the glyph. The caster can affect an area equal to a square, the sides of which are the same as his level,

in feet. The glyph can be placed to conform to any shape up to the limitations of the caster's square footage. When the spell is completed, the glyph and tracery become invisible.

The priest traces the glyph with incense, which, if the area exceeds 50 square feet, must be sprinkled with powdered diamond (at least 2,000 gp worth).

Typical glyphs shock for 1d4 points of electrical damage per level of the spellcaster, explode for a like amount of fire damage, paralyze, blind, deafen, and so forth. The DM may allow any harmful priest spell effect to be used as a glyph. Glyphs can be dispelled by magic and foiled by high-level thieves using their find-and-remove-traps skill.

## Helping Hand

Evocation

Sphere:

Travelers

Level:

3

Range:

Special

Components:

V, S, M

Duration:

1 hour/level

Casting Time:

1 round

Area of Effect:

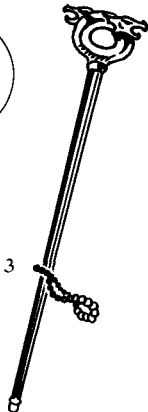
Special

Saving Throw:

None

Reference:

*TOM*, page 66



The spell creates a hovering, ghostly hand about one foot high. The caster can command it to locate a character or creature based on a physical description.

The hand begins to search for the indicated creature, flying at a movement rate of 48, within a five-mile radius.

If the hand is unable to locate the indicated creature, it returns to the caster (provided he is still within the area of effect). The hand displays an outstretched palm, then disappears.

If the hand locates the indicated subject, the hand beckons the subject to follow it. If the subject follows, the hand leads the subject in the most direct, feasible route. The hand hovers 10 feet in front of the subject, moving before him. Once the hand leads the subject to the caster, it disappears.

The subject is not compelled to follow the hand or help the caster, and the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the indicated subject is en route to the caster, the hand disappears.

If there is more than one subject that meets the caster's description, the hand locates the closest.

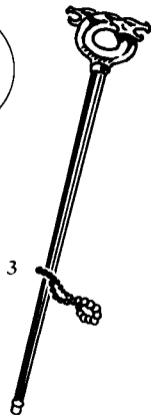
The ghostly hand has no physical form. The hand can be seen only by the caster and potential targets. It cannot engage in combat or execute any other task. The hand will not pass through solid objects, but can pass through small cracks and slits.

The material component is a black silk glove.

## Hold Animal

Enchantment/Charm

Sphere: Animal  
Level: 3  
Range: 80 yards  
Components: V, S  
Duration: 2 rounds/level  
Casting Time: 6  
Area of Effect: One to four  
animals in a 40-foot  
cube  
Saving Throw: Negates  
Reference: *PHB*, page 211

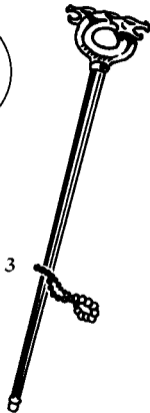


By means of this spell the caster holds one to four animals rigid. Animals affected are normal or giant-sized mammals, birds, or reptiles, but not monsters such as centaurs, gorgons, harpies, naga, etc. Apes, bears, crocodiles, dogs, eagles, foxes, giant beavers, and similar animals are subject to this spell. The hold lasts for two rounds per caster level. The caster decides how many animals can be affected, but the greater the number, the better chance each has to successfully save against the spell. Each animal gets a saving throw: if only one is the subject of the spell, it has a penalty of -4 to its roll; if two are subject, each receives a penalty of -2 to its roll; if three are subject, each receives a penalty of -1 to its roll; if four are subject, each gets an unmodified saving throw.

A maximum body weight of 400 pounds (100 pounds for nonmammals) per animal per caster level can be affected—*e.g.*, an 8th-level caster can affect up to four 3,200 pound mammals or a like number of 800 pound non-mammals, such as birds or reptiles.

# Invisibility Purge

Abjuration  
Sphere:           Wards  
Level:            3  
Range:            30 yards  
Components:     V, S, M  
Duration:         1 turn/level  
Casting Time:    1 turn  
Area of Effect:   10-foot  
                    square/priest  
Saving Throw:    None  
Reference:        *TOM*, page 67



3

All invisible creatures who enter an area enchanted with *invisibility purge* instantly become visible. Invisibility-related spells, abilities, magic items, etc., do not take effect within the boundaries of the enchanted area.

Invisible creatures or persons within the area of effect when *invisibility purge* is cast remain invisible; however, if such creatures exit the area of effect and later re-enter, they instantly become visible.

A creature who consumes a *potion of invisibility* outside the warded area becomes invisible normally, but becomes visible when he enters the area of effect; if the duration of the *potion of invisibility* has not yet expired when he exits the area of effect, he becomes invisible again outside the area.

Creatures who are invisible in their natu-

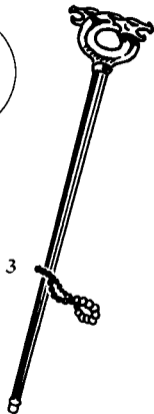
ral state or have no visible form are not affected by this spell.

The material components are the priest's holy symbol and a silver mirror no more than three inches in diameter.

The *invisibility purge* can be cast as a cooperative magic spell. The potency of this spell can be increased if several priests cast it at the same time. The duration of the spell is then equal to one turn per level of the most powerful priest, plus one turn for every contributing priest. Each priest also increases the area of effect by one 10-foot x 10-foot square (these areas must be contiguous). Thus, a 9th-level priest and two 5th-level priests could create a 30-foot x 10-foot *invisibility purge* area, having a duration of 11 turns.

## Know Customs

Divination  
Sphere: Travelers  
Level: 3  
Range: Special  
Components: V, S  
Duration: Special  
Casting Time: 3  
Area of Effect: The caster  
Saving Throw: Negates  
Reference: *TOM*, page 67





This spell allows a caster to gain general knowledge of the customs, laws, and social etiquette of a tribe or village. The caster must be within 30 yards of a member of the tribe or village for the spell to have effect. The selected villager must possess the knowledge sought by the caster; for instance, he cannot be an infant, nor can he be mentally unstable or dead (although he can be asleep or unconscious).

The selected villager is allowed a saving throw; if he succeeds, the spell fails.

If the saving throw fails, the caster gains a general knowledge of the villager's local laws and customs, including those that apply to relevant tribal or clan types (such as customs observed by all giants). Typical information revealed by *know customs* includes common courtesies

(outsiders must avert their eyes when addressing local officials), local restrictions (no animals or unaccompanied elves within the city limits), important festivals, and common passwords that are known by the majority of citizens (such as a phrase necessary to pass the guards at the main gate). Additionally, the spell gives the caster a +1 reaction adjustment to encounters with members of the relevant tribe or village.

Knowing the local laws and customs does not guarantee that the caster will conduct himself properly. *Know customs* is to be used as a guide; the DM is free to adjust the quality of information provided by a villager.

## Line of Destruction

Abjuration

Sphere: Protection

Level: 3

Range: 0

Components: V, S, M

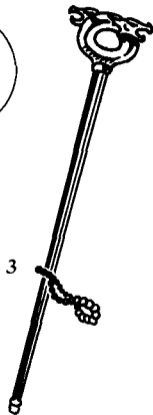
Duration: 1 round/level

Casting Time: 1 round

Area of Effect: 30-yard line

Saving Throw: Negates

Reference: *TOM*, pages 67-8



3

This cooperative spell requires at least two priests. The priests determine whether the line will be stationary or portable.

If the spell is stationary, each priest must inscribe a magical sigil on parallel facing surfaces. If the spell is portable, the priests must stand at each end of the line, thereby anchoring it.

A shimmering field of force appears between the two anchors. The field is 10 feet high and sparkles with energy. Objects on the opposite side of the translucent field are hazy and indistinct.

The field causes 1d3 points of damage to all creatures passing through it; creatures of good alignment suffer 1d8 points of damage. Creatures that roll a successful saving throw suffer no damage.

If the spell is cast in its portable form, the

priests can move at half the slowest movement rate. The priests can take no other action.

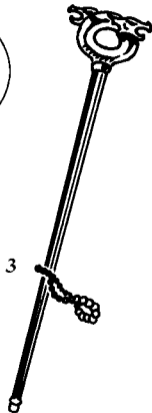
Once created, the field cannot be increased or decreased in length and must remain straight. The priests could maneuver by pivoting, but could not walk toward each other or bend the field around a corner. If the line of sight between the two priests is blocked by any object of greater than five-foot diameter, the spell immediately fails.

As a cooperative spell, several priests can link together to create linked sections of field.

The material components are the priests' croziers, staves, or religious standards, held aloft by each caster.

# Line of Protection

Abjuration  
Sphere: Protection  
Level: 3  
Range: 0  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 1 round  
Area of Effect: 30-yard line  
Saving Throw: Negates  
Reference: *TOM*, pages 67-8



3

This cooperative spell requires at least two priests. The priests determine whether the line will be stationary or portable.

If the spell is stationary, each priest must inscribe a magical sigil on parallel facing surfaces. If the spell is portable, the priests must stand at each end of the line, thereby anchoring it.

A shimmering field of force appears between the two anchors. The field is 10 feet high and sparkles with energy. Objects on the opposite side of the translucent field are hazy and indistinct.

The field causes 1d3 points of damage to all creatures passing through it; evil creatures and undead suffer 1d8 points of damage. Creatures that roll a successful saving throw suffer no damage.

If the spell is cast in its portable form, the

priests can move at half the slowest movement rate. The priests can take no other action.

Once created, the field cannot be increased or decreased in length and must remain straight. The priests could maneuver by pivoting, but could not walk toward each other or bend the field around a corner. If the line of sight between the two priests is blocked by any object of greater than five-foot diameter, the spell immediately fails.

As a cooperative spell, several priests can link together to create linked sections of field.

The material components are the priests' croziers, staves, or religious standards, held aloft by each caster.

## Locate Object

Divination

Sphere:

Divination

Level:

3

Range:

60 yards + 10  
yd./level

Components:

V, S, M

Duration:

8 hours

Casting Time:

1 turn

Area of Effect:

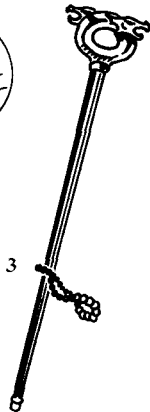
One object

Saving Throw:

None

Reference:

*PHB*, page 211



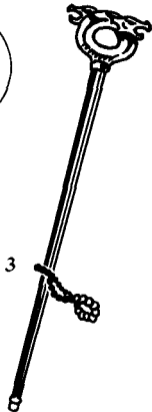
This spell helps locate a known or familiar object. The priest casts the spell, slowly turns, and will sense when he is facing in the direction of the object to be located, provided the object is within range—*e.g.*, 90 yards for 3rd-level priests, 100 yards for 4th, 110 yards for 5th, etc. The spell will locate such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder or stairway. Once the caster has fixed in his mind the item sought, the spell locates only that item.

Attempting to find a specific item, such as a kingdom's crown, requires an accurate mental image. If the image is not close enough to the actual item, the spell does not work; in short, desired but unique objects cannot be located by this spell unless they are known by the caster. The spell is blocked by lead. It will not affect a living creature.

The casting requires the use of a piece of lodestone.

# Magical Vestment

Enchantment  
Sphere: Protection  
Level: 3  
Range: Touch  
Components: V, S, M  
Duration: 5 rounds/level  
Casting Time: 1 round  
Area of Effect: The caster  
Saving Throw: None  
Reference: *PHB*, page 211



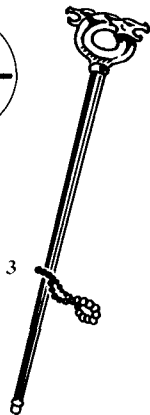


This spell enchants the caster's vestment, providing protection at least the equivalent to chainmail (AC 5). The vestment gains a +1 enchantment for each three levels of the priest beyond 5th level, to a maximum of AC 1 at 17th level. The magic lasts for five rounds per level of the caster, or until the caster loses consciousness. If the vestment is worn with other armors, only the best AC (either the armor or the vestment) is used—this protection is not cumulative with any other AC protection.

The material components are the vestment to be enchanted and his holy symbol, which are not expended.

# Meld Into Stone

Alteration  
Sphere: Elemental (Earth)  
Level: 3  
Range: 0  
Components: V, S, M  
Duration: 8 rounds + 1d8  
rounds  
Casting Time: 6  
Area of Effect: The caster  
Saving Throw: None  
Reference: *PHB*, page 211



This spell enables the priest to meld his body and possessions into a single block of stone. The stone must be large enough to accommodate his body in all three dimensions. When casting is complete, the priest and not more than 100 pounds of non-living gear merge with the stone.

While in the stone, the priest remains in contact with the face of the stone. The priest remains aware of the passage of time. Nothing that goes on outside the stone can be seen or heard, however. Minor physical damage to the stone will not harm the priest, but its partial destruction, if enough so that the caster no longer fits, expels the priest with 4d8 points of damage. The stone's destruction expels the priest and slays him instantly, unless a successful saving throw vs. spell is rolled.

The magic lasts for 1d8 + 8 rounds, the variable part of the duration rolled secretly by the DM. At any time before the duration expires, the priest can step out of the stone through the stone surface he entered. If the duration runs out, or the effect is dispelled before the priest exits the stone, then he is violently expelled and suffers 4d8 points of damage.

The following spells harm the priest if cast upon the stone that he is occupying: *stone to flesh* expels the priest and inflicts 4d8 points of damage; *stone shape* causes 4d4 points of damage, but does not expel the priest; *transmute rock to mud* expels and slays the priest instantly unless he makes a successful saving throw vs. spell; *passwall* expels the priest without damage.

## Memory Read

Divination

Sphere:

Thought

Level:

3

Range:

5 yards

Components:

V, S, M

Duration:

1 round/level

Casting Time:

1 round

Area of Effect:

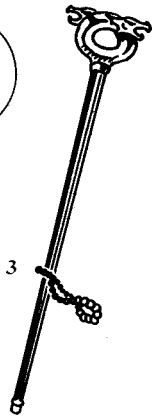
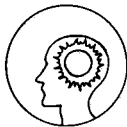
One creature

Saving Throw:

Negates

Reference:

*TOM*, page 68



This spell allows the priest to read the memory of a single subject, experiencing it with the same intensity. The time required to view a memory is 1/50th of the time that the actual event lasted. The subject experiences the memory at the same time the caster reads it.

The subject must have an Intelligence score of 5 or more and must remain within range of the priest. Priests can cast this spell on unconscious, sleeping, *held*, or *paralyzed* creatures.

The subject receives a saving throw when the priest casts the spell (this saving throw is allowed even if the subject is asleep or otherwise unaware of the attempt). If the memory concerns something the subject wants to keep secret, or is trying to suppress, he receives a +5 bonus. If the mem-

ory is more than six months old, the subject receives a second saving throw:

<b>Age of Memory</b>	<b>Bonus</b>
6-12 months	0
1 to 4 years	+1
5 years or more	+3

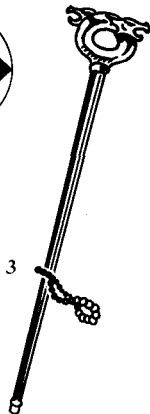
This spell creates a mental drain on the priest, causing him to temporarily lose 1-3 points of Constitution. These can be regained only after eight hours of rest. The spell cannot be cast again until the priest's Constitution is restored.

The material component is a small piece of linen cloth with threads of gold interspersed throughout its weave. This is consumed during the casting.

## Miscast Magic

Invocation/Evocation

Sphere: Chaos  
Level: 3  
Range: 40 yards + 10  
yards/level  
Components: V, S  
Duration: Special  
Casting Time: 2  
Area of Effect: One creature  
Saving Throw: Negates  
Reference: *TOM*, page 69



3

Miscast *magic* causes the next spell cast by the affected wizard (no priests) to be chosen randomly from his memorized spells of the same or lower level. Thus, if a wizard affected by miscast *magic* had four 1st-level spells memorized (*armor*, *feather fall*, *jump*, and *sleep*) and he attempted to cast the *sleep* spell, the DM would determine the resulting spell randomly from the wizard's four memorized spells. The wizard has only a 25% chance of casting the *sleep* spell.

Only spells currently memorized are eligible to be exchanged with the desired spell. If a wizard has only one spell memorized, that spell is cast normally.

The miscast spell operates normally. If a wizard tried to *levitate* a companion but a *web* spell resulted, the companion would be

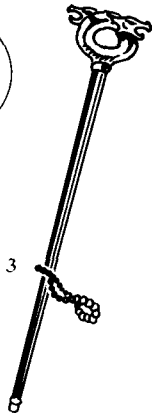
trapped by the webs and subject to all resulting effects. If the target of the spell were in range of the *levitate* spell but not in range of the *web*, the spell would be lost in a fizzle of energy and the *web* spell would be wiped from the caster's memory.

The wizard who casts the spell performs the proper verbal and somatic components of the spell he wishes to cast; he does not discover the altered results until the wrong spell takes effect. The wizard will also discover that the material component for the resulting spell has vanished (in addition to the material component for the desired spell).

Unwilling targets of miscast magic are allowed a saving throw vs. spell to avoid the effect.

## Moment Reading

Divination	
Sphere:	Numbers
Level:	3
Range:	0
Components:	V, S, M
Duration:	Instantaneous
Casting Time:	1 round
Area of Effect:	Special
Saving Throw:	None
Reference:	<i>TOM</i> , page 69





To cast this spell, the priest generates a series of random numbers and then studies the pattern, which contains information about current conditions.

In game terms, the DM communicates to the priest's player a single word or short phrase (no more than five words) describing the "tone" of the situation. Examples of suitable "tones" are "imminent danger," "peace and tranquility," or "betrayal." The DM can make this comment cryptic, but it should always be accurate and contain some useful information.

This spell has no specified area of effect. The result of *moment reading* will always concern the priest and anyone else in his immediate vicinity, but the definition of "vi-

city" will vary depending on the circumstances. The tenor of the moment is always personally applicable to the priest.

One casting of this spell tends to "taint" subsequent castings of the same spell unless they are separated by a minimum length of time. If a priest casts this spell twice within 12 hours, the second reading gives the same result as the first, regardless of the actual situation. If a second priest casts the spell within 12 hours of another priest's use of the spell, he receives an accurate reading.

The material component is a set of 36 small disks made of polished bone, engraved with runes that represent numbers. These disks are not consumed in the casting.

## Negative Plane Protection

Abjuration

Sphere: Protection,  
Necromantic

Level: 3

Range: Touch

Components: V, S

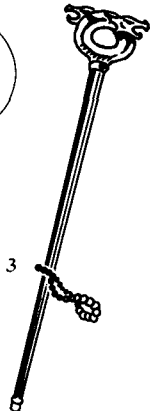
Duration: Special

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: None

Reference: *PHB*, page 212



This spell affords the caster or touched creature partial protection from undead monsters with Negative Material plane connections (such as shadows, wights, wraiths, spectres, or vampires) and certain weapons and spells that drain energy levels. The *negative plane protection* spell opens a channel to the Positive Material plane, possibly offsetting the effect of the negative energy attack. A protected creature struck by a negative energy attack is allowed a saving throw vs. death magic. If successful, the energies cancel with a bright flash of light and a thunderclap. The protected creature suffers only normal hit point damage from the attack and does not suffer any drain of experience or Strength, regardless of the num-

ber of levels the attack would have drained. An attacking undead creature suffers 2d6 points of damage from the Positive plane energy; a draining wizard or weapon receives no damage.

This protection is proof against only one such attack, dissipating immediately whether or not the saving throw was successful. If the saving throw is failed, the spell recipient suffers double the usual physical damage, in addition to the loss of experience or Strength that normally occurs. The protection lasts for one turn per level of the priest casting the spell, or until the protected creature is struck by a negative energy attack. This spell cannot be cast on the Negative Material plane.

## Obscure Object

Divination

Sphere:

Divination

Level:

3

Range:

60 yards + 10  
yd./level

Components:

V, S, M

Duration:

8 hours

Casting Time:

1 turn

Area of Effect:

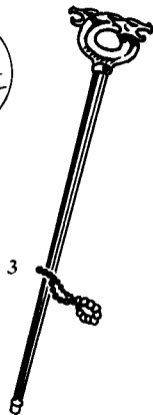
One object

Saving Throw:

None

Reference:

*PHB*, page 211



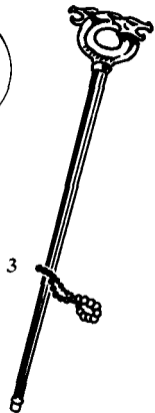
This spell, the reverse of *locate object*, hides an object from location by spell, *crystal ball*, or similar means for eight hours. The caster must touch the object being concealed. This will not affect living creatures.

The casting requires the use of a piece of lodestone.

## Plant Growth

Alteration

Sphere: Plant  
Level: 3  
Range: 160 yards  
Components: V, S, M  
Duration: Permanent  
Casting Time: 1 round  
Area of Effect: Special  
Saving Throw: Special  
Reference: *PHB*, page 212



The *plant growth* spell enables the caster to choose either of two different uses. The first causes normal vegetation to grow, entwine, and entangle to form a thicket or jungle which creatures must hack or force a way through at a movement rate of 10 feet per round (or 20 feet per round for larger-than-man-sized creatures). Note that the area must have brush and trees in it in order to allow this spell to take effect. The area of effect is a square 20 feet one a side, per level of experience of the caster, in any square or rectangular shape that the caster decides upon at the time of the spellcasting. The spell's effects persist in the area until it is cleared by labor, fire, or such magical means as a *dispel magic* spell.

The second use of the spell affects a one-mile square area. The DM secretly makes a saving throw (based on the caster's level) to see if the spell takes effect. If successful, the spell renders plants more vigorous, fruitful, and hardy, increasing yields by 20% to 50% (1d4 + 1 x 10%), given a normal growing season. The spell does not prevent disaster in the form of floods, drought, fire, or insects, although even in these cases the plants survive better than expected. This effect lasts only for the life cycle of one season, the winter "death" marking the end of a life cycle even for the sturdiest of trees. In many farming communities, this spell is normally cast at planting time as part of the spring festivals.

# Prayer

Conjuration/Summoning

Sphere: Combat

Level: 3

Range: 0

Components: V, S, M

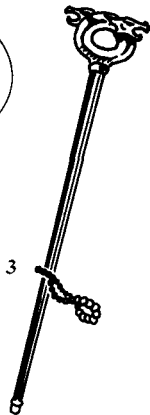
Duration: 1 round/level

Casting Time: 6

Area of Effect: 60-foot radius

Saving Throw: None

Reference: *PHB*, page 212





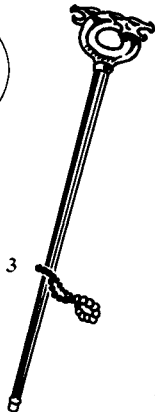
By means of the *prayer* spell, the priest brings special favor upon himself and his party and causes harm to his enemies. Those in the area at the instant the spell is completed are affected for the duration of the spell. When the spell is completed, all attack and damage rolls and saving throws made by those in the area of effect who are friendly to the priest gain +1 bonuses, while those of the priest's enemies suffer -1 penalties. Once the *prayer* spell is uttered,

the priest can do other things, unlike a *chant*, which he must continue, to make the spell effective. If another priest of the same religious persuasion (not merely the same alignment!) is chanting when a *prayer* is cast, the effects combine to +2 and -2, as long as both are in effect at once.

The priest needs a silver holy symbol, prayer beads, or a similar device as the material component of this spell.

# Protection From Fire

Abjuration  
Sphere: Protection,  
Elemental (Fire)  
Level: 3  
Range: Touch  
Components: V, S, M  
Duration: Special  
Casting Time: 6  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, page 212



3

The effect of a *protection from fire* spell differs according to the recipient of the magic—either the caster or some other creature. In either case, the spell lasts no longer than one turn per caster level.

If the spell is cast upon the caster, it confers complete invulnerability to normal fires (torches, bonfires, oil fires, and the like) and to exposure to magical fires such as fiery dragon breath, spells such as *burning hands*, *fireball*, *fire seeds*, *fire storm*, *flame strike*, *meteor swarm*, hell hound or pyro-

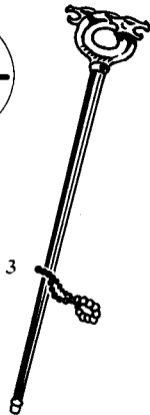
hydra breath, etc., until the spell has absorbed 12 hit points of heat or fire damage per level of the caster, at which time the spell is negated.

If the spell is cast upon another creature, it gives invulnerability to normal fire, gives a bonus of +4 on saving throw die rolls vs. fire attacks, and it reduces damage sustained from magical fires by 50%.

The caster's holy symbol is the material component.

# Pyrotechnics

Alteration	
Sphere:	Elemental (Fire)
Level:	3
Range:	160 yards
Components:	V, S, M
Duration:	Special
Casting Time:	6
Area of Effect:	10 or 100 times a single fire source
Saving Throw:	Special
Reference:	<i>PHB</i> , pages 212-3



A *pyrotechnics* spell draws on an existing fire source to produce either of two effects, at the option of the caster.

First, it can produce a flashing and fiery burst of glowing, colored aerial fireworks that lasts one round. This effect temporarily blinds those creatures in, under, or within 120 feet of the area that also have an unobstructed line of sight to the effect, for  $1d4 + 1$  rounds, unless the creatures roll successful saving throws vs. spell. The fireworks fill a volume ten times greater than the original fire source.

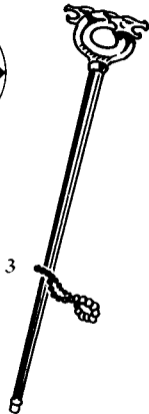
Second, it can cause a thick writhing stream of smoke to arise from the source and form a choking cloud which lasts for one round per experience level of the caster.

This covers a roughly hemispherical volume from the ground or floor up (or conforming to the shape of a confined area) that totally obscures vision beyond two feet. The smoke fills a volume 100 times the original size of the fire source.

The spell uses one fire source within the area of effect, which is immediately extinguished. An extremely large fire can be used as the source, and it is only partially extinguished by the casting. Magical fires are not extinguished although a fire-based creature (such as a fire elemental) used as a source suffers  $1d4$  points of damage, plus 1 point of damage per caster level. This spell does not function underwater.

## Random Causality

Alteration  
Sphere: Chaos  
Level: 3  
Range: 10 yards  
Components: V, S, M  
Duration: Special  
Casting Time: 3 rounds + 1/level  
Area of Effect: One weapon  
Saving Throw: Negates  
Reference: *TOM*, pages 69-70



3

This spell creates a rift in the nature of cause and effect. The spell is cast upon an opponent's weapon. When the weapon is used, it hits and causes damage normally, but the damage is not applied to the creature struck by the weapon. Instead, the person wielding the weapon or one of his companions suffers the damage. If the weapon misses its target on any round, no damage is caused in that round.

Using a die roll, the DM randomly determines the victim of the damage. The DM selects a die with a value nearest the number of eligible creatures (the wielder of the weapon and his companions). If the number of creatures does not equate to the highest

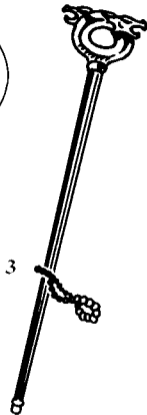
value of a die, the wielder of the enchanted weapon takes the extra chances to be hit. For example, if a goblin wields a sword affected by this spell, he and his six companions are eligible to receive the damage. The DM rolls 1d8. On a roll of 1-6, one of the goblin's companions suffers the damage; on a roll of 7 or 8, the goblin with the affected weapon suffers the damage.

The weapon is affected for 3 rounds + 1 round/level of the spellcaster. If the wielder of the weapon changes weapons while the spell is in effect, the discarded weapon remains enchanted.

The material component is a bronze die.

## Remove Curse

Abjuration  
Sphere: Protection  
Level: 3  
Range: Touch  
Components: V, S  
Duration: Permanent  
Casting Time: 6  
Area of Effect: Special  
Saving Throw: Special  
Reference: *PHB*, page 213





Upon casting this spell, the priest is usually able to remove a curse on an object, on a person, or in the form of some undesired sending or evil presence. Note that the *remove curse* spell does not remove the curse on a cursed shield, weapon, or suit of armor, for example, although the spell typically enables the person afflicted with any such cursed item to get rid of it. Certain special curses may not be countered by this spell, or may be countered only by a caster of a certain level or more. A caster of 12th level or more can cure recently acquired lycanthropy with this spell by casting it on the animal form. The were-creature receives a saving throw vs. spells and, if successful, the spell fails and the priest must gain a level before attempting the remedy on this creature again.

# Remove Paralysis

Abjuration

Sphere:

Protection

Level:

3

Range:

10 yards/level

Components:

V, S

Duration:

Permanent

Casting Time:

6

Area of Effect:

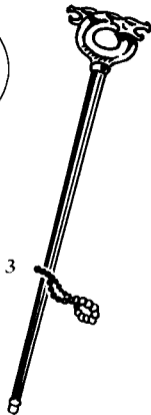
1d4 creatures in a  
20-foot cube

Saving Throw:

None

Reference:

*PHB*, page 213

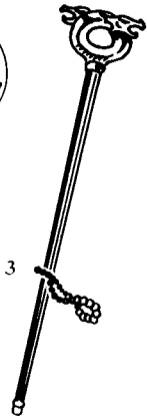


By the use of this spell, the priest can free one or more creatures from the effects of any paralyzation or from related magic (such as a ghoul touch, or a *hold* or *slow* spell). If the spell is cast on one creature, the paralyzation is negated. If cast on two creatures, each receives another saving throw vs. the effect that afflicts it, with a +4 bonus. If cast on three or four creatures, each receives another saving throw with a +2 bonus. There must be no physical or magical barrier between the caster and the creatures to be affected or the spell fails and is wasted.

## Rigid Thinking

Enchantment/Charm

Sphere: Law  
Level: 3  
Range: 60 yards  
Components: V, S  
Duration: 1 round/level  
Casting Time: 1 turn  
Area of Effect: One creature  
Saving Throw: Negates  
Reference: *TOM*, page 70



*Rigid thinking* can be cast only upon a creature with Intelligence of 3 or greater. The creature is allowed a saving throw to avoid the effects of the spell.

The creature affected by *rigid thinking* is incapable of performing any action other than the activity he is involved in when the spell takes effect. The creature's mind simply cannot decide on another course of action—it becomes frozen into a single thought and cannot change even if new circumstances would suggest otherwise. Thus, a warrior fighting a kobold will ignore the arrival of a beholder, and a thief picking a lock will pay no heed to the arrival of three guards.

The affected creature does not mechanically repeat the action; he is not an automaton. He will not continue to fire his bow at a

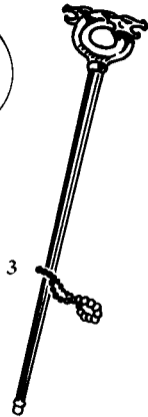
dragon if he runs out of arrows, but will choose another means of attacking the dragon to the exclusion of all else.

A spellcaster in the process of casting a spell when *rigid thinking* takes effect will not attempt to repeat the spell (unless the spell has been memorized more than once). The spellcaster will, however, devote his attention to the target of that spell until his goal is met (*e.g.*, if the caster were attacking a creature, he would continue to direct attacks at that creature; if the caster were trying to open a door, he would continue to work on the door until it opens).

The spell expires when the creature accomplishes his goal (*i.e.*, the kobold is killed or the lock is opened) or when the duration of the spell has ended.

## Slow Rot

Abjuration  
Sphere: Plant  
Level: 3  
Range: Touch  
Components: V, S, M  
Duration: 1 week/level  
Casting Time: 1 round  
Area of Effect: Special  
Saving Throw: None  
Reference: *TOM*, page 70



This spell increases the amount of time that fruits, vegetables, and grains remain wholesome and ripe. The spell will not take effect upon meat of any kind.

The caster can affect as much as 100 cubic feet of plant material per level. Thus, even a low-level priest could effectively keep a farmer's grain from rotting while in storage or keep the fruit on the trees in his orchard ripe until they are harvested. This spell does not prevent pests (such as rats) from eating the food.

The material component is a pinch of sugar.

## Snare

Enchantment/Charm

Sphere: Plant

Level: 3

Range: Touch

Components: V, S, M

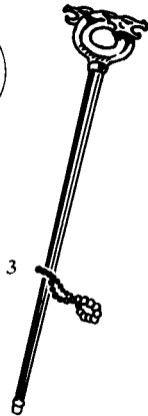
Duration: Permanent until triggered

Casting Time: 3 rounds

Area of Effect: Two-foot diameter circle plus 1/6 foot/level

Saving Throw: None

Reference: *PHB*, page 213





This spell enables the caster to make a snare which is 90% undetectable without magical aid. The snare can be made from any supple vine, a thong, or a rope. One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle.

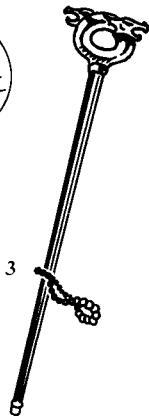
If a strong and supple tree is nearby, the snare can be fastened to it. The magic of the spell causes the tree to bend and then straighten, causing 1d6 points of damage, and lifting the creature off the ground by the trapped member(s) (or strangling it if the head/neck triggered the snare). If no such sapling or tree is available, the cord-like object tightens upon the member(s) and then wraps around the entire creature, doing no damage, but tightly binding it. Underwater, the snare coils back upon its anchor point.

The snare is magical, so for one hour it is breakable only by cloud giant or greater Strength (23); each hour thereafter, the snare material loses magic so as to become 1 point more breakable per hour. At that time, 18 strength will break the bonds. After 12 hours have elapsed, the materials of the snare lose all magical properties, and the loop opens, freeing anything it held. The snare can be cut with any magical weapon, or with any edged weapon wielded with at least a +2 attack bonus (from Strength, for example).

The caster must have a snake skin and a piece of sinew from a strong animal to weave into the cord-like object from which he will make the snare. Only the caster's holy symbol is otherwise needed.

# Speak With Dead

Necromancy  
Sphere: Divination  
Level: 3  
Range: 1  
Components: V, S, M  
Duration: Special  
Casting Time: 1 turn  
Area of Effect: One creature  
Saving Throw: Special  
Reference: *PHB*, page 214



The priest is able to ask several questions of a dead creature in a set period of time and receive answers according to the knowledge of that creature. The priest must be able to converse in the language that the dead creature once used. The length of time the creature has been dead is a factor. Such creatures will be as evasive as possible when questioned. The dead tend to give extremely brief and limited answers, often cryptic, and take questions absolutely literally. Furthermore, their knowledge is often limited to what they knew in life.

A dead creature of different alignment or of higher level or Hit Dice than the caster receives a saving throw vs. spell. A dead creature that successfully saves can refuse to answer questions, ending the spell. At the DM's option, the casting of this spell on a

given creature might be restricted to once per week.

The priest needs a holy symbol and burning incense in order to cast this spell upon the body, remains, or portion thereof. The remains are not expended. This spell does not function underwater.

<b>Level</b>	<b>Dead For:</b>	<b>Time</b>	<b>Number of Questions</b>
up to 7th	1 week	1rd	2
7th-8th	1 month	3rd	3
9th-12th	1 year	10 min	4
13th-15th	10 years	20 min	5
16th-20th	100 years	30 min	6
21st+	1,000 yrs	1 hour	7

## Spike Growth

Alteration, Enchantment

Sphere: Plant

Level: 3

Range: 60 yards

Components: V, S, M

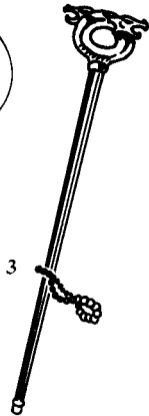
Duration: 3d4 turns + 1  
turn/level

Casting Time: 6

Area of Effect: 10-foot  
square/level

Saving Throw: None

Reference: *PHB*, page 214



Wherever any type of plant growth of moderate size or density is found, this spell can be used. The ground-covering vegetation or roots and rootlets in the area becomes very hard and sharply pointed. In effect, the ground cover, while appearing to be unchanged, acts as if the area were strewn with caltrops. In areas of bare ground or earthen pits, roots and rootlets act in the same way. For each ten feet of movement through the area, the victim suffers 2d4 points of damage. He must also roll a saving throw vs. spell. If this saving throw is failed, the victim's movement rate is reduced by 1/3 from its current total (but never to less than 1). This penalty lasts for 24

hours, after which the character's normal movement rate is regained.

Without the use of such a spell as *true seeing*, similar magical aids, or some other special means of detection (such as *detect traps* or *detect snares and pits*), an area affected by the *spike growth* spell is absolutely undetectable as such until a victim enters the area and suffers damage. Even then, the creature cannot determine the extent of the perilous area unless some means of magical detection is used.

The components for this spell are the priest's holy symbol and either seven sharp thorns or seven small twigs, each sharpened to a point.

# Squeaking Floors

Evocation

Sphere:

Wards

Level:

3

Range:

30 yards

Components:

V, S, M

Duration:

1 hour/level

Casting Time:

3

Area of Effect:

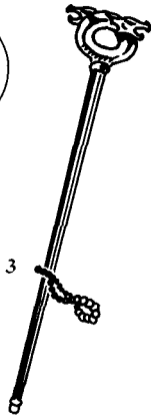
10-foot  
square/level

Saving Throw:

None

Reference:

*TOM*, pages 70-1



A surface affected by *squeaking floors* squeaks loudly when any creature larger than a normal rat (larger than one-half cubic foot or weighing more than three pounds) steps on it or touches it. The spell affects a square whose sides equal the caster's level times 10 feet (a 9th-level priest could affect a square whose sides are 90 feet long).

The squeaks can be heard in a 100-foot radius, regardless of interposing barriers such as walls and doors. The squeaks occur

regardless of the surface, whether wood, stone, dirt, or any other solid material. Listeners automatically know the direction of the sounds.

Characters who successfully move silently reduce the radius of the noise to 50 feet. Those able to *fly* or otherwise avoid direct contact with the affected surface will not activate the *squeaking floors*.

The material component is a rusty iron hinge that squeaks when moved.

## Starshine

Evocation, Illusion/Phantasm

Sphere: Sun

Level: 3

Range: 10 yards/level

Components: V, S, M

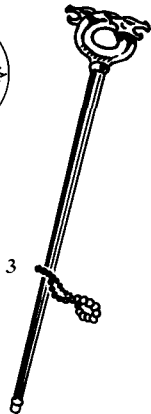
Duration: 1 turn/level

Casting Time: 6

Area of Effect: 10-foot  
square/level

Saving Throw: None

Reference: *PHB*, page 214





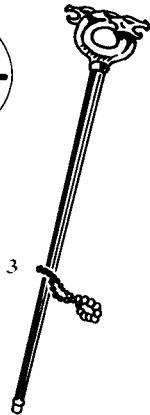
A *starshine* spell enables the caster to softly illuminate an area as if it were exposed to a clear night sky filled with stars. Regardless of the height of the open area in which the spell is cast, the area immediately beneath it is lit by starshine. Vision ranges are the same as those for a bright moonlit night—movement noted out to 100 yards; stationary creatures seen up to 50 yards; general identifications made at 30 yards;

recognition at 10 yards. The spell creates shadows and has no effect on infravision. The area of effect actually appears to be a night sky, but disbelief of the illusion merely enables the disbeliever to note that the "stars" are actually evoked lights. This spell does not function underwater.

The material components are several stalks from an amaryllis plant (especially *Hypoxis*) and several holly berries.

## Stone Shape

Alteration	
Sphere:	Elemental (Earth)
Level:	3
Range:	Touch
Components:	V, S, M
Duration:	Permanent
Casting Time:	1 round
Area of Effect:	Three-foot cube plus one-foot cube/level
Saving Throw:	None
Reference:	<i>PHB</i> , page 214

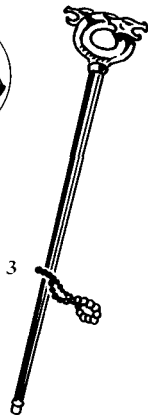


By means of this spell, the caster can form an existing piece of stone into any shape that suits his purposes. For example, a stone weapon can be made, a special trapdoor fashioned, or a crude idol sculpted. By the same token, it enables the spellcaster to reshape a stone door, perhaps so as to escape imprisonment, providing the volume of stone involved was within the limits of the area of effect. While stone coffers can be thus formed, stone doors made, etc., the fineness of detail is not great. If the shaping has moving parts, there is a 30% chance they do not work.

The material component of this spell is soft clay that must be worked into roughly the desired shape of the stone object, and then touched to the stone when the spell is uttered.

## Strength of One

Alteration  
Sphere: Law  
Level: 3  
Range: 10 yards  
Components: V, S  
Duration: 2d6 rounds  
Casting Time: 3  
Area of Effect: One creature plus  
one creature/two  
levels  
Saving Throw: None  
Reference: *TOM*, page 71



By casting this spell on a group of lawful creatures, the priest imbues each creature with a Strength bonus equal to that of the strongest creature in the group. To be affected by the spell, all creatures must touch the hand of the priest at the time of casting. Only human, demihuman, and humanoid creatures of man-size or smaller may be affected. The characters can be a mixed group of Lawful Neutral, Lawful Good or Lawful Evil alignments. The spell will not take effect if any creature of Neutral or Chaotic alignment is included in the group.

Prior to casting, one creature is designated the keystone. There may never be more than one keystone in a group, even if another creature has equal Strength.

All affected characters gain a bonus to

damage equal to the keystone's bonus from Strength. Any magical bonuses belonging to the keystone are not added; only the keystone's natural Strength is conferred on the group.

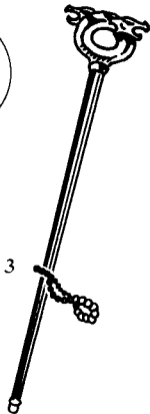
This bonus supercedes any bonus a character normally receives. Thus, a warrior with 16 Strength who benefits from a keystone who has Strength 18/07 gains a total bonus of +3 to damage (not +4). The keystone receives no bonus.

Affected creatures gain no improvements to THAC0, bend bars/lift gates, or other functions of Strength.

The spell ends if the keystone is killed. The bonus and duration are not affected if another member of the group is killed within the duration of the spell.

## Summon Insects

Conjuration/Summoning  
Sphere: Animal  
Level: 3  
Range: 30 yards  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 1 round  
Area of Effect: One creature  
Saving Throw: None  
Reference: *PHB*, pages 214-5



The *summon insects* spell attracts a cloud of flying insects (move 60 feet/round) 70% of the time (bees, biting flies, hornets, or wasps), or a swarm of crawling insects (move 10 feet/round) 30% of the time (biting ants or pinching beetles). This gathers at a point chosen by the caster, within the spell's range, and attacks any single creature the caster points to.

The attacked creature sustains 2 points of damage if it does nothing but attempt to flee or fend off the insects; it suffers 4 points of damage per round otherwise. If the insects are ignored, the victim fights with a -2 penalty to his attack roll, and a +2 penalty to his Armor Class. If he attempts to cast a spell, an initiative should be made for the insects to see if their damage occurs before the spell is cast. If it does, the victim's con-

centration is ruined and the spell is lost.

The insects disperse and the spell ends if the victim enters thick smoke or hot flames. Besides this, the swarm might possibly be outrun, or evaded. If evaded, the summoned insects can be sent against another opponent, but there will be at least a 1 round delay. The caster must concentrate to maintain the swarm; it dissipates if he moves or is disturbed.

It is possible underground that the caster might summon 1d4 giant ants by means of the spell, but the possibility is only 30% unless giant ants are nearby. This spell does not function underwater.

The materials needed for this spell are the caster's holy symbol, a flower petal, and a bit of mud or wet clay.

# Telepathy

Divination, Alteration

Sphere: Thought

Level: 3

Range: 30 yards

Components: V, S

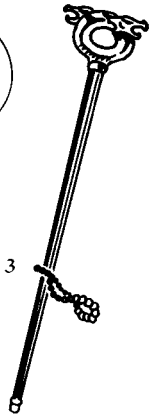
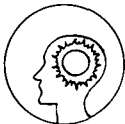
Duration: 1 turn + 2  
rounds/level

Casting Time: 5

Area of Effect: One creature

Saving Throw: Negates

Reference: *TOM*, page 71





This spell establishes direct, two-way mental contact between the priest and a single subject. The subject must have Intelligence of at least 5 for the spell to take effect. The two participants can communicate silently, regardless of whether they share a common language.

*Telepathy* does not give either participant access to the other's thoughts, memories, or emotions. Participants can only "hear" the thoughts that the other participant actively "sends."

Mind-to-mind communication is approximately four times faster than verbal communication. The level of complexity that can be communicated is only that which can be expressed through language. Gestures, expressions, and body language cannot be conveyed.

A priest can establish separate "telepathic channels" to multiple individuals. Each linkage is established through a separate casting of the spell. There is no network between the channels. For example, if Balfas the priest establishes *telepathy* with Alra the warrior and Zymor the thief by casting this spell twice, Alra and Zymor cannot communicate with each other. Balfas can "target" a thought so that only one of the two other participants receives it.

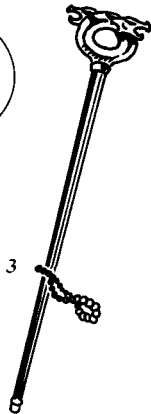
If the priest casts this spell on an unwilling subject, the subject receives a saving throw vs. spell to resist the effect. Willing subjects need not roll a saving throw.

Lead sheeting of more than 1/2" thickness will totally block *telepathy*.

# Telethaumaturgy

Enchantment/Charm

Sphere: Numbers  
Level: 3  
Range: 0  
Components: V, S, M  
Duration: Special  
Casting Time: 2 rounds  
Area of Effect: One creature  
Saving Throw: None  
Reference: *TOM*, page 72



When this spell is cast, the priest may cast another spell that affects the subject individual at a range much greater than normal.

Only certain spells can benefit from *telethaumaturgy*: *bless\**, *command*, *charm person or mammal*, *detect charm*, *hold person*, *know alignment*, *remove curse\**, *probability control*, *quest*, *confusion* (one creature only), and *exaction*.

For spells marked with an asterisk (\*), *telethaumaturgy* also increases the range of the reversed spell.

A spell to be enhanced by *telethaumaturgy* must be cast on the following round. Spells that normally affect more than one individual will affect only a single subject.

When *telethaumaturgy* is cast by a priest of 11th level or higher, and the target is within the normal range of the subsequent

spell, the subject's saving throw suffers a penalty of -2.

*Telethaumaturgy* functions only if the priest knows the correct name of his subject. If the caster uses an alias, the subsequent spell fails. The priest does not automatically know why the subsequent spell failed.

The material component is a small book of numerological formulae and notes, which is not consumed in the casting.

<b>Level</b>	<b>Range Multiplier</b>
1-6	x2
7-11	x3
12-16	x4
17 +	x5

## Thief 's Lament

Alteration

Sphere:

Wards

Level:

3

Range:

10 yards/level

Components:

V, S, M

Duration:

1 hour/level

Casting Time:

3

Area of Effect:

Five-foot  
cube/level

Saving Throw:

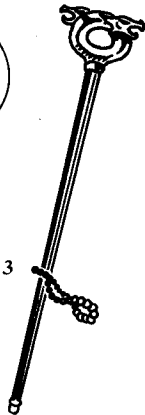
Negates

Reference:

*TOM*, page 72



3



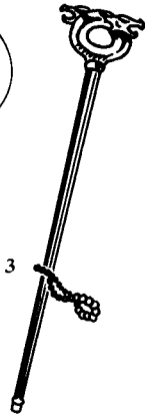
A thief entering an area enchanted with *thief's lament* suffers a great reduction in his thieving skills. The thief is allowed a saving throw to resist the effects of the spell; failure indicates that he suffers the full effects of the lament. All attempts to pick pockets, open locks, find/remove traps, move silently, detect noise, climb walls, and hide in shadows are reduced by 25% (although a skill cannot be reduced below 5%, presuming the character has at least a score of 5% in any skill).

The spell affects a cube whose sides equal the caster's level times five feet (a 10th-level caster could affect a cube whose sides equal 50 feet).

The material components are the priest's holy symbol and a silver key.

# Tree

Alteration  
Sphere: Plant  
Level: 3  
Range: 0  
Components: V, S, M  
Duration: 6 turns + 1  
turn/level  
Casting Time: 6  
Area of Effect: The caster  
Saving Throw: None  
Reference: *PHB*, page 215



By means of this spell the caster is able to assume the form of a small living tree or shrub or that of a large dead tree trunk with but a few limbs. Although the closest inspection cannot reveal that this plant is actually a person, and for all normal tests he is, in fact, a tree or shrub, the caster is able to observe all that goes on around him just as if he were in normal form. The Armor Class and hit points of the plant are those of the caster. The spellcaster can remove the spell at any time, instantly changing from plant to human form and having full capability for any action normally possible (including spellcasting). Note that all clothing and gear worn or carried change with the caster.

The material components are the priest's holy symbol and a twig from a tree.

## Unearthly Choir

Invocation

Sphere: Combat

Level: 3

Range: 0

Components: V

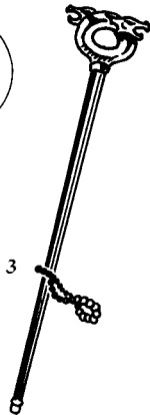
Duration: Instantaneous

Casting Time: 5

Area of Effect: Special

Saving Throw: 1/2

Reference: *TOM*, page 73





Three or more priests must be within 10 feet of each other. The priests sing a single, dissonant chord. The result of the spell depends on the number of voices.

**Trio.** Cone of sonic force, 120 feet long and 40 feet wide. Save vs. spell (for half) or suffer 2d4 points of damage. Undead suffer a -2 penalty to their saving throws.

**Quartet** Same as above, but also deafened for one round, barring a successful save. Undead creatures not allowed a save.

**Quintet** 3d4 points of damage (save for half). Undead not allowed a save. All deafened for one round. Pottery, glassware, etc., save vs. fall or shattered.

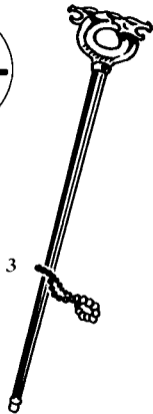
**Ensemble.** Six to ten priests. Cone 180 feet long and 60 feet wide. All suffer 1d4 points of damage/priest and deafened for 1d4

rounds (save for half on both). Undead creatures, three Hit Dice or less, destroyed. Other undead suffer normal damage, no save. Glass, pottery, etc., wooden items the strength of a door or less save vs. crushing blow or shattered.

**Choir.** Eleven or more priests. Cone 300 feet long and 100 feet wide. All suffer 1d6 points of damage/priest, maximum 20d6, deafened for 1d10 rounds (save vs. spells for half, deafened 1d6 rounds). Undead creatures, five Hit Dice or less, destroyed. Undead with more Hit Dice, no save. Structures are damaged as if they suffered a direct hit from a catapult (one hit per four priests in the choir). Doors, chests, and other breakable items are instantly shattered.

# Water Breathing

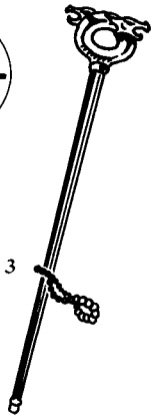
Alteration	
Sphere:	Elemental (Water)
Level:	3
Range:	Touch
Components:	V, S
Duration:	1 hour/level
Casting Time:	6
Area of Effect:	Creature touched
Saving Throw:	None
Reference:	<i>PHB</i> , page 215



The recipient of a *water breathing* spell is able to breathe underwater freely for the duration of the spell—*i.e.*, one hour for each level of experience of the caster. The priest can divide the base duration between multiple characters. Thus, an 8th-level priest can confer this ability to two characters for four hours, four for two hours, eight for one hour, etc., to a minimum of 1/2 hour per character. Note that this spell does not prevent the recipient creature(s) from breathing in its natural element.

# Water Walk

Alteration  
Sphere: Elemental (Water)  
Level: 3  
Range: Touch  
Components: V, S, M  
Duration: 1 turn + 1  
turn/level  
Casting Time: 6  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 215



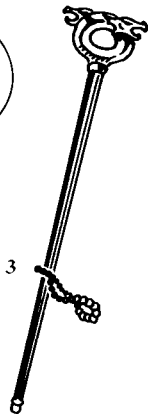
By means of this spell, the caster is able to empower one or more creatures to tread upon any liquid as if it were firm ground; this includes mud, quicksand, oil, running water, and snow. The recipient's feet do not touch the surface of the liquid; however, oval depressions of his appropriate foot size and two inches deep are left in the mud or snow. The recipient's rate of movement remains normal. If cast underwater, the recipient is borne toward the surface.

For every level of the caster above the minimum required to create the spell (5th level), he can affect another creature.

The material components for this spell are a piece of cork and the priest's holy symbol.

## Zone of Sweet Air

Abjuration  
Sphere:           Wards  
Level:             3  
Range:            10 yards/level  
Components:     V, S, M  
Duration:         1 turn/level  
Casting Time:    3  
Area of Effect:   10-foot cube/level  
Saving Throw:    None  
Reference:        *TOM*, page 73



*Zone of sweet air* creates an invisible barrier around the area of effect that repels all noxious elements from poisonous vapors, including those created magically (such as a *stinking cloud* spell). The spell offers no protection against poisonous vapors created by a dragon's breath weapon (such as the chlorine gas of a green dragon). Noxious gasses already within the area of effect when the spell is cast are not affected. Fresh air passes into the area normally.

If a poisonous vapor is expelled within the area of effect (for example, a *stinking*

*cloud* spell is cast), the spell takes effect normally but dissipates in half the time normally required.

The spell affects a cube whose sides equal the caster's level times 10 feet (for instance, a 10th-level caster could affect a cube whose sides are 100 feet long).

The material components are the priest's holy symbol, a silk handkerchief, and a strand of spider web.

## Priests' Spells, Level IV

- |                                    |                              |
|------------------------------------|------------------------------|
| 1 Abjure                           | 18 Defensive Harmony         |
| 2 Addition                         | 19 Detect Lie                |
| 3 Age Plant                        | 20 Dimensional Folding       |
| 4 Animal Summoning I               | 21 Divination                |
| 5 Babble                           | 22 Doubt                     |
| 6 Blessed Warmth                   | 23 Fire Purge                |
| 7 Body Clock                       | 24 Focus                     |
| 8 Call Woodland Beings             | 25 Fortify                   |
| 9 Cause Serious Wounds             | 26 Free Action               |
| 10 Chaotic Combat                  | 27 Genius                    |
| 11 Chaotic Sleep                   | 28 Giant Insect              |
| 12 Circle of Privacy               | 29 Hallucinatory Forest      |
| 13 Cloak of Bravery                | 30 Hold Plant                |
| 14 Cloak of Fear                   | 31 Imbue With Spell Ability  |
| 15 Compulsive Order                | 32 Inverted Ethics           |
| 16 Control Temperature, 10' Radius | 33 Join With Astral Traveler |
| 17 Cure Serious Wounds             | 34 Leadership                |

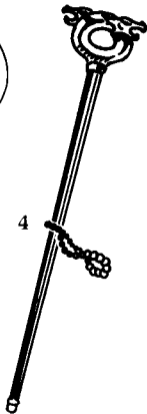


35 Lower Water  
36 Mental Domination  
37 Modify Memory  
38 Neutralize Poison  
39 Plant Door  
40 Poison  
41 Probability Control  
42 Produce Fire  
43 Protection from Evil, 10' Radius  
44 Protection from Good, 10' Radius  
45 Protection from Lightning  
46 Quench Fire  
47 Raise Water  
48 Rapport  
49 Reflecting Pool  
50 Repel Insects

51 Revealed Wood  
52 Selective Passage  
53 Shrink Insect  
54 Solipsism  
55 Speak With Plants  
56 Spell Immunity  
57 Snakes to Sticks  
58 Sticks to Snakes  
59 Tanglefoot  
60 Thought Broadcast  
61 Tongues  
62 Tree Steed  
63 Undetectable Lie  
64 Uplift  
65 Weather Stasis

# Abjure

Abjuration  
Sphere:            Summoning  
Level:             4  
Range:            10 yards  
Components:      V, S, M  
Duration:         Special  
Casting Time:    1 round  
Area of Effect:   One creature  
Saving Throw:    Special  
Reference:        *PHB*, page 215



This spell can send an extra-planar creature back to its own plane of existence. The spell fails against entities of demigod status or greater, but their servants or minions can be abjured. If the creature has a specific (proper) name, then that must be known and used. Any magic resistance of the subject must be overcome or the spell fails. The priest has a 50% chance of success (a roll of 11 or better on 1d20). The roll is adjusted by the difference in level or Hit Dice between the caster and the creature being abjured: the number needed is decreased if the priest has more Hit Dice and increased if

the creature has more Hit Dice. If the spell is successful, the creature is instantly sent back to its own plane. The affected creature must survive a system shock check. If the creature has no Constitution score, the required score is 70% +2%/Hit Die or level. The caster has no control over where in the creature's plane the abjured creature arrives. If the attempt fails, the priest must gain another level before another attempt can be made on that particular creature.

The spell requires the priest's holy symbol, holy water, and some material inimical to the creature.

## Addition

Alteration

Sphere: Numbers, Creation

Level: 4

Range: 30 yards

Components: V, S, M

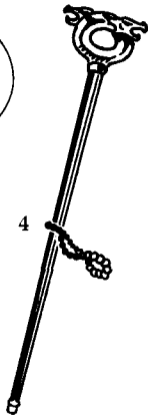
Duration: Special

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Reference: *TOM*, page 74



Priests can create either inanimate objects or nonmonstrous creatures. Objects must be described in a single word or short phrase. The caster has no control over elements such as shape or color.

Objects created cannot be more complex than a crossbow, and cannot contain any information in an abstract form (writing or diagrams). If the priest tries, the spell may fail or the object may be created without the information. The object cannot appear

in occupied space, or within a hollow object. The object obeys all the laws of physics, cannot be disbelieved, and spells cannot distinguish it from normal objects.

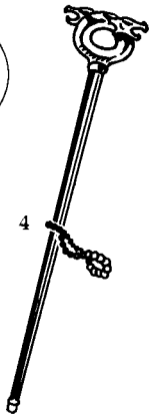
Creatures behave as a normal member of their species; the caster has no control over their actions.

The material components are a small table of numerical formulae on an ivory plaque, plus a length of silken cord. The cord is consumed, the plaque is not.

<b>Level</b>	<b>Duration</b>	<b>Creation</b>
7th-10th	1 turn/level	1 object of 10 pounds or less
11th-15th	2 hours/level	1 object of 20 pounds or less, or 2 of 5 pounds or less
16th-19th	Permanent	1 object of 50 pounds or less, or 10 of 5 pounds or less
	5 rounds/level	1 nonmonstrous creature 20 pounds or less
20th+	Permanent	1 object of 100 pounds or less, or 10 of 10 pounds or less
	2 turns/level	1 nonmonstrous creature, 100 pounds or less, 2 Hit Dice

## Age Plant

Alteration  
Sphere: Time  
Level: 4  
Range: 30 yards  
Components: V, S, M  
Duration: Permanent  
Casting Time: 1 round  
Area of Effect: One plant, seed, or tree/level  
Saving Throw: None  
Reference: *TOM*, pages 74-5



This spell enables the caster to affect the aging of any plant, seed, or tree. The process can operate either forward or backward, causing flowers to blossom, seeds to sprout and grow, and trees to bear fruit; or fruit to turn to blossoms, trees to become saplings, and new shoots to turn to seeds.

The change in age, either forward or back, is chosen by the priest at the time of casting. The changes associated with normal or reversed growth occur instantaneously. Plants can be altered in age up to 10 years per level of the caster. The caster can stop the aging at any point within the limits

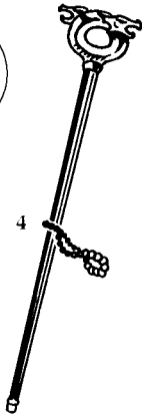
imposed by his level; he could cause a tree to grow from a sapling until it withers and dies from old age or he could stop the tree's growth at a stage at which it would shelter his home.

The spell does not alter the appearance or characteristics of a plant except those that result from normal aging (or regression). *Age plant* has no effect on magically-generated plants or plant-type monsters.

The material components are the priest's holy symbol and the petal from an apple blossom.

# Animal Summoning I

Conjuration/Summoning  
Sphere: Animal,  
Summoning  
Level: 4  
Range: 1-mile radius  
Components: V, S  
Duration: Special  
Casting Time: 7  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 216



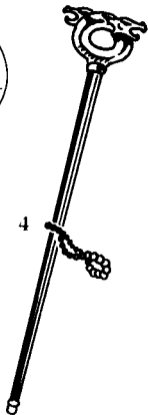


By means of this spell, the caster calls up to eight animals that have 4 Hit Dice or less, of whatever sort the caster names when the summoning is made. Only animals within range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals—*e.g.*, suppose that wild dogs are first summoned to no avail, then hawks are unsuccessfully called, and finally the caster calls for wild horses which may or may not be within summoning range. Your DM must

determine the chance of a summoned animal type being within range of the spell. The animals summoned aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no chimerae, dragons, gorgons, manticores, etc.).

## Babble

Alteration  
Sphere: Divination  
Level: 4  
Range: 0  
Components: V, S  
Duration: 1 turn  
Casting Time: 7  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, pages 220-1



This spell, the reverse of *tongues*, completely and totally confuses all verbal communication by the recipient, making conversation with that creature impossible. It also negates the effects of the *tongues* spell.

## Blessed Warmth

Alteration

Sphere: Sun

Level: 4

Range: Touch

Components: V, S

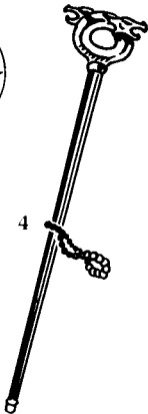
Duration: 1 round/level

Casting Time: 4

Area of Effect: Special

Saving Throw: None

Reference: *TOM*, page 75

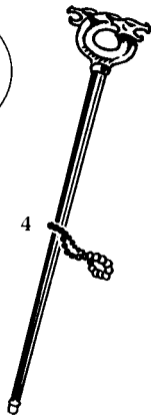


When this spell is cast, a narrow shaft of light shines down upon the priest, making him immune to the effects of natural cold (such as a blizzard) and granting him a +3 bonus to saving throws vs. magical cold (such as a white dragon's breath weapon).

For each level of the priest above 7th, an additional beam of light may be created to protect another creature, who must be standing within three feet of the priest. Thus, a 10th-level priest could protect three other creatures in a three-foot radius.

## Body Clock

Alteration  
Sphere: Time  
Level: 4  
Range: Touch  
Components: V, S, M  
Duration: 1 hour/level  
Casting Time: 4  
Area of Effect: One creature  
Saving Throw: None  
Reference: *TOM*, page 75



*Body clock* affects a subject in the following ways:

- The subject's need for sleep is reduced. For every hour that a subject sleeps, he is as refreshed as if he slept 10 hours. For every two hours that a subject sleeps during the spell (20 hours of rest), he regains hit points as if he spent a day of complete rest. However, wizards are not able to memorize spells; "real" time must pass for this to occur.

- The subject's need to breathe is reduced. He breathes only 10% as often as normal for the duration of the spell, enabling him to hold his breath 10 times longer

than normal and use less air in enclosed situations.

- The subject can set an internal "alarm clock" to alert him when a specific amount of time has passed. The subject then hears a brief ringing in his ears, audible only to him. The ringing is loud enough to wake the subject. He can set as many internal alarm clocks as he wishes, as long as they all occur within the duration of the spell.

The spell has no effect on movement, spellcasting, or any other normal activities.

The material components are a kernel of corn, a drop of water, and a small stoppered glass bottle.

# Call Woodland Beings

Conjuration/Summoning

Sphere:            Summoning,  
                      Animal

Level:             4

Range:            100 yards/level

Components:     V, S, M

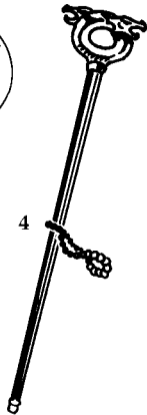
Duration:         Special

Casting Time:    Special

Area of Effect:   Special

Saving Throw:   Negates

Reference:        *PHB*, page 216





The caster is able to summon woodland creatures to his location. This spell only works outdoors, but not only in wooded areas. The spell must be continued uninterrupted until a creature appears or two turns have elapsed. Only one type of being can be summoned, and it comes only if within range. The caster can call up to three times, once successfully.

The creature(s) called are entitled to a saving throw vs. spell with a -4 penalty to avoid the summons. Any answering the call are favorably disposed to the spellcaster and give aid. If the caller or his party are evil, the creatures are entitled to another saving throw vs. spell (with a +4 bonus) when they come within 10 yards. If the caster requests that the creatures engage in combat, they are required to make a loyalty

reaction score. If the caster personally knows a being, summoning is at double normal range with no other creatures affected.

The material components of this spell are a pine cone and eight holly berries.

<b>Creature Type Called</b>	<b>—Type of Woodlands—</b>		
	<b>Light</b>	<b>Mod./ Sylvan</b>	<b>Dense/ Virgin</b>
2d8 brownies	30%	20%	10%
1d4 centaurs	5%	30%	5%
1d4 dryads	1%	25%	15%
1d8 pixies	10%	20%	10%
1d4 satyrs	1%	30%	10%
1d6 sprites	0%	5%	25%
1 treant	—	5%	25%
1 unicorn	—	15%	20%

(add 1%/level of caster for all percentages)

## Cause Serious Wounds

Necromancy

Sphere:

Healing

Level:

4

Range:

Touch

Components:

V, S

Duration:

Permanent

Casting Time:

7

Area of Effect:

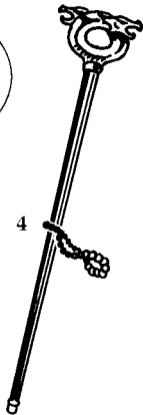
Creature touched

Saving Throw:

None

Reference:

*PHB*, page 217

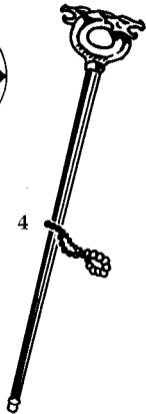


*Cause serious wounds*, the reverse of the *cure serious wounds* spell, operates similarly to the *cause light wounds* spell, the victim having to be touched first through a successful attack roll. If the touch is successful, 2d8 +1 points of damage are inflicted.

## Chaotic Combat

### Invocation/Evocation

Sphere:	Chaos
Level:	4
Range:	30 yards
Components:	V, S
Duration:	1 round/level
Casting Time:	3
Area of Effect:	One creature
Saving Throw:	None
Reference:	<i>TOM</i> , pages 75-6



When *chaotic combat* is cast on a fighter, he is inspired beyond his years of training and is suddenly struck with numerous insights for variations on the standard moves of attack and defense. The spell affects only warriors.

Unfortunately, these insights are helpful in only two-thirds of the warrior's attacks. In the remaining attacks, the spell actually impairs the warrior's standard performance. At the beginning of each round, after the player has declared his character's actions, 1d6 is rolled for the affected warrior. On a roll of 1, 2, 3, or 4, the warrior gains bonuses of +2 to attack rolls and +2 to Armor Class. On a roll of 5 or 6, the warrior suffers a -2 penalty to attack rolls and a -2 penalty to Armor Class. This must be determined at the beginning of the round so

that both the warrior and his opponents can apply the necessary changes.

The insight imparted by this spell is lost after the spell expires. The insight is generated by chaos, which is nearly impossible to contain. After the spell expires, the warrior remembers the battle but not the specifics of his actions. He is unable to duplicate the maneuvers.

## Chaotic Sleep

Alteration

Sphere:

Chaos

Level:

4

Range:

Touch

Components:

V, S, M

Duration:

Permanent

Casting Time:

1 turn

Area of Effect:

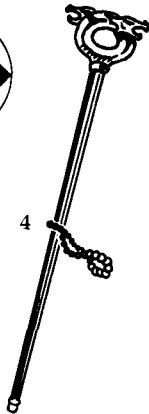
One creature

Saving Throw:

Negates

Reference:

*TOM*, page 76



4

The priest must successfully touch his victim. The victim is then allowed a saving throw to avoid the spell's effect. If the saving throw is failed, the spell takes effect at the next sunrise or sunset.

The sleeping pattern of the victim is randomly disrupted. At sunset and sunrise of every day, a check is made to determine the effects of *chaotic sleep*. In the 12-hour period that follows the check, there is an equal chance that the character will be unable to sleep or unable to remain awake. This condition lasts until the next sunrise (or sunset) when the check is made again.

Characters who sleep as a result of this spell can be roused only by physical stimuli—a slap or a wound, for example. Once awake, the character remains conscious only as long as there are active stim-

uli around him, such as a fight. Walking through caves or riding a horse will not keep the character awake. Characters doze off as soon as they are left relatively undisturbed. Keeping an affected character awake is difficult at best.

Lack of sleep will eventually take a physical toll on any character under the influence of the spell. For every 12-hour period that a character remains awake beyond the first, he suffers a -1 penalty to THAC0. Such characters do not regain hit points as a result of normal healing. Spellcasters cannot memorize spells until they have had sufficient sleep.

*Chaotic sleep* can be removed with a *remove curse*.

The material components are a pinch of sand and three coffee beans.

## Circle of Privacy

Alteration

Sphere: Travelers

Level: 4

Range: Special

Components: V, S, M

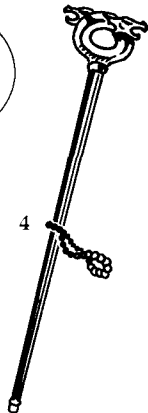
Duration: 1 hour/level

Casting Time: 4

Area of Effect: 50-foot-diameter  
circle

Saving Throw: None

Reference: *TOM*, page 76



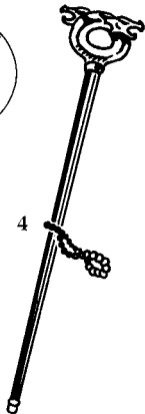


This spell helps to discourage predators and trespassers from disturbing a campsite. The caster sprinkles salt in a circle enclosing an area up to 50 feet in diameter. For the duration of the spell, all sounds and scents generated within the circle are muted, making the area less noticeable to those outside the circle. Therefore, the group's chance of an encounter is reduced by 50% for the duration of the spell. The spell provides no protection against infravision or other forms of magical detection.

The material components are a hair from a skunk, a whisker from a mouse, and enough salt to make a 50-foot-diameter circle.

## Cloak of Bravery

Conjuration/Summoning  
Sphere: Charm  
Level: 4  
Range: Touch  
Components: V, S, M  
Duration: Special  
Casting Time: 6  
Area of Effect: Creature touched  
Saving Throw: Negates  
Reference: *PHB*, page 216



The *cloak of bravery* spell can be cast upon any willing creature. The protected individual gains a bonus to his saving throw against any form of fear encountered (but not awe—an ability of some Lesser and Greater Powers). When cast, the spell affects one to four creatures (caster's choice). If only one is affected, the saving throw bonus is +4. If two are affected, the bonus is +3, and so forth, until four creatures are protected by a +1 bonus. The magic of the *cloak of bravery* spell works only once and then the spell ends, whether or not the creature's saving throw is successful. The spell ends after eight hours if no saving throw is required before then.

The material component for the *cloak of bravery* spell is the feather of an eagle or hawk.

## Cloak of Fear

Conjuration/Summoning

Sphere: Charm

Level: 4

Range: Touch

Components: V, S, M

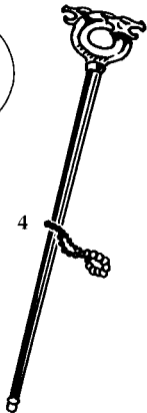
Duration: Special

Casting Time: 6

Area of Effect: Creature touched

Saving Throw: Negates

Reference: *PHB*, page 216



A *cloak of fear* spell, the reverse of *cloak of bravery*, empowers a single creature touched to radiate a personal aura of fear, at will, out to a three-foot radius. All other characters and creatures within this aura must roll successful saving throws vs. spell or run away in panic for 2d8 rounds. Affected individuals may or may not drop items, at the DM's option.

The spell has no effect upon undead of any sort. The effect can be used but once, and the spell expires after eight hours if not brought down earlier. Note that members of the creature's party are not immune to the effects of the spell.

The material component of the *cloak of fear* spell is the tail feathers of a vulture or chicken.

# Compulsive Order

Enchantment/Charm

Sphere: Law

Level: 4

Range: 10 yards

Components: V, S, M

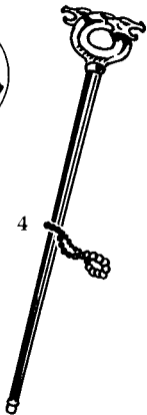
Duration: Permanent

Casting Time: 5

Area of Effect: One creature

Saving Throw: Negates

Reference: *TOM*, pages 76-7



The victim of *compulsive order* is compelled to place everything he encounters into perfect order. If he discovers treasure, he divides it into tidy piles or containers of silver, gold, and copper. While the spell does not affect a character's abilities, the overwhelming desire for order impairs the character's usefulness in most adventures.

When a character afflicted by this spell attempts to undertake a new event, the player must rationalize the action on the basis of his compulsion for order. Thus, the character cannot simply attack a goblin; he must announce a condition such as attacking the tallest goblin and fighting his way down according to size. Once stated, the character must follow through with this plan.

If the player cannot conceive a rationale for his character's behavior, the character is forced to delay his actions for 1d6 rounds in preparation for the subsequent action.

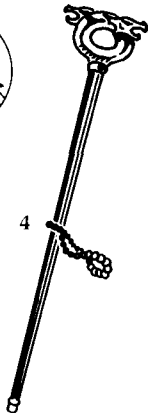
Anyone affected by *compulsive order* may become violent if he is prevented from being neat. If he is allowed to organize his surroundings, he will quickly calm down again. The victim will constantly petition the people around him to be neat and organized.

The victim is allowed a saving throw to avoid the effects of the spell. *Compulsive order* can be removed with a *dispel magic* spell.

The material component is perfect cube made of metal.

## Control Temperature, 10' Radius

Alteration	
Sphere:	Weather
Level:	4
Range:	0
Components:	V, S, M
Duration:	4 turns + 1 turn/level
Casting Time:	7
Area of Effect:	10-foot radius
Saving Throw:	None
Reference:	<i>PHB</i> , pages 216-7





When this spell is cast, the temperature surrounding the caster can be altered by 10 degrees Fahrenheit, either upwards or downward, per level of experience of the spellcaster. Thus, a 10th-level caster could raise or lower the surrounding temperature from 1 to 100 degrees. The spell can be used to ensure the comfort of the caster and those with him in extreme weather conditions. The party could stand about in shirt sleeves during the worst blizzard (although it would be raining on them) or make ice for their drinks during a scorching heat wave.

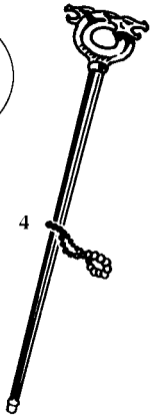
The spell also provides protection from

intense normal and magical attacks. If the extreme of temperature is beyond what could be affected by the spell (a searing blast of a fireball or the icy chill of a white dragon), the spell reduces the damage caused by 5 points for every level of the caster. Normal saving throws are still allowed, and the reduction is taken after the saving throw is made or failed. Once struck by such an attack, the spell immediately collapses.

The material component for this spell is a strip of willow bark (to lower temperatures) or raspberry leaves (to raise temperatures).

## Cure Serious Wounds

Necromancy  
Sphere: Healing  
Level: 4  
Range: Touch  
Components: V, S  
Duration: Permanent  
Casting Time: 7  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, page 217



This spell is a more potent version of the *cure light wounds* spell. When laying his hand upon a creature, the priest heals  $2d8 + 1$  points damage to the creature's body. This healing cannot affect noncorporeal, nonliving, or extraplanar creatures.

# Defensive Harmony

Enchantment/Charm

Sphere: Law

Level: 4

Range: 5 yards

Components: V, S

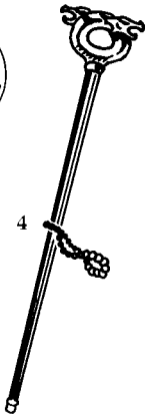
Duration: 1 round + 2d4  
rounds

Casting Time: 1

Area of Effect: One creature/two  
levels

Saving Throw: None

Reference: *TOM*, page 77



This spell must be cast on at least two creatures. All affected creatures must be within three feet of each other upon casting. After the spell is finished, characters may move about freely.

*Defensive harmony* grants affected creatures a defensive bonus by bestowing an enhanced coordination of their attacks and defenses. The affected creatures must be involved in a single battle so that their efforts harmonize to the benefit of all involved. They can also attack additional enemy forces that arrive in the same combat. If the enemy forces divide and flee, the affected creatures can follow, continue to attack, and benefit from the spell. If the affected group is split into two smaller groups when attacked, however, creatures gain no bene-

fit from *defensive harmony*. Each affected creature gains a +1 bonus to Armor Class for every other creature benefiting from the spell, to a maximum bonus of +5 (although more than five characters may be affected by the spell). Thus, if four creatures are affected by *defensive harmony*, each creature gains a +3 bonus to Armor Class.

This bonus represents a mystical coordination of effort on the part of all affected creatures. A fighter will naturally wage his attack to distract the troll attacking the thief. The ranger will instinctively block the swing of an orc, thereby protecting the wizard. Creatures affected by the spell are not consciously aware of these efforts, and they are unable to create specific strategies and tactics.

## Detect Lie

Divination

Sphere:

Divination

Level:

4

Range:

30 yards

Components:

V, S, M

Duration:

1 round/level

Casting Time:

7

Area of Effect:

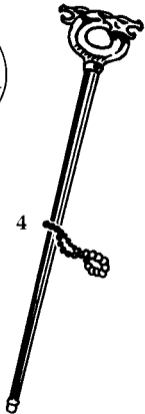
One creature

Saving Throw:

Negates

Reference:

*PHB*, page 217

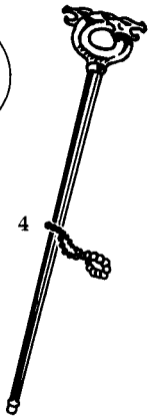


A priest who casts this spell is immediately able to determine if the subject creature deliberately and knowingly speaks a lie. It does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. The subject receives a saving throw vs. spell, which is adjusted only by the Wisdom of the *caster*—*e.g.*, if the caster has a Wisdom of 18, the subject's saving throw is reduced by 4 (see Table 5, PHB). The material component for the *detect lie* spell is one gp worth of gold dust.

## Dimensional Folding

Alteration

Sphere:	Numbers
Level:	4
Range:	5 Feet
Components:	V, S, M
Duration:	1 round
Casting Time:	1 round
Area of Effect:	10-foot circle
Saving Throw:	None
Reference:	<i>TOM</i> , pages 77-8





This spell allows the caster to selectively warp the fabric of space, folding it into higher dimensions.

The *dimensional folding* spell allows access to a distant locale on the same plane. This gate is circular, up to 10 feet in diameter, and remains in existence for up to one round. The caster, other creatures, even missile fire can pass through the gate in either direction.

Vision through the gate is clear and unobstructed in both directions. The "near side" of the gate always appears within five feet of the priest. The "far side" of the gate opens within five feet of the priest's desires.

Unless the priest is extremely familiar with the destination, there is a significant chance that any creature passing through a

*dimensional folding* gate will suffer instantaneous aging.

<b>Destination is:</b>	<b>Chance of Aging</b>	<b>Amount of Aging</b>
Very familiar*	2%	1 year
Studied carefully	5%	1d2 years
Seen casually	10%	1d3 years
Viewed once	15%	1d6 years
Never seen	25%	1d10 years

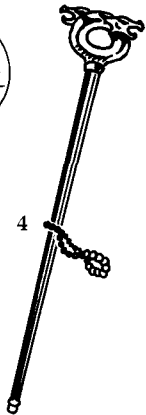
\* Use if the location is within view.

A priest may open the gate near a distant ally so he may travel to the priest.

The material component is a sheet of platinum "tissue" worth at least 15 gp. The tissue is consumed when the gate closes.

# Divination

Divination  
Sphere: Divination  
Level: 4  
Range: 0  
Components: V, S, M  
Duration: Special  
Casting Time: 1 turn  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 217



A *divination* spell is used to garner a useful piece of advice concerning a specific goal, event, or activity that will occur within a one-week period. This can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. Unlike the *augury* spell, this gives a specific piece of advice. For example, if the question is "Will we do well if we venture to the third level?" and a terrible troll guarding 10,000 gp and a *shield +1* lurks near the entrance to the level, the divination response might be: "Ready oil and open flame light your way to wealth." In all cases, the DM controls what information is received and whether additional divinations will supply additional information. Note that if the information is not acted upon, the conditions probably

change so that the information is no longer useful (the troll leaves and takes the treasure).

The base chance for correct *divination* is 60% + 1%/level. The DM makes adjustments to this base chance, considering the actions being divined (for example, unusual precautions against the spell have been taken). If the dice roll is failed, the caster knows the spell failed unless specific magic yielding false information is at work.

The material components of the *divination* spell are a sacrificial offering, incense, and the holy symbol of the priest. If an unusually important divination is attempted, sacrifice of particularly valuable gems, jewelry, or magical items may be required.

## Doubt

Enchantment/Charm, Alteration

Sphere: War

Level: 4

Range: Special

Components: V, S, M

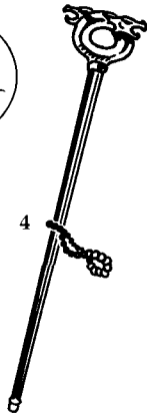
Duration: Special

Casting Time: Special

Area of Effect: One creature

Saving Throw: None

Reference: *TOM*, page 81

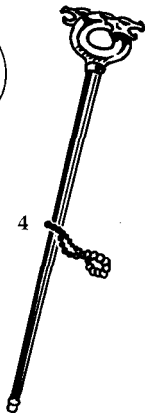


This spell, the reverse of *leadership*, is appropriate for battlefield use. It has a range of 240 yards, and a casting time of one turn. The priest can cast the spell on any single individual (a commander or hero) within his line of sight.

The spell requires the target to roll a saving throw vs. spell. If failed, *doubt* halves the command radius (round fractions down) of the targeted individual for  $1d3 + 4$  turns.

# Fire Purge

Abjuration  
Sphere:           Wards  
Level:             4  
Range:            10 yards/level  
Components:     V, S, M  
Duration:         1 turn/level  
Casting Time:    1 turn  
Area of Effect:   10-yard  
                    square/priest  
Saving Throw:    None  
Reference:        *TOM*, page 78



An area enchanted with *fire purge* is protected against all types of normal and magical fires. Normal fires (including camp fires, torches, and oil fires) cannot burn in the area of effect. Magical fires (including fiery dragon breath, other creature-generated fires, and spell-related fires such as *burning hands* and *fireball*) cause only 50% of their normal damage. Additionally, creatures within the area of effect receive a +4 bonus to saving throws made vs. fire attacks, regardless of whether the attacks originate inside or outside the warded area.

*Fire purge* has no effect on fires that are within the area of effect when the spell is

cast, (*i.e.*, it does not extinguish existing fires).

The material components are the priest's holy symbol and a scorched sliver of wood.

*Fire purge* can be cast as cooperative magic. If a number of priests cast this spell simultaneously, its effectiveness is significantly increased. The duration of the spell is then equal to one turn per level of the most powerful priest, plus one turn for every other contributing priest. The area of effect is a square whose sides equal the number of priests times 10 yards (thus, six priests could create a 60-yard by 60-yard square of protection).

## Focus

Invocation

Sphere:

All

Level:

4

Range:

10 feet

Components:

V, S, M

Duration:

Special

Casting Time:

1 day

Area of Effect:

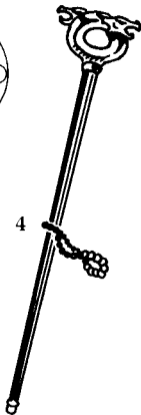
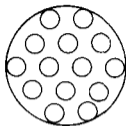
Special

Saving Throw:

None

Reference:

*TOM*, pages 79-80





This spell is extremely complicated and *must* be reviewed thoroughly in the *TOM*.

**Site** foci are connected to places, can't be moved, cause no disturbance in the surroundings, and are intangible.

**Item** foci are centered on an object, and

<b>Spell Effects</b>	<b>Focus</b>	<b>Spell Effects</b>	<b>Focus</b>	<b>Spell Effects</b>	<b>Focus</b>
<i>Detect poison</i>	S/I	<i>Prot. from fire</i>	S	<i>Detect lie</i>	I
<i>Purify food/drink</i>	I	<i>Anti-animal shell</i>	S/I/L	<i>Detect magic</i>	I
<i>Remove fear</i>	S/I/L	<i>Anti-plant shell</i>	S/I/L	<i>Dispel evil</i>	S/I
<i>Remove curse</i>	I	<i>Bless</i>	S/I	<i>Endure cold/heat</i>	S*
<i>Repel insects</i>	S/I	<i>Cntrl temp, 10'R</i>	S*	<i>Know alignment</i>	I/L
<i>Resist fire/cold</i>	S	<i>Control winds</i>	S/I*	<i>Neg. plane prot.</i>	S/I
<i>Spk with animals</i>	S/I/L	<i>Cure disease</i>	I/L	<i>Prot. from evil</i>	S/I
<i>Tongues</i>	S/I	<i>Cure blind./deaf.</i>	I/L	<i>Prot. frm lghtng</i>	S
<i>True seeing</i>	S				

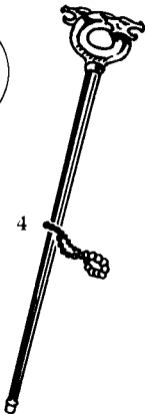
\*The caster must state a desired range (temperature, wind strength, etc.) within the spell's normal limitations at the time it is cast.

should have significance to the religion.

**Living** foci are the rarest of all types, created on a living plant, animal, or person. *Detect charm* reveals the person is somehow enchanted, although not under the influence of a typical charm spell.

## Fortify

Necromancy  
Sphere: Healing  
Level: 4  
Range: 0  
Components: V, S, M  
Duration: Special  
Casting Time: 6  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *TOM*, page 80



This is a simple cooperative magic spell. Only one priest can cast the spell, but another priest is required for the spell to have any effect. Through this spell, the priest improves the quality of another priest's healing spells.

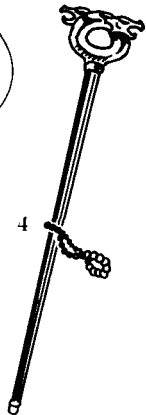
For the *fortify* spell to work, it must be cast simultaneously with a *cure light wounds*, *cure serious wounds*, or *cure critical wounds*. The priest casting *fortify* must lay his hand on the priest attempting the

cure. When both spells are cast, additional energy flows through the second priest and into the creature being healed. *Fortify* automatically causes the cure spell to function at maximum effect. Thus, a *cure serious wounds* would automatically heal 17 points of damage and a *cure critical wounds* would heal 27 points of damage.

The material component is the priest's holy symbol.

## Free Action

Abjuration, Enchantment  
Sphere: Charm  
Level: 4  
Range: Touch  
Components: V, S, M  
Duration: 1 turn/level  
Casting Time: 7  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, page 217

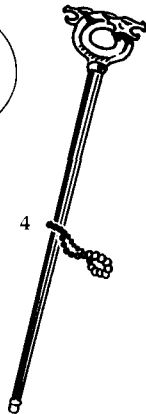
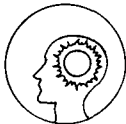


This spell enables the creature touched to move and attack normally for the duration of the spell, even under the influence of magic that impedes movement (such as *web* or *slow* spells) or while underwater. It even negates or prevents the effects of paralysis and *hold* spells. Under water, the individual moves at normal (surface) speed and inflicts full damage, even with such cutting weapons as axes and swords, and with such smashing weapons as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The *free action* spell does not, however, allow water breathing without further appropriate magic.

The material component is a leather thong, bound around the arm or similar appendage, that disintegrates when the spell expires.

# Genius

Divination  
Sphere: Thought  
Level: 4  
Range: 0  
Components: V, S, M  
Duration: Instantaneous  
Casting Time: 5  
Area of Effect: Caster  
Saving Throw: None  
Reference: *TOM*, page 80



With this spell, the priest's player can ask the DM one question about any event occurring at the moment. The question must be somehow related to evaluation of the current situation, such as "What are these monsters?" Speculation about the future, such as "What's on the other side of the door?" is not permitted.

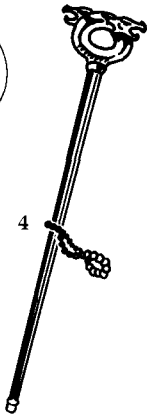
The DM must be careful in adjudicating this spell. The answer to the question should always be relevant and correct, although

need not necessarily be complete, and should not be unbalancing to the situation. The answer can also be cryptic, in the form of a riddle or rhyme, depending on the DM's assessment of the situation. In general, the answer will be a single word or a short phrase of no more than five words.

The material component is a gem of at least 50 gp value. This spell can be cast only once in any 12-hour period. Subsequent attempts to cast the spell result in no answer.

# Giant Insect

Alteration  
Sphere: Animal  
Level: 4  
Range: 20 yards  
Components: V, S, M  
Duration: Special  
Casting Time: 7  
Area of Effect: One to six insects  
Saving Throw: None  
Reference: *PHB*, pages 217-8





The priest turns one or more normal-sized insects into larger forms, resembling the giant insects described in the *Monstrous Compendium*. Only one type of insect can be altered and all insects affected must become the same size.

If the casting is interrupted for any reason, or if the insects are currently subject to any other magical effect (including this one), the insects die and the spell is ruined. The DM decides how many normal insects of what type are available; this is often a greater limitation on the spell than the limits above.

If the insect created by this spell matches an existing monster description, use the monster description. Otherwise, unless the DM creates a special description, the giant form has an Armor Class of between 8 and

4, one attack, and inflicts 1d4 points of damage per Hit Die.

Note that the spell works only on actual insects. Any giant insects created by this spell do not attempt to harm the priest, but the priest's control of such creatures is limited to simple commands ("attack," "defend," "guard," and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex. Unless commanded to do otherwise, the giant insects attempt to attack whatever is near them.

<b>Priest's Level</b>	<b>Insect Hit Dice</b>	<b>Maximum Total HD</b>
7-9	3	6
10-12	4	8
13+	6	12

# Hallucinatory Forest

Illusion/Phantasm

Sphere: Plant

Level: 4

Range: 80 yards

Components: V, S

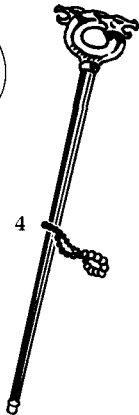
Duration: Permanent

Casting Time: 7

Area of Effect: 40-foot  
square/level

Saving Throw: None

Reference: *PHB*, page 218



When this spell is cast, a hallucinatory forest comes into existence. The illusionary forest appears to be perfectly natural and is indistinguishable from a real forest. Priests attuned to the woodlands—as well as such creatures as centaurs, dryads, green dragons, nymphs, satyrs, and treants—recognize the forest for what it is. All other creatures believe it is there, and movement and order of march are affected accordingly. Touching the illusory growth neither affects

its magic nor reveals its nature. The hallucinatory forest remains until it is magically dispelled by a reverse of the spell, *revealed wood*, or a *dispel magic* spell. The area shape is either roughly rectangular or square, in general, and at least 40 feet deep, and in whatever location the caster desires. The forest can be of less than maximum area if the caster wishes. One of its edges can appear up to 80 yards away from the caster.

## Hold Plant

Enchantment/Charm

Sphere: Plant

Level: 4

Range: 80 yards

Components: V, S

Duration: 1 round/level

Casting Time: 7

Area of Effect: Special

Saving Throw: Negates

Reference: *PHB*, page 218

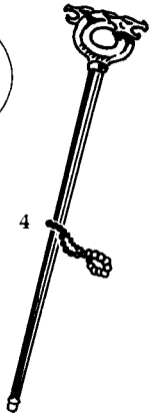


The *hold plant* spell affects vegetable matter as follows: 1) it causes ambulatory vegetation to cease moving; 2) it prevents vegetable matter from entwining, grasping, closing, or growing; 3) it prevents vegetable matter from making any sound or movement which is not caused by wind. The spell effects apply to all forms of vegetation, including parasitic and fungoid types, and those magically animated or otherwise magically empowered. It affects such monsters as green slime, molds of any sort, shambling mounds, shriekers, treants, etc. The duration of a *hold plant* spell is one round per level of experience of the caster. It affects

1d4 plants in a 40-foot x 40-foot area—or a square four to 16 yards on a side of small ground growth such as grass or mold. If but one plant (or 4 yards square) is chosen as the target for the spell by the caster, the saving throw of the plant (or area of plant growth) is made with a -4 penalty to the die roll; if two plants (or 8 yards square) are the target, saving throws suffer a -2 penalty; if three plants (or 12 yards square) are the target, saving throws suffer a -1 penalty; and if the maximum of four plants (or 16 yards square) are the target, saving throws are unmodified.

## Imbue With Spell Ability

Enchantment  
Sphere: Charm  
Level: 4  
Range: Touch  
Components: V, S, M  
Duration: Special  
Casting Time: 1 turn  
Area of Effect: Person touched  
Saving Throw: None  
Reference: *PHB*, page 218



The priest can transfer certain of his currently memorized spells, and the ability to cast them, to another person. Only non-spellcasters (including rangers under 8th level and paladins under 9th level), can receive this bestowal; the *imbue with spell ability* enchantment does not function for unintelligent monsters or for any individual with less than 1 full Hit Die. In addition, the person imbued must have a Wisdom score of 9 or higher. Only priest spells of an informational or defensive nature or a *cure light wounds* spell can be transferred. Transferring any other spell type negates the entire attempt, including any allowable spells that were chosen.

The transferred spell's variable characteristics (range, duration, area of effect, etc.) function according to the level of the priest

originally imbuing the spell.

A priest who casts *imbue with spell ability* upon another character loses those spells until the recipient uses the transferred spells or is slain.

The material components for this spell are the priest's holy symbol, plus some minor symbolic item from the recipient (a lockpick for a thief, etc.), which is consumed, along with the appropriate components of the imbued spells.

Higher level persons can receive more than one spell at the priest's option:

<b>Level of Recipient</b>	<b>Spells Imbued</b>
1	One 1st-level spell
3	Two 1st-level spells
5+	Two 1st- and one 2nd-level spells

## Inverted Ethics

Enchantment/Charm

Sphere: Chaos

Level: 4

Range: 120 yards

Components: V, S, M

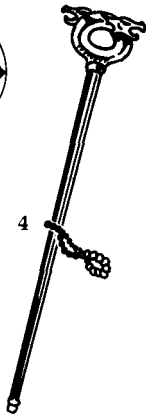
Duration: 1 turn

Casting Time: 1

Area of Effect: Special

Saving Throw: Negates

Reference: *TOM*, pages 80-1





This spell reverses the ethics of a person or group of people. While under the influence of this spell, a creature behaves in a manner opposite to the way he normally would behave. Thus, a shopkeeper influenced by *inverted ethics* will think it perfectly normal for someone to pick up an item from his shop and walk out the door without paying for it. If someone tried to pay for an item, he would be insulted. If the spell is cast on a shopper in a store, he would find it natural to steal the item, thinking that he is behaving in a proper way. If the spell is cast on a professed thief, he will no longer steal,

choosing to pay for his goods instead.

*Inverted ethics* does not cause a creature to actively commit evil deeds (or good deeds). Thus, an affected creature will not go on a shoplifting rampage; he will only steal as the opportunity presents itself.

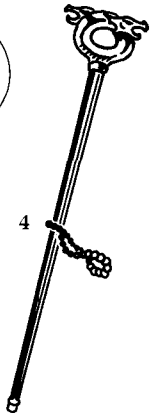
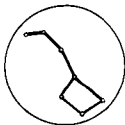
The spell affects one character per level of the caster within a 20-foot radius. Each target of the spell is allowed a saving throw vs. spells to avoid the effect.

The material component is a miniature golden balance (*i.e.*, similar to the scales of justice).

## Join With Astral Traveler

Alteration

Sphere: Astral  
Level: 4  
Range: 0  
Components: V, S  
Duration: Special  
Casting Time: 1 turn  
Area of Effect: The caster  
Saving Throw: None  
Reference: *TOM*, page 81



When a priest casts the 7th-level *astral spell*, he leaves his physical body in suspended animation while his astral body travels. By touching the comatose body and casting *join with astral traveler*, a priest can cause his own astral body to leave his physical body in suspended animation. His astral body then travels along the silver cord of the originally projected priest. The caster joins the projected priest as if he were part of the original casting of the *astral spell*;

*i.e.*, his own silver cord is connected to the priest's silver cord, and he is dependent upon the originally projected priest.

A priest who casts the 7th-level *astral spell* can project as many as seven other creatures along with himself. However, priests casting *join with astral traveler* are an exception to this limit. Any number of priests may join another priest in the Astral plane by use of this spell.

# Leadership

Enchantment/Charm, Alteration

Sphere: War

Level: 4

Range: Special

Components: V, S, M

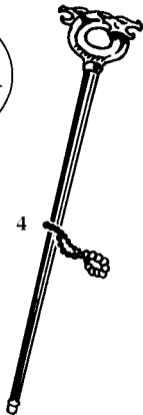
Duration: Special

Casting Time: Special

Area of Effect: One creature

Saving Throw: None

Reference: *TOM*, page 81



This spell can be cast in one of two variations. The first, appropriate for battlefield use, has a range of 240 yards, duration of  $1d4 + 6$  turns, and a casting time of one turn. The priest can cast the spell on any single individual (a commander or hero) within his line of sight.

While under the influence of this spell, the subject's command radius is increased by 50% (round fractions up).

The material component for this variation is a pinch of steel dust.

The second variation must take place in or within 100 feet of a place of worship officially dedicated to the casting priest's deity.

Both the priest and the individual to be affected must be present. The casting time is five turns and involves an intricate ritual and many prayers. At the conclusion of the spell, the subject's command radius is doubled. This effect lasts  $2d12$  hours.

The priest can cast either aspect (but not both at once) on himself. No single individual can be the subject of more than one casting of this spell, whether different aspects or cast by different priests. If more than one spell is attempted on the individual, only the most recent casting takes effect.

The material component for the second variation is the priest's holy symbol.

## Lower Water

Alteration

Sphere: Elemental (Water)

Level: 4

Range: 120 yards

Components: V, S, M

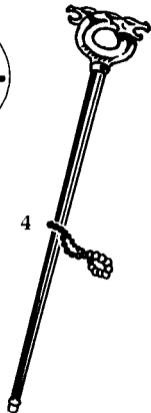
Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, pages 218-9



The *lower water* spell causes water or similar fluid in the area of affect to sink away to a minimum depth of one inch. The depth can be lowered up to two feet for every experience level of the priest. The water is lowered within a square area whose sides are 10 feet long per caster level. Thus, an 8th-level priest affects a volume 16 feet by 80 feet by 80 feet, a 9th-level caster a volume of 18 feet by 90 feet by 90 feet, and so on. In extremely large and deep bodies of water, such as deep ocean, the spell creates a

whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and similar water-based creatures, this spell acts as a *slow* spell: the creature moves at half speed and makes half its usual number of attacks each round. The spell has no effect on other creatures. It negates *raise water*.

The material components of this spell are the priest's holy symbol and a pinch of dust.

# Mental Domination

Enchantment/Charm

Sphere: Thought  
Level: 4  
Range: 50 yards  
Components: V, S, M  
Duration: 3 rounds/level  
Casting Time: 4  
Area of Effect: One creature  
Saving Throw: Negates  
Reference: *TOM*, pages 81, 83





This spell establishes a telepathic link between the priest and the subject through which the priest can control the subject's bodily movements.

Elves and half-elves have no innate resistance to this spell. Priest and subject need not share a common language. The priest can force the subject into combat, but the subject's attack rolls suffer a -2 penalty. The priest cannot force the subject to cast spells or use any innate magical or magic-like abilities. The priest can force the subject to speak, although everything said by the subject is in a monotone.

This spell gives the priest no access to the subject's thoughts, memory, or sensory apparatus. The priest must be within the range of the spell *and* must be able to see the subject, or the spell terminates.

This spell requires a moderate level of concentration by the priest. While maintaining this spell, he can move or enter combat, but cannot cast another spell. If the priest is wounded, rendered unconscious, or killed, the spell immediately terminates.

If the priest is 10th level or lower, he cannot force the subject to perform particularly delicate actions, such as picking a lock. At 11th level or higher, however, this restriction is removed. Any such delicate actions suffer a -15% penalty (or -3 on 1d20).

The material component is a mesh of fine threads that the priest loops around the fingertips of one hand and manipulates in the way that a puppeteer controls a puppet.

# Modify Memory

Enchantment/Charm

Sphere: Time

Level: 4

Range: 30 feet

Components: V, S

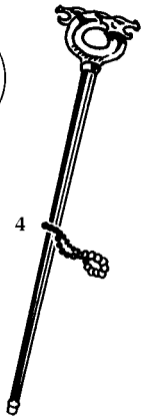
Duration: Permanent

Casting Time: Special

Area of Effect: One creature

Saving Throw: Negates

Reference: *TOM*, page 83



This spell enables the caster to reach into the subject's mind and modify up to five minutes of his memory in one of the following ways:

- Eliminate all memory of an event the subject actually experienced. This spell cannot negate *charm*, *suggestion*, *geas*, *quest*, or similar spells.

- Allow the subject to recall with perfect clarity an event he actually experienced.

- Change the details of an event the subject actually experienced.

- Implant a memory of an event the subject never experienced.

If the subject fails to save vs. spells the caster spends up to five minutes visualizing the memory he wishes to modify in the subject. If the caster's concentration is dis-

turbed before the visualization is complete, the spell is lost.

*Modified memory* will not necessarily affect the subject's actions, particularly if they contradict his natural inclinations. An illogical *modified memory* will be dismissed by the subject as a bad dream or a memory muddled by too much wine. More useful applications of *modified memory* include implanting memories of friendly encounters with the caster (inclining the subject to act favorably toward the caster), changing the details of orders given to the subject by a superior, or causing the subject to forget that the caster cheated him in a card game. The DM reserves the right to decide whether a *modified memory* is too nonsensical to significantly affect the subject.

# Neutralize Poison

Necromancy

Sphere: Healing

Level: 4

Range: Touch

Components: V, S

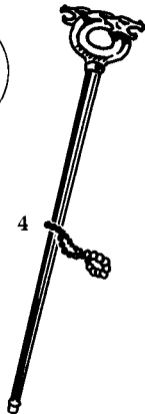
Duration: Permanent

Casting Time: 7

Area of Effect: Creature touched  
or one cubic foot of  
substance/two  
levels

Saving Throw: None

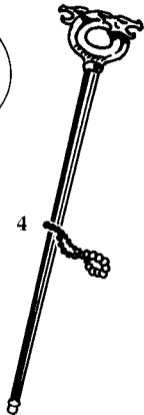
Reference: *PHB*, page 219



By means of a *neutralize poison* spell, the priest detoxifies any sort of venom in the creature or substance touched. Note that an opponent, such as a poisonous reptile (or even an envenomed weapon of an opponent) unwilling to be so touched requires the priest to roll a successful attack combat. This spell can prevent death in a poisoned creature if cast before death occurs. The effects of the spell are permanent only with respect to poison existing in the touched creature at the time of the touch; thus, creatures (and objects) that generate new poison are not permanently detoxified.

## Plant Door

Alteration  
Sphere: Plant  
Level: 4  
Range: Touch  
Components: V, S, M  
Duration: Special  
Casting Time: 7  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 219



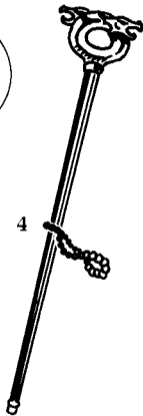
The *plant door* spell opens a magical portal or passageway through trees, undergrowth, thickets, or any similar growth—even growth of a magical nature. The *plant door* is open to the caster who cast the spell, casters of a higher level, or dryads; others must be shown the location of the door. The door even enables the caster to enter into a solid tree trunk and remain hidden there until the spell ends. The spell also enables the passage or hiding of any man-sized or smaller creature; hiding is subject to space considerations. If the tree is cut down or burned, those within must leave before the tree falls or is consumed, or else

they are killed also. The duration of the spell is one turn per level of experience of the caster. If the caster opts to stay within an oak, the spell lasts nine times longer; if in an ash tree, it lasts three times longer than normal. The path created by the spell is up to four feet wide, eight feet high and 12 feet long per level of experience of the caster. This spell does not function on plant-based monsters—*e.g.*, shambling mounds, molds, slimes, treants, etc.

The material components for this spell are a piece of charcoal and the caster's holy symbol.

## Poison

Necromancy  
Sphere: Healing  
Level: 4  
Range: Touch  
Components: V, S  
Duration: Permanent  
Casting Time: 7  
Area of Effect: Creature touched  
or one cubic foot of  
substance/two  
levels  
Saving Throw: None  
Reference: *PHB*, page 219



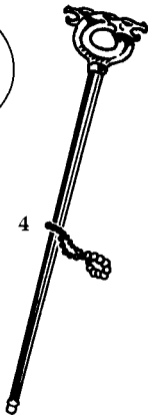


This spell, *poison*, requires an attack roll that succeeds, and the victim is allowed a saving throw vs. poison. If the roll is unsuccessful, the victim is incapacitated and dies in one turn unless the poison is magically neutralized or slowed.

# Probability Control

Alteration

Sphere: Numbers  
Level: 4  
Range: 30 yards  
Components: V, S, M  
Duration: Special  
Casting Time: 4  
Area of Effect: One creature  
Saving Throw: Negates  
Reference: *TOM*, pages 83-4



This spell allows the priest to increase or decrease by a small margin the probability of success for one action. This action can be anything that requires a die roll. The action *must be* something performed by a single creature.

The basic modification is 15% (15 on 1d100 or 3 on 1d20), plus an additional 5% per five levels of the caster. This modification can be either positive or negative, as deemed by the spellcaster. The priest may cast this spell on himself.

For a noncombat action, the priest simply casts the spell on the subject immediately before the action is attempted, informing the DM whether the modification is positive or negative. To use this spell in combat, the priest must specify the action to be affected and whether the modification will be posi-

tive or negative. The spell remains in effect until the subject attempts the specified action or until a number of rounds equal to the caster's level passes. If the latter occurs, the spell ends without effect.

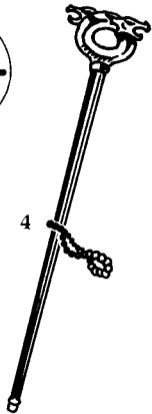
Once the spell is cast, the priest does not need to maintain any concentration.

The subject of the spell has no way of knowing whether any modification made by this spell is positive or negative (or even whether he was the subject of the spell at all). However, an unwilling subject of this spell receives a normal saving throw to negate its effect.

The material components are a small cube of a thickened sugar-and-milk mixture, and a cubic die of matching size. Both are consumed in the casting.

## Produce Fire

Alteration	
Sphere:	Elemental (Fire)
Level:	4
Range:	40 yards
Components:	V, S, M
Duration:	1 round
Casting Time:	7
Area of Effect:	12-foot square
Saving Throw:	None
Reference:	<i>PHB</i> , page 219

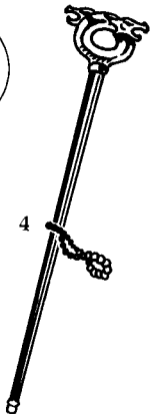


By means of this spell, the caster causes a common fire of up to 12 feet per side in area. Though it lasts but a single round, unless it ignites additional flammable material, the fire produced by the spell inflicts 1d4 points of damage plus 1 point per caster level (1d4 +1/level) upon creatures within its area. It ignites combustible materials, such as cloth, oil, paper, parchment, wood, and the like, so as to cause continued burning.

The material component is a paste of sulfur and wax, formed into a ball and thrown at the target.

## Protection From Evil, 10' Radius

Abjuration  
Sphere: Protection  
Level: 4  
Range: Touch  
Components: V, S, M  
Duration: 1 turn/level  
Casting Time: 7  
Area of Effect: 10-foot-radius  
sphere  
Saving Throw: None  
Reference: *PHB*, page 219



The globe of protection of this spell is centered on and moves with the creature touched, and has three major effects:

First, all attacks made by evil or evilly enchanted creatures against the protected creatures receive a penalty of -2 from each attack roll, and any saving throws caused by such attacks are made at a +2 bonus.

Second, any attempt to exercise mental control or to invade or take over their minds is blocked by this spell. Note that the protection does not prevent a vampire's charm itself, nor end it, but it does prevent the vampire from exercising mental control through the barrier. Likewise, an outside life force is merely kept out, and would not be expelled if in place before the protection was cast.

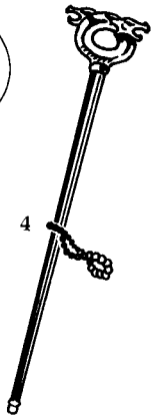
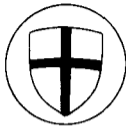
Third, the spell prevents bodily contact

by creatures of an extraplanar or conjured nature. This absolutely causes the natural (body) weapon attacks of such creatures to fail and the creature to recoil if such attacks require touching the protected creatures. Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the barrier. Any protected creature within the circle will break the warding if he attacks those monsters. A creature unable to fit completely into the area of effect remains partially exposed and subject to whatever penalties the DM decides. If such a creature is the recipient of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

The priest must trace a circle 20 feet in diameter using holy water and incense.

## Protection From Good, 10' Radius

Abjuration  
Sphere: Protection  
Level: 4  
Range: Touch  
Components: V, S, M  
Duration: 1 turn/level  
Casting Time: 7  
Area of Effect: 10-foot-radius  
sphere  
Saving Throw: None  
Reference: *PHB*, page 219





The globe of protection of this spell is centered on and moves with the creature touched, and has three major effects:

First, all attacks made by good creatures receive a penalty of -2 from each attack roll, and any saving throws caused by such attacks are made at a +2 bonus.

Second, any attempt to exercise mental control or to invade or take over their minds is blocked by this spell. Note that the protection does not prevent a vampire's charm itself, nor end it, but it does prevent the vampire from exercising mental control through the barrier. Likewise, an outside life force is merely kept out, and would not be expelled if in place before the protection was cast.

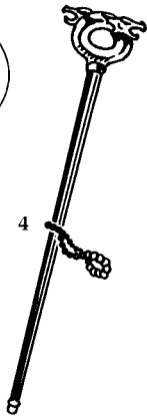
Third, the spell prevents bodily contact by creatures of an extraplanar or conjured

nature. This absolutely causes the natural (body) weapon attacks of such creatures to fail and the creature to recoil if such attacks require touching the protected creatures. Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the barrier. Any protected creature within the circle will break the warding if he attacks those monsters. A creature unable to fit completely into the area of effect remains partially exposed and subject to whatever penalties the DM decides. If such a creature is the recipient of the spell, the spell acts as a normal *protection from good* spell for that creature only.

The priest must trace a circle 20 feet in diameter using unholy water and smoldering dung.

## Protection From Lightning

Abjuration  
Sphere: Protection,  
Weather  
Level: 4  
Range: Touch  
Components: V, S, M  
Duration: Special  
Casting Time: 7  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, page 219



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The effect of a *protection from lightning* spell differs according to the recipient of the magic—either the caster or some other creature. In either case, the spell lasts no longer than one turn per caster level.

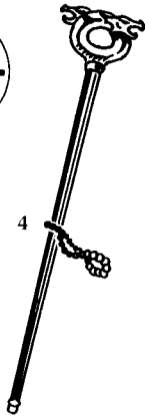
If the spell is cast upon the caster, it confers complete invulnerability to electrical attack, such as dragon breath, or magical lightning, such as from *lightning bolt* and *shocking grasp* spells, storm giants, will 'o wisps, etc., until the spell has absorbed 10 points of electrical damage per level of the caster, at which time the spell is negated.

If the spell is cast upon another creature, it gives a bonus of +4 on saving throw die rolls vs. electrical attacks and reduces damage sustained from such attacks by 50%.

The caster's holy symbol is the material component.

## Quench Fire

Alteration	
Sphere:	Elemental (Fire)
Level:	4
Range:	40 yards
Components:	V, S, M
Duration:	1 round
Casting Time:	7
Area of Effect:	12-foot square
Saving Throw:	None
Reference:	<i>PHB</i> , page 219

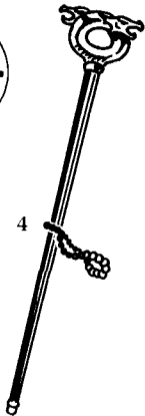


By means of this spell, the reverse of *produce fire*, the caster extinguishes any normal fire (coals, oil, tallow, wax, wood, etc.) within the area of effect.

The material component is a paste of sulfur and wax, formed into a ball and thrown at the target.

## Raise Water

Alteration  
Sphere: Elemental (Water)  
Level: 4  
Range: 120 yards  
Components: V, S, M  
Duration: 1 turn/level  
Casting Time: 1 turn  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, pages 218-9



This spell, the reverse of *lower water*, causes water or similar fluids to return to their highest natural level; spring flood, high tide, etc. This can make fords impassible, float grounded ships, and may even sweep away bridges at the DM's option. It negates *lower water*.

The material component of this spell is the priest's holy symbol.

# Rapport

Divination, Alteration

Sphere: Thought

Level: 4

Range: 30 yards

Components: V, S

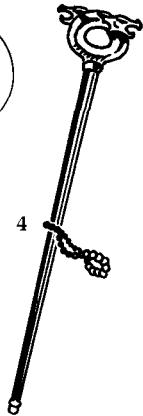
Duration: 1 turn + 1  
round/level

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: None

Reference: *TOM*, page 84





This spell is a deeper and more intense version of *telepathy*. It allows the priest to communicate silently and instantly with a single willing subject. Participants may share deeper thoughts than with *telepathy*, including emotions and memories. Each participant sees, hears, and otherwise senses everything experienced by the other, although such vicarious experiences feel weak and diluted, and cannot be mistaken for direct sensations.

The participants can quickly share such personal concepts as plans, hopes, and

fears, but they *cannot* share skills or spells. Thus, it is impossible to communicate the procedure for casting a particular spell or for picking a lock.

Communication through *rapport* is approximately 15 times faster than verbal communication. As with *telepathy*, the priest can establish separate "channels" to multiple individuals; each such linkage costs one casting of the spell. There is no "crosstalk" between the channels, however.

This spell cannot be used on an unwilling subject.

## Reflecting Pool

Divination

Sphere:

Divination

Level:

4

Range:

10 yards

Components:

V, S, M

Duration:

1 round/level

Casting Time:

2 hours

Area of Effect:

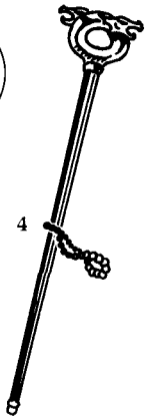
Special

Saving Throw:

None

Reference:

*PHB*, pages 219-20



This spell enables the caster to cause a pool of normal water found in a natural setting to act as a scrying device. The pool can be of no greater diameter than two feet per level of the caster. The effect is to create a scrying device similar to a *crystal ball*. The scrying can extend only to those planes of existence that are coexistent with or border on the Prime Material plane—the inner planes (including the para-elemental planes, plane of Shadow, etc.). General notes on scrying, detection by the subject, and penalties for attempting to scry beyond the caster's own plane are given in the *DMG*, as well as a description of the *crystal ball* item.

The following spells can be cast through a reflecting pool, with a 5% per level chance

of operating correctly: *detect magic*, *detect snares and pits*, *detect poison*. Each additional detection attempt requires a round of concentration, regardless of success. Infravision, if available, operates normally through the reflecting pool.

The image is nearly always hazy enough to prevent the reading of script of any type.

The material component is the oil extracted from such nuts as the hickory and the walnut, refined and dropped in three measures upon the surface of the pool. (A measure need be no more than a single ounce of oil.)

At the DM's option, the casting of this spell may be limited to once per day.

## Repel Insects

Abjuration, Alteration

Sphere: Animal, Protection

Level: 4

Range: 0

Components: V, S, M

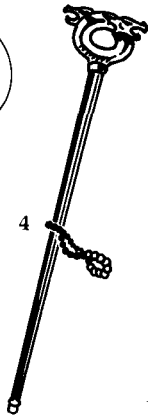
Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: 10-foot radius

Saving Throw: None

Reference: *PHB*, page 220



When this spell is cast, the priest creates an invisible barrier to all sorts of insects, and normal sorts will not approach within 10 feet of the caster while the spell is in effect. Giant insects with Hit Dice less than 1/3 of the caster's experience level are also repelled (*e.g.*, 2 Hit Dice for 7th- to 9th-level casters, 3 Hit Dice at 10th through 12th level, etc.). Insects with more Hit Dice can enter the protected area if the insect is especially aggressive and, in addition, rolls a successful saving throw vs. spell. Those that

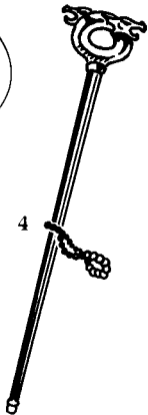
do sustain 1d6 points of damage from passing the magical barrier. Note that the spell does not in any way affect arachnids, myriapods, and similar creatures—it affects only true insects.

The material components of the *repel insects* spell include any one of the following: several crushed marigold flowers, a whole crushed leek, seven crushed stinging nettle leaves, or a small lump of resin from a camphor tree.

## Revealed Wood

Illusion/Phantasm

Sphere: Plant  
Level: 4  
Range: 80 yards  
Components: V, S  
Duration: Permanent  
Casting Time: 7  
Area of Effect: 40-foot  
square/level  
Saving Throw: None  
Reference: *PHB*, page 218



This spell completely dispels the *hallucinatory forest* spell. An attempt to dispel the caster's own hallucinatory forest is always successful. If a priest attempts to dispel another priest's magic, the chance of success is the same as for the *dispel magic* spell, although the area of effect limitations prevent lower-level spellcasters from completely dispelling higher-level spellcasters' hallucinatory forests.

For example; a 7th-level priest attempts

to dispel a 10th-level casting of *hallucinatory forest*, and is successful. However, the original forest was 10 40-foot squares, or 16,000 square feet. The 7th-level caster can only dispel seven 40-foot squares, or 11,200 square feet, leaving three 40-foot squares, or 4,800 square feet, of forest. The remainder of the forest must be dispelled with a second casting, again checking for success with the level-difference modifiers.

## Selective Passage

Alteration, Abjuration

Sphere: War

Level: 4

Range: 240 yards

Components: V, S, M

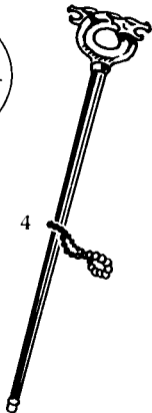
Duration: 2 turns/level

Casting Time: 2 turns

Area of Effect: 100 sq. yards/level

Saving Throw: None

Reference: *TOM*, page 85





*Selective passage* is the reverse of *tanglefoot* and temporarily halves the movement cost of one region of ground. Enemy units are unaffected and movement is made at normal cost; only units allied to the priest gain the bonus.

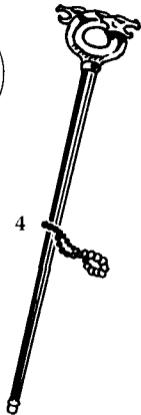
The spell affects only units—that is, groups of soldiers moving in regular or irregular formation. The spell does not affect individuals or monsters moving and operating alone. (When using BATTLESYSTEM™ rules, figures that represent individual heroes are not affected by this spell.)

The priest must have an uninterrupted line of sight to the terrain to be affected. The priest can choose the shape of the area, up to the maximum area of effect. This spell can create only one continuous area of *selective passage*. There is no way of detecting that a particular area is under the influence of this spell simply by looking at the area. *Detect magic* will reveal that the area is magically affected.

The material component is a pinch of powdered graphite.

## Shrink Insect

Alteration  
Sphere: Animal  
Level: 4  
Range: 20 yards  
Components: V, S, M  
Duration: Special  
Casting Time: 7  
Area of Effect: One to six insects  
Saving Throw: None  
Reference: *PHB*, pages 217-8

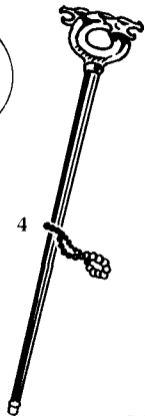


*Shrink insect*, The reverse of the *insect growth* spell, reduces any giant insect to normal insect size. The number of Hit Dice affected by the priest is subtracted from the number of Hit Dice of the insects, and any insect reduced to zero Hit Dice has been shrunk. Partial shrinking is ignored; an insect is either shrunk or unaffected. Thus, a 9th-level priest attacked by giant ants could shrink three warrior ants or four worker ants to normal insect size with no saving throw. The spell has no effect on intelligent insect-like creatures.

The priest must use his holy symbol for the spell.

## Snakes to Sticks

Alteration  
Sphere: Plant  
Level: 4  
Range: 30 yards  
Components: V, S, M  
Duration: 2 rounds/level  
Casting Time: 7  
Area of Effect: 1d4 snakes plus one  
snake/level in a  
10-foot cube  
Saving Throw: None  
Reference: *PHB*, page 220



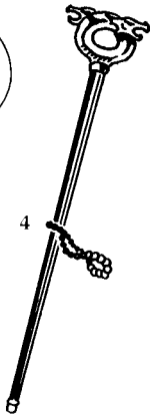
By means of this spell, the reverse of *sticks to snakes*, the priest can change 1d4 snakes, plus one snake per experience level, into sticks; thus, a 9th-level priest can change 10 to 13 snakes into an equal number of sticks. Only snakes within the area of effect are changed. This spell also negates the effects of a *sticks to snakes* spell. The spell lasts for two rounds for each experience level of the spellcaster.

The material components of the spell are a small piece of bark and several snake scales.

# Solipsism

Alteration

Sphere: Thought  
Level: 4  
Range: 10 yards/level  
Components: V, S, M  
Duration: Special  
Casting Time: 1 round  
Area of Effect: 100 sq. ft. plus 100  
sq. ft./level  
Saving Throw: Special  
Reference: *TOM*, pages 84-5



The priest who casts this spell is the only creature who automatically believes the results of the spell. The spell creates the illusion of any object, creature, or force. The illusion is visual and tactile (that is, it can be seen and felt), but no other sensory stimuli are created.

Anyone other than the caster must make an active effort to *believe* (rather than disbelieve) the illusion. Characters trying to believe must roll a saving throw vs. breath weapon, modified by Wisdom. A successful save means that the character believes the illusion and it is part of reality for him. Otherwise, the illusion has no effect on him. A character can make a single attempt to believe each round.

Unlike true illusions, the image formed is *real* for those who believe in it. The illusion

has all the normal properties that its form and function allow. Thus, a solipsistic bridge spanning a chasm could be crossed by the priest and those who believed. All others would see the priest seemingly walking out onto nothingness.

The illusion remains in effect for as long as the priest continues to concentrate on it, until the priest is struck in combat, or he is rendered unconscious. The priest can move normally and may engage in combat, but is unable to cast any other spell while maintaining a *solipsistic* illusion.

*Solipsism* can create only illusions that are external to the priest.

The material components are a lotus blossom which the priest must swallow and a bit of fleece.

## Speak With Plants

Alteration

Sphere: Plant

Level: 4

Range: 0

Components: V, S, M

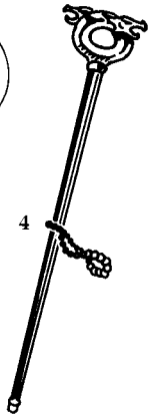
Duration: 1 round/level

Casting Time: 1 turn

Area of Effect: 30-foot radius

Saving Throw: None

Reference: *PHB*, page 220





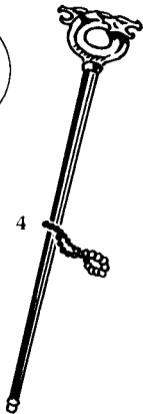
When cast, a *speak with plants* spell enables the priest to converse, in very rudimentary terms, with all sorts of living vegetables (including fungi, molds, and plant-like monsters, such as shambling mounds) and to exercise limited control over normal plants (*i.e.*, not monsters or plant-like creatures). Thus, the caster can question plants as to whether or not creatures have passed through them, cause thickets to part to enable easy passage, require vines to entangle pursuers, and command similar services. The spell does not

enable plants to uproot themselves and move about, but any movements within the plants' normal capabilities are possible. Creatures entangled by the 1st-level spell of that name can be released. The power of the spell lasts for one round for each experience level of the casting priest. All vegetation within the area of effect is affected by the spell.

The material components for this spell are a drop of water, a pinch of dung, and a flame.

# Spell Immunity

Abjuration  
Sphere: Protection  
Level: 4  
Range: Touch  
Components: V, S, M  
Duration: 1 turn/level  
Casting Time: 1 round  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, page 220



By means of this spell, the priest renders a creature touched immune to the effects of a specified spell of 4th level or lower. It protects against spells, spell-like effects of magical items, and innate spell-like abilities of creatures. It does not protect against breath weapons or gaze attacks of any type. The spell has additional limitations. First, the caster must have directly experienced the effect of the spell specified. For example, if the caster has been attacked by a *fireball* spell at some time, then he can use spell immunity to provide protection from a fireball. Sec-

ond, the spell cannot affect a creature already magically protected by a potion, protective spell, ring, or other device. Third, only a particular spell can be protected against, not a certain sphere of spells or a group of spells that are similar in effect; thus, a creature given immunity from the *lightning bolt* spell is still vulnerable to a *shocking grasp* spell.

The material component for spell immunity is the same as that for the spell to be protected against.

## Sticks to Snakes

Alteration

Sphere:

Plant

Level:

4

Range:

30 yards

Components:

V, S, M

Duration:

2 rounds/level

Casting Time:

7

Area of Effect:

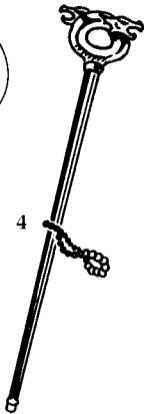
1d4 sticks plus one  
stick/level in a  
10-foot cube

Saving Throw:

None

Reference:

*PHB*, page 220



By means of this spell, the priest can change 1d4 sticks, plus one stick per experience level, into snakes; thus, a 9th-level priest can change 10 to 13 sticks into an equal number of snakes. These snakes attack as commanded by the priest. There must, of course, be sticks or similar pieces of wood (such as torches, spears, etc.) to turn into snakes. Such a stick cannot be larger than a staff. Sticks held by creatures are allowed a saving throw equal to that of the possessor (*i.e.*, a spear held by an orc must fail the orc's saving throw vs. polymorph). Magical items, such as staves and enchanted spears, are not affected by the spell. Only sticks within the area of effect are changed. The type of snake created var-

ies, but a typical specimen has 2 Hit Dice, Armor Class 6, a movement rate of 9, and either constricts for 1d4 + 1 points of damage per round or bites for 1 point plus poison (if any). The chance of a snake thus changed being venomous is 5% per caster level, if the spellcaster desires. Thus, an 11th-level priest has a maximum 55% chance that any snake created by the spell is poisonous. This spell also negates the reverse, *snakes to sticks*. The spell lasts for two rounds for each experience level of the spellcaster.

The material components of the spell are a small piece of bark and several snake scales.

# Tanglefoot

Alteration, Abjuration

Sphere: War

Level: 4

Range: 240 yards

Components: V, S, M

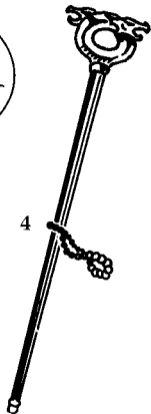
Duration: 2 turns/level

Casting Time: 2 turns

Area of Effect: 100 sq. yards/level

Saving Throw: None

Reference: *TOM*, page 85



This spell temporarily doubles the movement cost of one region of ground. Units allied to the priest are unaffected and movement is made at normal cost; only enemy units suffer the penalty.

A variety of effects result from the spell, depending on the terrain: grass twists hinderingly around troops' ankles, swamp becomes more viscous, rocks and gravel shift underfoot, etc.

The spell affects only units—that is, groups of soldiers moving in regular or irregular formation. The spell does not affect individuals or monsters moving and operating alone. (When using BATTLESYSTEM™ rules, figures that represent individual heroes are not affected by this spell.)

The priest must have an uninterrupted line of sight to the terrain to be affected. The

priest can choose the shape of the area, up to the maximum area of effect. This spell can create only one continuous area of *tanglefoot*. There is no way of detecting that a particular area is under the influence of this spell simply by looking at the area. *Detect magic* will reveal that the area is magically affected.

The material component is a drop of molasses for *tanglefoot*.

# Thought Broadcast

Alteration

Sphere: Thought

Level: 4

Range: 30 yards

Components: V, S, M

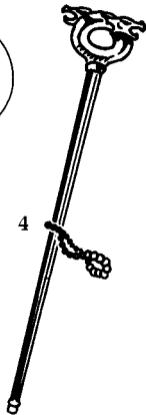
Duration: 1 turn + 3  
rounds/level

Casting Time: 5

Area of Effect: One creature

Saving Throw: Negates

Reference: *TOM*, page 85





For the duration of the spell, everyone within 30 yards of the subject senses the subject's thoughts. The subject is not automatically aware that his thoughts are being sensed. Everyone who senses these thoughts, however, knows their source.

This spell causes the broadcast of only surface thoughts and motivations, not memories. There is no need for a common language between broadcaster and receivers. The detail level of the thoughts is insufficient for others to learn specific skills from the subject.

If the broadcaster is *invisible* or hiding in shadows, the broadcast functions normally, and all receivers are aware that someone is in the vicinity whom they cannot see. While receivers cannot pinpoint the broadcaster's

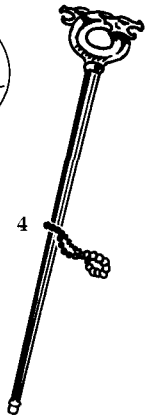
location, the broadcaster's thoughts will inevitably reveal his general position ("Oh no, he's looking right at me," etc.). A character hiding in shadows will be automatically detected, while attacks against an *invisible* broadcaster suffer a -2 penalty, rather than the normal -4. This spell totally negates the chance of surprise by the broadcaster.

The subject must have an Intelligence score of 1 or more to become a broadcaster, and must have a "normal" mind as understood by PCs. Thoughts that are broadcast can be received only by individuals with Intelligence scores of 3 or better. An unwilling subject receives a normal saving throw vs. spell to avoid the effects.

The material component is a small balloon that is consumed in the casting.

# Tongues

Alteration	
Sphere:	Divination
Level:	4
Range:	0
Components:	V, S
Duration:	1 turn
Casting Time:	7
Area of Effect:	The caster
Saving Throw:	None
Reference:	<i>PHB</i> , pages 220-1



This spell enables the priest to speak and understand additional languages, whether they are racial tongues or regional dialects, but not communications of animals or mindless creatures. When the spell is cast, the spellcaster selects the language or languages to be understood. The spell then empowers the caster with the ability to speak and understand the language desired with perfect fluency and accent. The spell enables the priest to be understood by all creatures of that type within hearing distance, usually 60 feet. This spell does not predispose the subject toward the caster in any way. The priest can speak one additional tongue for every three levels of experience.

## Tree Steed

Alteration, Enchantment/Charm

Sphere: Travelers

Level: 4

Range: 10 yards

Components: V, S, M

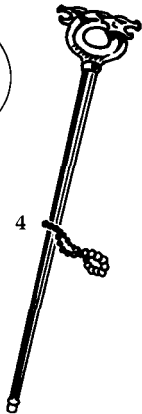
Duration: 1 hour/level

Casting Time: 4

Area of Effect: One log or plank

Saving Throw: None

Reference: *TOM*, page 86



This spell enchants a log, plank, or similar piece of wood to become a temporary steed. The log or plank must be at least one foot wide, three inches thick, and three to ten feet long. Any type of wood is suitable.

When the spell is cast, the log sprouts four wooden, horse-like legs. The *tree steed* may be ridden like a normal horse and may be used to carry equipment. The *tree steed* can carry up to 600 pounds of riders and gear before breaking. If the *tree steed* breaks under the weight of the riders or gear, the enchantment instantly ends and the *tree steed* again becomes a normal (although broken) log or plank.

The *tree steed* obeys all of the caster's verbal commands to move, slow, speed up, stop, and turn. It has a movement rate of 12

on land. It can move in the water (Sw 6), floating on the surface and paddling with its legs. The *tree steed* must remain within 10 yards of the caster in order to move; if the distance between the *tree steed* and the caster exceeds 10 yards, the *tree steed* stops until the caster is again within range.

The *tree steed* will not fight for the caster and is incapable of any action other than movement. The *tree steed* does not become fatigued and does not eat. It has all the vulnerabilities of normal wood, including fire, and can be damaged by both magical and physical attacks. It has AC 8 and 20 hit points.

The material components are a log or plank of suitable size and a horseshoe.

# Undetectable Lie

Divination

Sphere:

Divination

Level:

4

Range:

30 yards

Components:

V, S, M

Duration:

1 round/level

Casting Time:

7

Area of Effect:

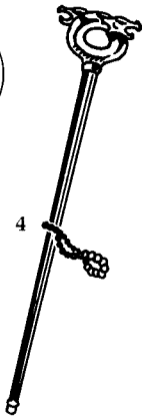
One creature

Saving Throw:

Negates

Reference:

*PHB*, page 217

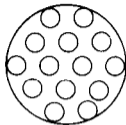


This spell, *undetectable lie*, is the reverse of *detect lie*, and prevents the magical detection of lies spoken by the creature for 24 hours.

The spell requires one gp worth of brass dust as its material component.

## Uplift

Alteration  
Sphere: All  
Level: 4  
Range: 0  
Components: V, M  
Duration: 1 turn  
Casting Time: 12 hours  
Area of Effect: One priest  
Saving Throw: None  
Reference: *TOM*, page 86





*Uplift* bestows increased spellcasting ability on one priest, including additional spells per level and use of spells beyond the caster's normal level. This cooperative spell requires two priests who must spend the day casting this spell. During the casting, the priests must decide which additional spells (of all levels) are desired. The priests touch palms, and the priest of higher level receives a charge of magical energy. This charge temporarily boosts the level of the priest for spellcasting purposes. The amount of increase is one level per five levels of the lower-level caster (rounded up). If both priests are of equal level, the casters must decide who benefits from the spell.

The spell does not improve hit points, attack rolls, or other abilities. If the increase allows more spells per level, the additional

spells are instantly placed in the character's memory. A priest is also enabled to cast spells normally beyond his level. Range, duration, area of effect, and other variables are all based on the character's temporary level.

The increased effect lasts only one turn. At the end of the turn, all additional spells are lost and the character reverts to his normal level.

When the spell expires, the uplifted character suffers 2d6 points of damage from mental exhaustion. This damage cannot be healed by any means until the character has had at least 8 hours of rest.

The material components are the priests' holy symbols and an offering worth at least 500 gp from each priest.

## Weather Stasis

Abjuration

Sphere:

Wards

Level:

4

Range:

30 yards

Components:

V, S, M

Duration:

1 hour/level

Casting Time:

1 turn

Area of Effect:

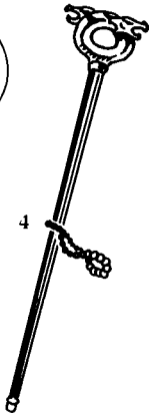
10-foot cube/level

Saving Throw:

None

Reference:

*TOM*, page 87



*Weather stasis* maintains the weather conditions prevalent in the area of effect when the spell is cast. The spell affects a cube whose sides equal the caster's level times 10 feet (a 10th-level caster could affect a 100-foot x 100-foot x 100-foot cube).

An area protected by *weather stasis* is unaffected by temperature variations in the surrounding environment. The spell also acts as a shield against rain, snow, and hail, which cannot enter the protected area. If conditions of precipitation existed in the area of effect when the spell was cast, the identical weather will continue for the duration of the spell.

If the spell had been cast while rain was falling in the area of effect, rain would continue to fall for the duration of the spell,

even after it stopped raining in the surrounding area.

All physical objects other than rain, snow, and hail can pass into the protected area. All creatures and characters can move freely into and out of the area. The spell does not prevent water-based spells or water-based creatures (such as water elementals) from operating in the area of effect.

The spell protects against both natural and magically generated weather. Night and day pass normally in the protected area, although temperature variations associated with night and day do not occur.

The material components are the priest's holy symbol and a drop of rain.

## Priests' Spells, Level V

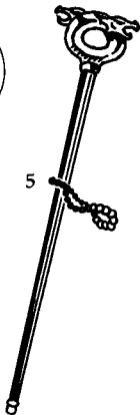
- |                          |                                  |
|--------------------------|----------------------------------|
| 1 Air Walk               | 18 Consequence                   |
| 2 Age Object             | 19 Control Winds                 |
| 3 Animal Growth          | 20 Cure Critical Wounds          |
| 4 Animal Reduction       | 21 Disguise                      |
| 5 Animal Summoning II    | 22 Dispel Evil                   |
| 6 Anti-Plant Shell       | 23 Dispel Good                   |
| 7 Atonement              | 24 Easy March                    |
| 8 Barrier of Retention   | 25 Elemental Forbiddance         |
| 9 Blessed Abundance      | 26 Extradimensional Manipulation |
| 10 Cause Critical Wounds | 27 Extradimensional Pocket       |
| 11 Champion's Strength   | 28 False Seeing                  |
| 12 Chaotic Commands      | 29 Flame Strike                  |
| 13 Clear Path            | 30 Grounding                     |
| 14 Cloud of Purification | 31 Illusory Artillery            |
| 15 Clutter Path          | 32 Impeding Permission           |
| 16 Commune               | 33 Insect Plague                 |
| 17 Commune With Nature   | 34 Magic Font                    |

35 Meld  
36 Memory Wrack  
37 Mindshatter  
38 Moonbeam  
39 Pass Plant  
40 Plane Shift  
41 Quest  
42 Rainbow  
43 Raise Dead  
44 Repeat Action  
45 Shrieking Walls  
46 Slay Living  
47 Spike Stones  
48 Thoughtwave  
49 Time Warp  
50 Transmute Mud to Rock

51 Transmute Rock to Mud  
52 True Seeing  
53 Unceasing Vigilance  
    of the Holy Sentinel  
54 Undead Ward  
55 Wall of Fire  
56 Youthful Object

## Age Object

Alteration	
Sphere:	Time
Level:	5
Range:	10 yards
Components:	V, S, M
Duration:	Permanent
Casting Time:	1 round
Area of Effect:	1 cubic foot/level
Saving Throw:	None
Reference:	<i>TOM</i> , page 87



With this spell, the caster can cause an amount of nonliving, nonmagical matter to age dramatically. Matter can be aged up to 20 years per level of the caster.

The caster controls the extent of the aging; thus, he could age a book so its pages become yellowed and brittle, but stop short of causing the book to crumble to dust. As a guideline, each additional 100 years of aging causes an increasingly severe reaction. Thus, after 200 years, parchment might become little more than powder, while iron might begin to flake away at a touch.

Many items (especially gems) show little reaction to age. The DM must adjudicate all effects.

The material components are a flask of seawater and a piece of coal.

**Object**

diamond

silver

masonry

iron

parchment

wood

**Result of Aging**

none

becomes tarnished

cracks and weakens

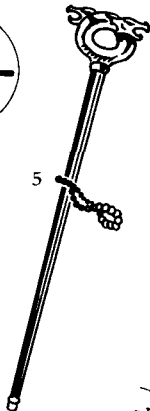
rusts and corrodes

cracks, turns brittle

rots, crumbles, turns to sawdust

## Air Walk

Alteration	
Sphere:	Elemental (Air)
Level:	5
Range:	Touch
Components:	V, S, M
Duration:	1 hour + 1 turn/level
Casting Time:	8
Area of Effect:	Creature touched
Saving Throw:	None
Reference:	<i>PHB</i> , page 221





This spell enables the recipient creature, which can be as large as the largest giant, to tread upon air just as if it were solid ground. Moving upward is similar to walking up a hill; a maximum upward angle of 45 degrees is possible at half the creature's movement rate. Likewise, a maximum downward angle of 45 degrees at twice the normal movement rate is possible. An air-walking creature is always in control of its movement rate, save when a wind is blowing. In this case the creature gains or loses 10 feet of movement for every 10 miles per hour of

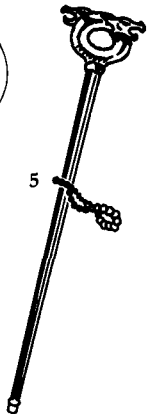
wind velocity. The creature may, at the DM's option, be subject to additional penalties, loss of control, and possible damage in exceptionally strong or turbulent winds.

The spell can be placed upon a trained mount, so it can be ridden through the air. Of course, a mount not accustomed to such movement would certainly need careful and lengthy training, the details of which are up to the DM.

The material components for the spell are the priest's holy symbol and a bit of thistle-down.

## Animal Growth

Alteration  
Sphere: Animal  
Level: 5  
Range: 80 yards  
Components: V, S, M  
Duration: 2 rounds/level  
Casting Time: 8  
Area of Effect: Up to eight animals  
in a 20-foot-square  
area  
Saving Throw: None  
Reference: *PHB*, page 221



When this spell is cast, the caster causes all animals, up to a maximum of eight within a 20-foot-square area, to grow to twice their normal size. The effects of this growth are doubled Hit Dice (with resultant improvement in attack potential), doubled hit points (except hit points added to Hit Dice), and doubled damage in combat. Movement and AC are not affected. The spell lasts for two rounds for each level of the caster. The spell is particularly useful in conjunction with a *charm person or mammal* spell.

The material component for this spell is the caster's holy symbol and a scrap of food.

## Animal Reduction

Alteration

Sphere: Animal

Level: 5

Range: 80 yards

Components: V, S, M

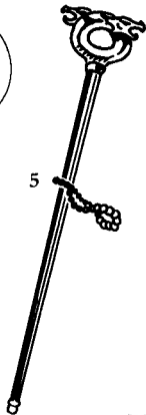
Duration: 2 rounds/level

Casting Time: 8

Area of Effect: Up to eight animals  
in a 20-foot-square  
area

Saving Throw: None

Reference: *PHB*, page 221



When this spell is cast, the caster causes all animals, up to a maximum of eight within a 20-foot-square area, to reduce to half their normal size. The effects of this reduction are halved Hit Dice (with resultant reduction in attack potential), halved hit points (except hit points added to Hit Dice), and halved damage in combat. Movement and AC are not affected. The spell lasts for two rounds for each level of the caster.

The material component for this spell is the caster's holy symbol and a scrap of food.

## Animal Summoning II

Conjuration/Summoning

Sphere: Animal,  
Summoning

Level: 5

Range: 60 yards/level

Components: V, S

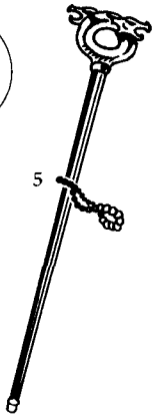
Duration: Special

Casting Time: 8

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, page 221

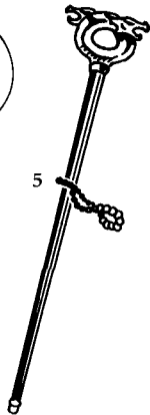


By means of this spell, the caster calls up to eight animals that have 4 Hit Dice or less, of whatever sort the caster names when the summoning is made. Only animals within range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals—*e.g.*, suppose that wild dogs are first summoned to no avail, then hawks are unsuccessfully called, and finally the caster calls for wild horses which may or may not be within summoning range. Your DM must

determine the chance of a summoned animal type being within range of the spell. The animals summoned aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no chimerae, dragons, gorgons, manticores, etc.).

## Anti-Plant Shell

Abjuration  
Sphere: Plant, Protection  
Level: 5  
Range: 0  
Components: V, S  
Duration: 1 turn/level  
Casting Time: 8  
Area of Effect: 15-foot-diameter  
hemisphere  
Saving Throw: None  
Reference: *PHB*, page 221





The *anti-plant shell* spell creates an invisible, mobile barrier that keeps out all creatures or missiles of living vegetable material. Thus, the caster (and any creatures within the shell) is protected from attacking plants or vegetable creatures such as shambling mounds or treants. Any attempt to force the barrier against the creature shatters the barrier immediately. The spell lasts for one turn per level of experience of the caster.

## Atonement

Abjuration

Sphere: All

Level: 5

Range: Touch

Components: V, S, M

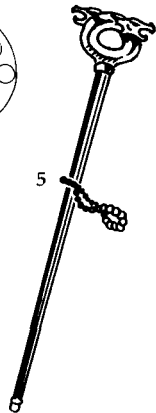
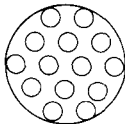
Duration: Permanent

Casting Time: 1 turn

Area of Effect: One person

Saving Throw: None

Reference: *PHB*, pages 221-2



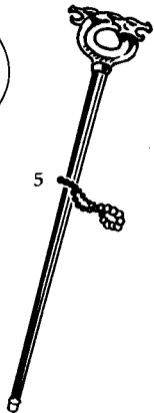
This spell is used by the priest to remove the burden of unwilling or unknown deeds from the person who is the subject of the atonement. The spell removes the effects of magical alignment change as well. The person seeking the *atonement* spell must be either truly repentant or must not have been in command of his own will when the acts to be atoned for were committed. Your DM will judge this spell in this regard, noting

any past instances of its use upon the person. Deliberate misdeeds and acts of knowing and willful nature cannot be atoned for with this spell (see the *quest* spell). A character who refuses to accept an atonement is automatically considered to have committed a willful misdeed.

The priest needs his religious symbol, prayer beads or wheel or book, and burning incense.

# Barrier of Retention

Abjuration  
Sphere:               Wards  
Level:                 5  
Range:                Special  
Components:        V, S, M  
Duration:            1 turn/level  
Casting Time:       1 turn  
Area of Effect:      10-foot cube/level  
Saving Throw:       Negates  
Reference:           *TOM*, page 88



This spell creates a one-way invisible force field around the area of effect. The spell creates one 10-foot x 10-foot x 10-foot cube for every level of the caster. These can be arranged into any rectangular shape the caster desires.

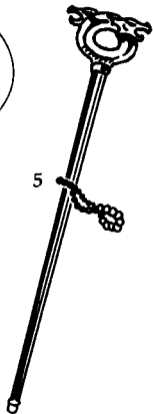
Intruders entering the protected area suffer no ill effects, but the *barrier of retention* prevents them from leaving. The spell affects all creatures who fail a saving throw vs. spell. The caster can pass in and out of the barrier freely.

Intruders trapped by the *barrier of retention* can cast spells out of the barrier and can use spells such as *teleport* to escape the protected area. Objects cannot be hurled out of the barrier but can be carried out by an escaping creature. *Dispel magic* and similar spells negate the barrier.

The material component is a small cage made of silver wire. The caster must walk around the perimeter of the area of effect at the time of casting.

## Blessed Abundance

Conjuration  
Sphere: Creation  
Level: 5  
Range: Touch  
Components: V, S, M  
Duration: Permanent  
Casting Time: 1 round  
Area of Effect: 1 cubic foot/level  
Saving Throw: None  
Reference: *TOM*, page 88



This spell allows a priest to duplicate a specified amount of animal or vegetable matter. Magical items and minerals (including rocks, metals, and gemstones) cannot be duplicated. Although organic materials (such as food or living plants) can be duplicated, living creatures cannot be copied by this spell.

The caster can create one cubic foot of material per his experience level. The mate-

rial to be duplicated must be equal to or less than one cubic foot in size or volume. For example, a 9th-level priest can create up to nine cubic feet of animal or vegetable matter. Using a loaf of bread one cubic foot in size, he can produce nine such loaves; using a bucket of apples totaling one cubic foot in volume, he can create nine such buckets.

The material component is the priest's holy symbol.

## Cause Critical Wounds

Necromancy

Sphere:

Healing

Level:

5

Range:

Touch

Components:

V, S

Duration:

Permanent

Casting Time:

8

Area of Effect:

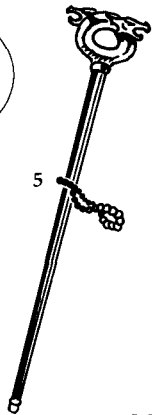
Creature touched

Saving Throw:

None

Reference:

*PHB*, page 222

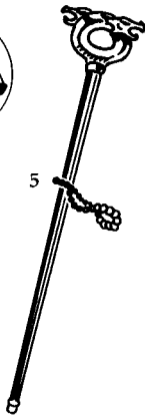




*Cause critical wounds*, the reverse of the *cure critical wounds* spell, is a very potent version of the *cause light wounds* spell. The priest must touch the intended victim (a successful attack roll), and inflicts 3d8 + 3 points of damage. Caused wounds heal by the same methods that normal wounds do.

# Champion's Strength

Alteration  
Sphere: Law  
Level: 5  
Range: 0  
Components: V, S, M  
Duration: Special  
Casting Time: 2  
Area of Effect: Special  
Saving Throw: None  
Reference: *TOM*, page 88



*Champion's strength* bestows one member of a group with attack and damage bonuses from the other group members.

The spell draws bonuses from one person for every two levels of the priest. All characters involved must be within a 30-foot radius. The priest designates the recipient of the spell and the contributors. All characters who contribute to the spell must do so willingly.

The designated character (the group's champion) gains any nonmagical bonuses to THAC0 and damage possessed by the characters who contributed to the spell. Characters without bonuses or with combat penalties could conceivably be included in the spell.

The bonuses gained through this spell are added to the character's own bonuses.

The champion must stay in the line of sight and within 30 feet of the characters aiding him. Characters who contribute their bonuses must concentrate on the champion for the duration of the spell. If this concentration is broken (by moving more than 10 feet per round, fighting, being struck, or losing sight of the champion), that character's contribution is immediately lost.

The spell expires when the last character contributing power to the champion ceases concentration.

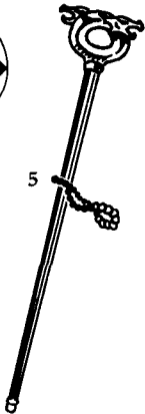
A champion may benefit from only one *champion's strength* spell at one time. Contributors can aid only one champion at one time.

The material component is a chain of five gold links worth at least 1,000 gp.

## Chaotic Commands

Enchantment/Charm

Sphere: Chaos  
Level: 5  
Range: Touch  
Components: V, S, M  
Duration: 1 turn/level  
Casting Time: 3  
Area of Effect: One creature  
Saving Throw: Special  
Reference: *TOM*, page 89



*Chaotic commands* renders a creature immune to magical commands. *Taunt, forget, suggestion, domination, geas, demand, succor, command, enthrall, quest, exaction,* and other spells that place a direct verbal command upon a single individual automatically fail.

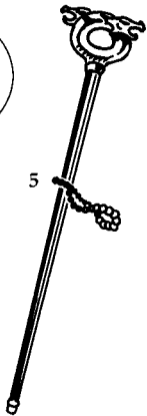
In addition, anyone casting one of these spells on a creature protected by *chaotic commands* must save vs. spell. Failure means that the caster must obey his own magic; the spell's effect has backfired on the caster.

The material component is a piece of eel skin.

## Clear Path

Alteration

Sphere: Travelers  
Level: 5  
Range: 0  
Components: V, S, M  
Duration: 1 hour/level  
Casting Time: 5  
Area of Effect: Special  
Saving Throw: None  
Reference: *TOM*, page 89



This spell clears away weeds, stones, and other debris in a 10-foot-wide path extending 10 feet in front of the caster. The caster can create a continuous path for the duration of the spell, clearing a 10-foot area ahead of him as long as he continues to move forward. The spell affects jungles, forests, rocky ground, and snow.

The result of the cleared path is that movement costs are reduced by half. This is reflected in a reduction of the penalty against movement in rough terrain. See Table 74 of the *Dungeon Master's Guide* for terrain costs for movement. For example, if

*clear path* is used in heavy jungle, the movement cost is reduced from 8 to 4. In no case can *clear path* reduce movement cost below 1.

*Clear path* has no effect on rivers, lakes, or other bodies of water, nor does it affect quicksand, lava, or similar natural obstacles. It also has no effect on magically-created terrain or man-made barricades.

A priest using the *clear path* spell can be tracked easily. Tracking proficiency is not required.

The material components are a knife blade and a straw from a broom.

# Cloud of Purification

Evocation

Sphere:

Elemental Air,  
Water

Level:

5

Range:

30 yards

Components:

V, S

Duration:

1 round/level

Casting Time:

5

Area of Effect:

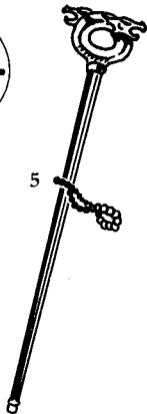
20-foot cube

Saving Throw:

None

Reference:

*TOM*, page 89





This spell creates a billowy cloud of magical blue-grey vapors that moves in the direction of the prevailing wind at a rate of 20 feet per round. A strong wind (greater than 15 miles per hour) breaks it up in four rounds, and a greater wind force (25 MPH or more) prevents the use of the spell. Thick vegetation disperses the cloud in two rounds.

The *cloud of purification* transmutes organic filth, garbage, and vermin (mice, rats, rot grubs, and so on) into an equal quantity of pure, clean water. For example, a nest of rot grubs caught in the cloud would "melt,"

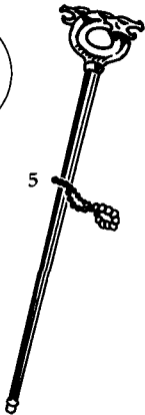
becoming small puddles of clean water. If the spell is cast over a body of water, the cloud merges with a portion of the water equal to its own size (20-foot cube), effectively transmuting any filth, microbes, small fish, or other "impurities" into clean water.

The cloud's vapors are heavier than air, so they sink to the lowest level of the land (even down holes in the ground). Thus, this spell is perfect for cleansing a sewer or well.

This spell in no way affects magical creatures or creatures larger than a normal rat.

## Clutter Path

Alteration  
Sphere: Travelers  
Level: 5  
Range: 0  
Components: V, S, M  
Duration: 1 hour/level  
Casting Time: 5  
Area of Effect: Special  
Saving Throw: None  
Reference: *TOM*, page 89



This spell is the reverse of *clear path*, and causes weeds, small stones, and similar debris to litter a 10-foot-wide path extending 10 feet behind the caster. This hides a trail, making tracking more difficult. The caster can create a continuous path for the duration of the spell. The chance to successfully track a cluttered path is reduced by 50%.

The material components are a handful of pebbles and a handful of weeds.

# Commune With Nature

Divination

Sphere: Divination

Level: 5

Range: 0

Components: V, S

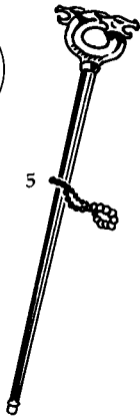
Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, page 222



This spell enables the caster to become one with nature in the area, thus being empowered with knowledge of the surrounding territory. For each level of experience of the caster, he can "know" one fact: the ground ahead, left or right; the plants ahead, left or right; the minerals ahead, left or right; the water courses/bodies of water ahead, left or right; the people dwelling ahead, left or right, the general animal population, left or right; the presence of wood-

land creatures, left or right; etc. The presence of powerful or unnatural creatures can also be detected, as can the general state of the natural setting. The spell is effective in outdoors settings, operating in a radius of one-half mile for each level of experience of the caster. In natural underground settings—caves, caverns, etc.—the range is limited to 10 yards per caster level. In constructed settings (dungeons and towns), the spell does not function. The DM may limit the casting of this spell to once per month.

# Commune

Divination

Sphere: Divination

Level: 5

Range: 0

Components: V, S, M

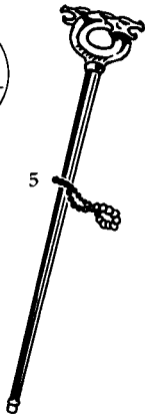
Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, page 222



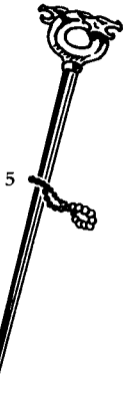
By use of a *commune* spell, the priest is able to contact his divinity—or agents thereof—and request information in the form of questions that can be answered by a simple "yes" or "no." The priest is allowed one such question for every experience level he has attained. The answers given are correct within the limits of the entity's knowledge ("I don't know" is a legitimate answer, as powerful outer planar beings are not necessarily omniscient). Optionally, the DM may give a single short answer, of five words or less. The spell will, at best, provide information to aid character decisions. Entities communed will structure their answers to further their own purposes. It is

probable that the DM will limit the use of *commune* spells to one per adventure, one per week, or even one per month, for the greater powers dislike frequent interruptions. Likewise, if the caster lags, discusses the answers, or goes off to do anything else, the spell immediately ends.

The material components necessary to a *commune* spell are the priest's religious symbol, holy water, and incense. If a particularly potent commune is needed, a sacrifice proportionate to the difficulty of obtaining the information is required, and if the offering is insufficient, only partial or no information is gained.

## Consequence

Divination  
Sphere: Numbers, Divination  
Level: 5  
Range: 0  
Components: V, S, M  
Duration: Instantaneous  
Casting Time: 1 round  
Area of Effect: Special  
Saving Throw: None  
Reference: *TOM*, pages 89-90





This spell allows the priest to determine how one recent event fits into the "grand scheme." By casting this spell, the priest can determine whether the sequence or situation that gave rise to the specific event is complete or whether it is ongoing; whether it was a significant or insignificant event in the larger picture; or whether it will continue to have repercussions for the participants.

Using his knowledge of circumstances, the DM communicates these facts to the caster's player. This "arcane message" is normally straightforward and easy to understand, but in the case of highly complex circumstances, the message might be cryptic. In any case, the message will always be truthful.

Casting this spell "taints" subsequent castings of the same spell within a 24-hour span. A second attempt within this period always results in the same message as the first, regardless of the true situation. If a second priest casts the spell within 24 hours of another casting, he receives an accurate reading.

The material component is three special coins or dice made of platinum (total value of at least 1,000 gp), which the priest tosses in his hand while concentrating on the spell. The coins or dice are not consumed in the casting.

## Control Winds

Alteration

Sphere:

Weather

Level:

5

Range:

0

Components:

V, S

Duration:

1 turn/level

Casting Time:

8

Area of Effect:

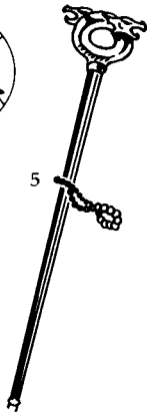
40-foot/level radius

Saving Throw:

None

Reference:

*PHB*, page 222



The caster is able to alter wind force. For every three levels of his experience, the caster can change wind force by one measure of strength. Winds of 19+ mph drive small flying creatures from the skies, affect missile accuracy, and make sailing difficult. Winds of 32+ mph drive even man-sized flying creatures from the skies and cause minor ship damage. Winds of 55+ mph drive all flying creatures from the skies and do moderate structural damage. Winds of 73+ mph are of hurricane force.

An "eye" of 40-foot radius, in which the wind is calm, exists around the caster. The spell can be used in underground places, but the eye shrinks one foot per foot of confinement smaller than the area of effect.

The wind force changes by 3 mph per round until final speed is attained. The cast-

er, with one round of complete concentration, can stabilize the wind at its current strength, or set it to increase or decrease. When the spell is exhausted, the force of the wind changes back at the same rate, until it reaches its original force. Another caster can use a *control winds* spell to counter the effects of a like spell up to the limits of his own ability.

#### **Degrees of Strength of Wind**

Wind Force	Miles Per Hour
Light Breeze	2-7
Moderate Breeze	8-18
Strong Breeze	19-31
Gale	32-54
Storm	55-72
Hurricane	73-176

# Cure Critical Wounds

Necromancy

Sphere: Healing

Level: 5

Range: Touch

Components: V, S

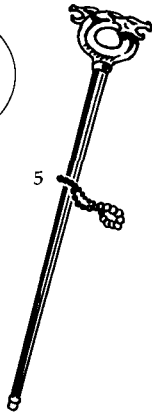
Duration: Permanent

Casting Time: 8

Area of Effect: Creature touched

Saving Throw: None

Reference: *PHB*, page 222

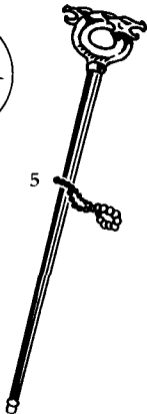


The *cure critical wounds* spell is a very potent version of the *cure light wounds* spell. The priest lays his hand upon a creature and heals  $3d8 + 3$  points of damage from wounds or other damage. The spell does not affect creatures without corporeal bodies, those of extraplanar origin, or those not living.

# Disguise

Illusion/Phantasm

Sphere: War  
Level: 5  
Range: 200 yards  
Components: V, S, M  
Duration: 1 turn/3 levels  
Casting Time: 2 turns  
Area of Effect: One unit of up to  
300 individuals  
Saving Throw: None  
Reference: *TOM*, page 90



This spell changes the appearance of a single unit so it resembles another unit. The *disguise* can cause the affected creatures to appear to be of another class, nationality, rank, race, alignment, or military affiliation (*i.e.*, a unit from one army may appear wearing the armor and carrying the colors of another army). *Disguise* cannot change the size category of the unit's members. Thus, a unit of humans may appear to be a unit of elves, but may not appear as a unit of giants or halflings. The spell does not affect the size of the overall unit; a unit of 50 creatures will still appear to be a unit of 50 creatures.

The disguised unit may appear to be carrying any melee or personal missile weapons (*e.g.*, axes, long swords, crossbows,

etc.), and may appear to be wearing any type of armor. In combat, however, the unit attacks and defends with its real weapons and armor regardless of the gear they may appear to be carrying.

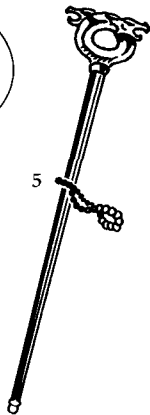
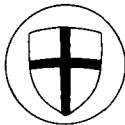
*Disguise* is most effective at long range. If another unit moves within 20 yards of a disguised unit, it automatically sees through the illusion.

The caster automatically sees through the illusion. Members of the subject unit see no change in their appearance. *True seeing* or similar magic is required for other individuals to see through the disguise (unless they move within 20 yards of the unit).

The material component is a fine silk veil and a length of woven platinum wire. The wire is consumed during the casting.

# Dispel Evil

Abjuration  
Sphere: Protection,  
Summoning  
Level: 5  
Range: Touch  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 8  
Area of Effect: Creature touched  
Saving Throw: Negates  
Reference: *PHB*, pages 222-3





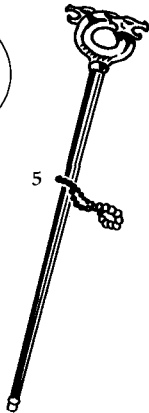
The priest using this spell causes a summoned creature of evil nature, an evil creature from another plane, or a creature summoned by an evil caster, to return to its own plane or place when the caster successfully strikes it in melee combat. (Examples of such creatures are aerial servants, efreet, elementals, and invisible stalkers). An evil enchantment (such as a *charm* spell cast by an evil creature) that is subject to a normal *dispel magic* spell can be automatically dis-

pelled by the *dispel evil* spell. Note that this spell lasts for a maximum of one round for each experience level of the caster, or until expended. While the spell is in effect, all creatures that could be affected by it attack with a -7 penalty to their attack rolls when engaging the spellcaster.

The material components for this spell are the priest's religious object and holy water.

## Dispel Good

Abjuration  
Sphere: Protection,  
Summoning  
Level: 5  
Range: Touch  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 8  
Area of Effect: Creature touched  
Saving Throw: Negates  
Reference: *PHB*, pages 222-3



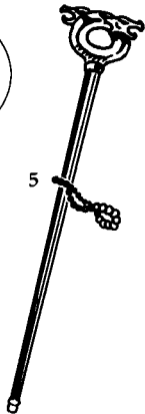
The priest using this spell causes a summoned creature of good nature, a good creature from another plane, or a creature summoned by a good caster, to return to its own plane or place when the caster successfully strikes it in melee combat. (Examples of such creatures are couatl, devas, djinn, ki-rin, and titans). A good enchantment (such as a *charm* spell cast by a good creature) that is subject to a normal *dispel magic* spell can be automatically dispelled by the

*dispel good* spell. Note that this spell lasts for a maximum of one round for each experience level of the caster, or until expended. While the spell is in effect, all creatures that could be affected by it attack with a -7 penalty to their attack rolls when engaging the spellcaster.

The material components for this spell are the priest's religious object and unholy water.

## Easy March

Invocation  
Sphere: Travelers  
Level: 5  
Range: 50 feet  
Components: V, S, M  
Duration: 1 day/level  
Casting Time: 1 turn  
Area of Effect: One creature/level  
Saving Throw: None  
Reference: *TOM*, pages 90-1



This spell enables a number of creatures equal to the caster's level to force march for a number of days equal to the caster's level. Creatures affected by *easy march* can travel 2 1/2 times their normal movement rates without any risk of fatigue; thus, they are not required to make a Constitution check at the end of the day.

All creatures affected by this spell suffer a -1 penalty to their attack rolls for the duration of the spell; this modifier is not cumula-

tive (that is, a party experiencing its second day of *easy march* suffers only a -1 penalty). The modifier cannot be negated by resting.

*Easy march* has no effect on modifiers to movement rates due to terrain, fatigue, weather, or other normal factors. (Refer to chapter 14 of the *Player's Handbook* for more about force marching.)

The material component is a piece of shoe leather.

# Elemental Forbiddance

Abjuration

Sphere:

Wards

Level:

5

Range:

Special

Components:

V, S, M

Duration:

1 turn/level

Casting Time:

1 turn

Area of Effect:

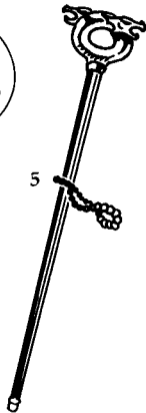
Five-foot  
cube/level

Saving Throw:

None

Reference:

*TOM*, page 91



This spell prevents the entry of all elementals into the area of effect. Further, elementals outside the area of effect cannot make physical attacks against those inside. Spells and missile attacks can be cast into the area by elementals.

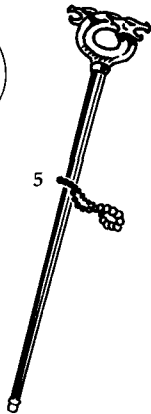
The spell affects a cube whose sides equal the caster's level times five feet (a 12th-level priest could affect an area equal to a 60-foot x 60-foot x 60-foot cube).

*Elemental forbiddance* has no effect on elementals that are within the area of effect when the spell is cast. If such elementals leave the area of effect, they cannot reenter.

The material components are the priest's holy symbol and four glass beads, each of a different color (green, blue, red, and yellow). The priest must pace out the perimeter of the warded area at the time of casting.

# Extradimensional Manipulation

Alteration  
Sphere: Numbers  
Level: 5  
Range: 10 yards  
Components: V, S, M  
Duration: 2d12 rounds + 4 rounds/level  
Casting Time: 5  
Area of Effect: One extradimensional space up to 20 feet x 20 feet  
Saving Throw: Special  
Reference: *TOM*, page 91





*Extradimensional manipulation* can increase or reduce the size of a single extradimensional space.

If the size and capacity of an extradimensional space is decreased, any contents of the space that exceed the current capacity are expelled (determined randomly). These contents are expelled from the space in the same way they originally entered it, if that path is still open. If the path is closed, the "extra" contents are expelled into the Astral plane. Any items in an enlarged space when the spell duration expires suffer the same fate.

*Extradimensional manipulation* may be cast for the exclusive purpose of placing the affected extradimensional space within another such space (or vice versa) with no adverse consequences. If one space is still

within the other when the spell expires, the usual consequences ensue immediately.

If the space to be affected is being maintained by a spellcaster, that spellcaster receives a saving throw to resist the *manipulation*. If the space is created by a magical item, no saving throw is allowed.

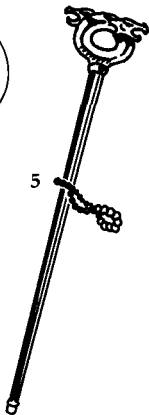
The material component is a strip of fine gold tissue worth at least 5 gp which is twisted into a Moebius strip during the casting. The strip is consumed in the casting.

The amount of increase or decrease depends on the level of the caster:

<b>Level</b>	<b>Multiplier</b>
Up to 10	x2
11 to 16	x3
17 or above	x4

# Extradimensional Pocket

Alteration  
Sphere: Numbers  
Level: 5  
Range: Touch  
Components: V, S, M  
Duration: 1d12 rounds + 2  
turns/level  
Casting Time: 1 round  
Area of Effect: Special  
Saving Throw: None  
Reference: *TOM*, pages 91-2



This spell allows the priest to create a single extradimensional space or pocket like the one inside a *bag of holding*. The spell must be cast on a container such as a sack, bag, or backpack. Once under the influence of the spell, the container opens into a non-dimensional space and is much larger inside than its outside dimensions. The container always weighs a fixed amount, regardless of what is put inside.

If the container is overloaded or if it is pierced by a sharp object, the bag immediately ruptures and the contents are lost into the Astral plane. Any items within the bag when the spell duration ends are also lost in the Astral plane.

The material component, in addition to the container, is 200 gp worth of powdered

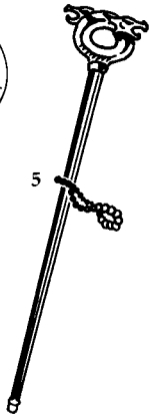
diamond and a sheet of platinum worth 500 gp. The platinum sheet must be inscribed with a drawing of a Klein bottle (a paradoxical figure with only one surface—the three-dimensional analogue of the Moebius strip). The diamond dust is consumed during the casting—the platinum sheet is not.

This weight and the capacity of the extradimensional space depend on the level of the caster:

<b>Level</b>	<b>Apparent Weight</b>	<b>Weight Cap.</b>	<b>Volume Cap.</b>
9-13	15 lbs	250 lbs	30 cu.ft.
14-16	25 lbs	500 lbs	70 cu.ft.
17-19	35 lbs	750 lbs	100 cu.ft.
20 +	60 lbs.	1,000 lbs	150 cu.ft.

## False Seeing

Divination  
Sphere: Divination  
Level: 5  
Range: Touch  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 8  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, page 225



This spell, the reverse of the *true seeing* spell, causes the person to see things as they are not: rich is poor, rough is smooth, beautiful is ugly.

The spell requires an ointment for the eyes concocted of oil, poppy dust, and pink orchid essence, and must be aged for 1d6 months.

# Flame Strike

Evocation

Sphere:

Combat

Level:

5

Range:

60 yards

Components:

V, S, M

Duration:

Instantaneous

Casting Time:

8

Area of Effect:

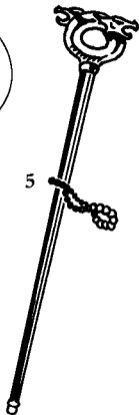
Five-foot radius x  
30-foot high  
column

Saving Throw:

1/2

Reference:

*PHB*, page 223

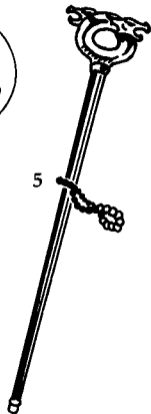


When the priest calls down a *flame strike* spell, a vertical column of fire roars downward in the exact location called for by the caster. Any creature within the area of effect of a flame strike must roll a saving throw vs. spell. Failure means the creature sustains 6d8 points of damage; otherwise, the damage is halved.

The material component of this spell is a pinch of sulfur.

# Grounding

Abjuration  
Sphere:           Wards  
Level:             5  
Range:            30 yards  
Components:     V, S, M  
Duration:         1 turn/level  
Casting Time:    1 turn  
Area of Effect:   10-yard  
                    square/priest  
Saving Throw:    None  
Reference:        *TOM*, page 92





*Grounding* offers protection against normal and magical electrical attacks within the area of effect. The protected area and creatures within it suffer no damage from normal electrical attacks (such as those caused by lightning bolts in a thunderstorm and nonmagical creatures such as electric eels). Magical electrical attacks (including lightning bolt breath weapons) cause only 50% of their normal damage. Additionally, creatures within the area of effect receive a +2 bonus to saving throws made against electrical attacks, regardless of whether the attacks originate inside or outside the warded area.

The material components are the priest's holy symbol and a coil of silver wire.

# Illusory Artillery

Enchantment/Charm

Sphere: War

Level: 5

Range: 300 yards

Components: V, S, M

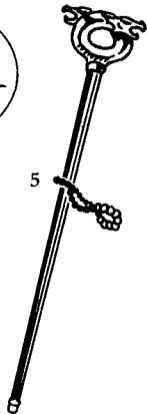
Duration: Instantaneous

Casting Time: 1 turn

Area of Effect: 30-yard x 30-yard  
square

Saving Throw: None

Reference: *TOM*, page 92



This spell creates a vivid illusion of incoming artillery fire (ballista bolts, catapult stones, etc.) at a target indicated by the caster. The illusion is complete, comprising both audible and visual elements. It is impossible for victims to determine where the missiles were fired from; creatures under attack notice the missiles only when they are about to strike.

The missiles never actually strike—they vanish inches above the victims' heads and do no damage. The illusion is so terrifying, however, that victims must immediately

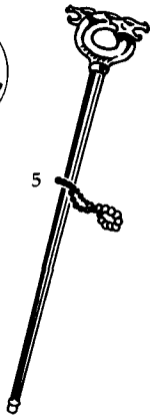
make a morale check. The first time a group or unit is the target of this spell, this morale check is made with no modifier. The second and subsequent times that the same unit is attacked with this spell, the unit receives a +1 bonus to its morale score (for checks against this effect only) *unless* the unit has been the target of *real* artillery fire in the interim. In this case, the bonus does not apply.

The material component is a small, empty cylinder made of brass.

# Impeding Permission

Enchantment/Charm

Sphere: Law  
Level: 5  
Range: 150 yards  
Components: V, S  
Duration: 1 turn/level  
Casting Time: 3  
Area of Effect: One creature  
Saving Throw: Negates  
Reference: *TOM*, pages 92-3



This spell may be cast only on creatures with Intelligence of 2 or greater and the ability to communicate with the caster. The spell interferes with the victim's ability to make decisions. It prevents the victim from performing any action without first gaining the permission of the caster or a character designated by the caster. The victim will heed only the person designated by the caster.

Before the victim undertakes any action, he must gain permission. He will not follow through with an action until he gains permission. If permission is denied, the victim cannot act until he thinks of an alternate action and gains permission for that action.

Every round, the victim must decide his

action for that round; at the victim's initiative, he must ask permission to perform his action. If permission is denied, the victim can take no other action that round.

The only actions exempt from the need for permission are involuntary actions such as breathing.

Asking and gaining permission takes only a short amount of time in most cases. A simple request, such as asking for permission to swing a sword in the middle of combat, can be accomplished quickly. Complicated requests, such as getting permission to act on a complicated plan, will naturally take more time. The DM may consider adding a modifier to the victim's initiative roll in such cases.

## Insect Plague

Conjuration/Summoning

Sphere: Combat

Level: 5

Range: 120 yards

Components: V, S, M

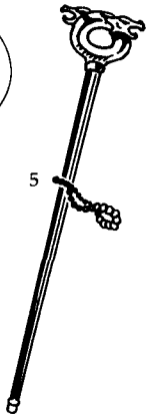
Duration: 2 rounds/level

Casting Time: 1 turn

Area of Effect: 180-foot diameter  
x 60-foot high  
cloud

Saving Throw: None

Reference: *PHB*, page 223



A horde of creeping, hopping, and flying insects gather and swarm in a thick cloud. The insects obscure vision to 10 feet. Spellcasting within the cloud is impossible. Creatures in the insect plague sustain 1 point of damage for each round they remain within, regardless of Armor Class. Invisibility is no protection. All creatures with 2 or fewer Hit Dice automatically move at their fastest possible speed in a random direction until they are more than 240 yards away. Creatures with fewer than 5 Hit Dice must check morale; failure means they run as described above.

Heavy smoke will drive off insects within its bounds. Fire also drives insects away; a *wall of fire* in a ring shape keeps a subsequently cast insect plague outside its confines, but a fireball simply clears insects

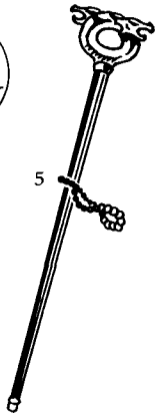
from its blast area for one round. A single torch is ineffective against this vast horde of insects. Lightning, cold, or ice is likewise ineffective, while a strong wind that covers the entire plague area disperses the insects and ends the spell. The plague lasts for two rounds for each level of the caster, and thereafter the insects disperse.

The insects swarm in an area that centers around a summoning point determined by the spellcaster, which can be up to 120 yards away from the priest. The insect plague does not move thereafter for as long as it lasts. Note that the spell can be countered by a *dispel magic* spell.

The material components of this spell are a few grains of sugar, some kernels of grain, and a smear of fat.

# Magic Font

Divination  
Sphere: Divination  
Level: 5  
Range: Touch  
Components: V, S, M  
Duration: Special  
Casting Time: 1 hour  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 223



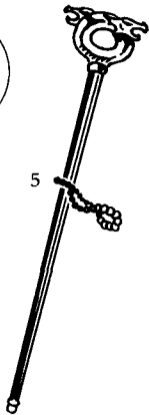


This spell causes a holy water font to serve as a scrying device. The spell will not function unless the priest is in good standing with his deity. The basin of holy water becomes similar to a *crystal ball*. For each vial of capacity of the basin, the priest may scry for one round, up to a maximum of one hour; thus, the duration of the *magic font* spell is directly related to the size of the holy water receptacle. The DM will know the chances of a character being able to detect scrying.

The priest's holy symbol and the font and its trappings are not consumed by the spell.

## Meld

Enchantment  
Sphere: Charm  
Level: 5  
Range: 10 yards  
Components: V, S, M  
Duration: 12 hours  
Casting Time: 1 turn  
Area of Effect: One priest  
Saving Throw: Special  
Reference: *TOM*, page 93



This can be cast only on another priest of the same faith. The recipient of the spell must voluntarily surrender himself to the spell. The recipient becomes a host for the caster. While the recipient does not lose his own persona or ability to act, the host can be dominated by the caster at any time.

For the duration of the spell, the caster is detached from his own body. He can neither move nor act on his own. His mind is connected to the host's. He senses everything the host does. He can telepathically communicate with the host. There is no limit to the range over which the spell can function. However, both the caster and host must remain on the same plane. Thin lead sheeting will effectively block the connection.

The caster can dominate the host. The host's personality is temporarily replaced by

that of the caster. The caster can cast spells he has memorized through the host, as if cast from his own body.

The caster can return control to the host at any time, restoring the character's abilities and personality without harm.

The host can attempt to resist the domination. He is then allowed a saving throw. If successful, the spell ends.

Whenever the host suffers damage, the caster must roll a saving throw vs. death. If the save is failed, the caster suffers 1d6 points of damage and the spell ends. If the host dies, the caster must make a system shock roll or die.

The material component is a chalice worth no less than 1,000 gp. This chalice is an unreturnable gift to the host.

# Memory Wrack

Alteration, Enchantment/Charm

Sphere: Thought

Level: 5

Range: 10 yards

Components: V, S, M

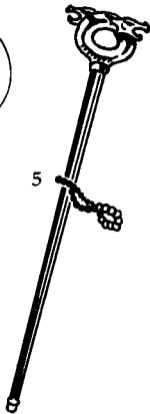
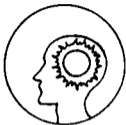
Duration: 2 rounds/level

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: Negates

Reference: *TOM*, pages 93-4



While the spell is in effect, the subject is incapable of storing information in long-term memory. Every moment is virtually an independent event for the subject: he can remember recent events, thoughts, and sensations for no more than a few seconds (the amount of time they remain in short-term memory).

Memories of events that happened before the onset of the spell are not affected at all; these are safely stored in long-term memory. This means that the subject can cast any spells memorized before the *memory wrack* took effect, but he is likely to have difficulty casting the spell as described below.

The subject of this spell has a limited ability to act. He is restricted to one action at a time and must concentrate mightily to keep

the situation and any planned actions in short-term memory. As long as the subject is able to maintain his concentration, he may act normally within these limits.

If the subject is distracted (he is struck in combat, affected by a spell, startled, surprised, or a similar event occurs), he forgets everything that occurred from the onset of the spell to the moment of distraction. The subject must totally re-evaluate the situation as if it had just come to pass.

When the spell expires, the subject remembers nothing that happened while the spell was in effect.

The material component is a ruby of at least 200 gp value, which is crushed during the casting.

# Mindshatter

Enchantment/Charm

Sphere: Thought

Level: 5

Range: 3 yards/level

Components: V, S, M

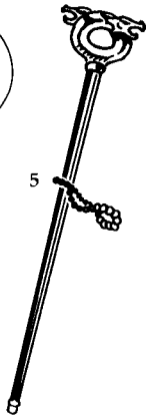
Duration: Special

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: Negates

Reference: *TOM*, page 94



This spell allows the priest to create one specific form of insanity in the subject. Five forms of insanity are possible through this spell.

*Schizophrenia*: Personality replacement

*Dementia praecox*: Disinterest

*Delusional insanity*: Imagined fame

*Paranoia*: "They" are spying on him

*Hallucinatory insanity*: Senses things which do not exist.

Victims retain original abilities; consult the *TOM* for more information.

At 13th level or lower, the insanity is chosen randomly. At 14th level or higher, the caster selects the form of insanity.

The duration of this spell depends on the sum of the subject's Intelligence and Wisdom scores. Refer the table.

The effects of this spell can be removed by a *limited wish*, *wish* (or equally powerful magic), or by a *heal* spell cast for this specific purpose.

The material component is a small bust of a human head, about three inches in height, made from fine, delicate china. The priest shatters this bust during the casting.

**Int + Wis**

8 or less

9 to 18

19 to 24

25 to 30

31 to 35

36 or more

**Time Between Checks**

1 month

3 weeks

2 weeks

1 week

3 days

1 day

# Moonbeam

Evocation, Alteration

Sphere: Sun

Level: 5

Range: 60 yards + 10  
yards/level

Components: V, S, M

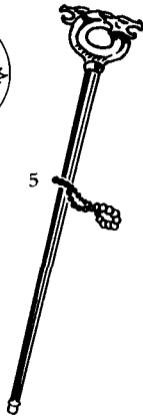
Duration: 1 round/level

Casting Time: 7

Area of Effect: Five-foot-radius  
sphere (plus  
special)

Saving Throw: None

Reference: *PHB*, page 223





By means of this spell, the caster is able to cause a beam of soft, pale light to strike downward from overhead and illuminate whatever area he is pointing at. The light is exactly the same as moonlight, so that colors other than shades of black, gray, or white are vague. The spellcaster can easily make the moonbeam move to any area that he can see and point to. This makes the spell an effective way to spotlight something—an opponent, for example. While the *moonbeam* spell does not illuminate all shadows, a creature centered in a moonbeam is most certainly visible. The reflected light from

this spell reveals dim visual perception 10 yards beyond the area of effect, but it does not shed a telltale glow that would negate surprise. The light does not adversely affect infravision. The caster can dim the beam to near darkness, if desired. The beam has, in addition, all the properties of true moonlight and can induce a lycanthropic change (while in the beam), unless your DM rules otherwise.

The material components are several seeds of any moonseed plant and a piece of opalescent feldspar (moonstone).

## Pass Plant

Alteration

Sphere:

Plant

Level:

5

Range:

Touch

Components:

V, S, M

Duration:

Special

Casting Time:

8

Area of Effect:

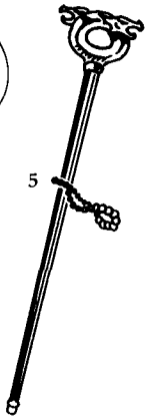
Special

Saving Throw:

None

Reference:

*PHB*, page 223



By using this spell, the caster is able to enter a tree and move from inside it to another of the same type which lies in approximately the direction desired by the spell user and is within the range shown:

<b>Type of Tree</b>	<b>Range of Area of Effect</b>
Oak	600 yards
Ash	540 yards
Yew	480 yards
Elm	420 yards
Linden	360 yards
deciduous	300 yards
coniferous	240 yards
other	180 yards

The tree entered and that receiving the caster must be of the same type, must both be living, and of girth at least equal to that

of the caster. Note that if the caster enters a tree, an ash for example, and wishes to pass north as far as possible (540 yards), but the only appropriate ash in range is south, the caster will pass to the ash in the south. The *pass plant* spell functions so that the movement takes only one round. The caster may, at his option, remain within the receiving tree for a maximum of one round per level of experience. Otherwise, he can step forth immediately. Should no like tree be in range, the caster simply remains within the tree, does not pass elsewhere, and must step forth in the appropriate number of rounds. If the occupied tree is chopped down or burned, the caster is slain if he does not exit before the process is complete.

## Plane Shift

Alteration

Sphere:

Astral

Level:

5

Range:

Touch

Components:

V, S, M

Duration:

Permanent

Casting Time:

8

Area of Effect:

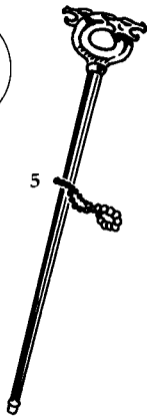
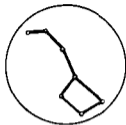
Creature touched  
(special)

Saving Throw:

None

Reference:

*PHB*, page 224



When the *plane shift* spell is cast, the priest moves himself or some other creature to another plane of existence. The recipient of the spell will remain in the new plane until sent forth by some like means. If several persons link hands in a circle, up to eight can be affected by the *plane shift* at the same time.

The material component of this spell is a small, forked metal rod—the exact size and metal type dictating to which plane of existence (including sub-planes and alternative dimensions) the spell sends the affected creatures. (Your DM will determine specifics

regarding how and what planes are reached.)

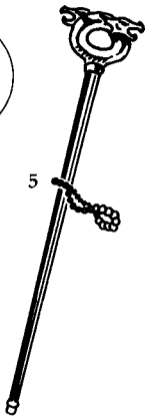
An unwilling victim must be touched (successful attack roll) in order to be sent; in addition, the creature is allowed a saving throw. If the saving throw is successful, the effect of the spell is negated. Note that pinpoint accuracy is rarely achieved; arriving a random distance from an intended destination is common.

The metal rod is not expended when the spell is cast. Forked rods keyed to certain planes may be more difficult to come by, as decided by the DM.

## Quest

Enchantment/Charm

Sphere: Charm  
Level: 5  
Range: 60 yards  
Components: V, S, M  
Duration: Until fulfilled  
Casting Time: 8  
Area of Effect: One creature  
Saving Throw: Negates  
Reference: *PHB*, page 224



The *quest* spell enables the priest to require the affected creature to perform a service and return to the priest with proof that the deed was accomplished. The quest can, for example, require that the creature locate and return some important or valuable object, rescue a notable person, release some creature, capture a stronghold, slay a person, deliver some item, and so forth. If the quest is not properly followed, due to disregard, delay, or perversion, the creature affected by the spell loses 1 from its saving throw rolls for each day of such action. This penalty is not removed until the *quest* is properly pursued or the priest cancels it.

If cast upon an unwilling subject, the victim is allowed a saving throw. However, if

the person quested agrees to a task, even if the agreement is gained by force or trickery, no saving throw is allowed. If a quest is just and deserved, a creature of the priest's religion cannot avoid it, and any creature of the priest's alignment saves with a -4 penalty to the saving throw in any case. A quest cannot be dispelled, but can be removed by a priest of the same religion or of higher level than the caster. Some artifacts and relics might negate the spell, as can direct intervention by a deity. Likewise, an unjust or undeserved quest grants bonuses to its saving throws or might even automatically fail!

The material component of this spell is the priest's holy symbol.

# Rainbow

Evocation, Alteration

Sphere: Weather, Sun

Level: 5

Range: 120 yards

Components: V, S, M

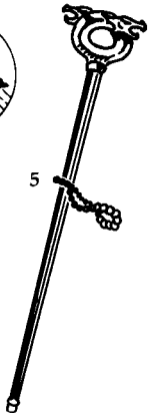
Duration: 1 round/level

Casting Time: 7

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, page 224





The priest must be in sight of a rainbow, or have a special component (see below). The *rainbow* spell has two applications:

**Bow:** The spell creates a short composite bow of rainbow hues. Any character can use it without penalty. It is magical: each missile is a +2 weapon. Magic resistance can negate the effect of any missile. The bow fires seven missiles before disappearing. It can be fired up to four times per round. Each missile removes the corresponding hue from the bow. Each color causes double damage to:

**Red**—fire dwellers/users and fire elementals; **Orange**—creatures or constructs of clay, sand, earth, stone or similar materials, and earth elementals; **Yellow**—vegetable opponents (including fungus creatures, shambling mounds, treants, etc.);

**Green**—aquatic creatures and water elementals; **Blue**—aerial creatures, electricity-using creatures, and air elementals; **Indigo**—acid-using or poison-using creatures; **Violet**—metallic or regenerating creatures.

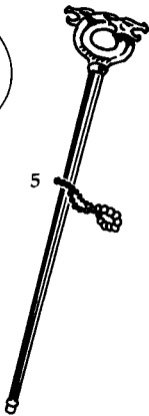
If no color is requested, or a color that has already been used is asked for, then the next arrow (in the spectrum) appears.

**Bridge:** The rainbow forms a seven-hued bridge up to three feet wide per level, at least 20 feet long and up to 120 yards.

The components are the priest's holy symbol and a vial of holy water. If no rainbow is in near, the caster can substitute a diamond of 1,000 gp value, prepared with *bless* and *prayer* spells while in sight of a rainbow. The holy water and diamond disappear when the spell is cast.

## Raise Dead

Necromancy  
Sphere: Necromantic  
Level: 5  
Range: 30 yards  
Components: V, S  
Duration: Permanent  
Casting Time: 1 round  
Area of Effect: One person  
Saving Throw: Special  
Reference: *PHB*, pages 224-5



When the priest casts a *raise dead* spell, he can restore life to a dwarf, gnome, half-elf, halfling, or human (other creatures may be allowed, at the DM's option). The length of time that the person has been dead is of importance, as the priest can raise persons dead only up to a limit of one day for each experience level of the priest (*i.e.*, a 9th-level priest can raise a person who has been dead up to nine days).

Note that the body of the person must be whole, or otherwise missing parts will still be missing when the person is brought back to life. Likewise, other ills, such as poison and disease, are not negated. The raised person must roll a successful resurrection sur-

vival check to survive the ordeal (see **Table 3: Constitution**, *PHB*) and loses 1 point of Constitution. Furthermore, the raised person is weak and helpless, and he needs a minimum of one full day of rest in bed for each day or fraction he was dead. The person has but 1 hit point when raised and must regain the rest by natural healing or curative magic.

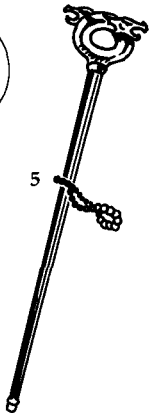
Note that a character's starting Constitution is an absolute limit to the number of times the character can be revived by this means.

The somatic component of the spell is a pointed finger.

## Repeat Action

Enchantment/Charm

Sphere: Time  
Level: 5  
Range: 30 yards  
Components: V, S  
Duration: Special  
Casting Time: 5  
Area of Effect: One creature  
Saving Throw: Negates  
Reference: *TOM*, page 95



This spell compels its victim to repeat the action of the previous round. The result of the repetition is always identical to the original result.

For example, if a character fired an arrow and inflicted 4 points of damage, a *repeat action* spell will cause him to fire a second arrow which will also inflict 4 points of damage. As long as the victim of the first arrow is within range, the subject affected by *repeat action* will adjust his aim and fire the second arrow at him. If the victim of the arrow moves out of range, the subject will fire his second arrow in the direction of the recipient. If the recipient is out of sight, the subject will fire in the direction of the recipient's original location.

The subject of a *repeat action* spell must be capable of performing the indicated

action a second time. If a character has no arrows in his quiver, he cannot fire an arrow. If a wizard were ordered to repeat a spell, he would attempt the spell only if he had the spell memorized and had sufficient material components. If a subject discovered a gem during a given round, *repeat action* will only compel him to hunt again; he will not recover another gem unless a second gem is actually present.

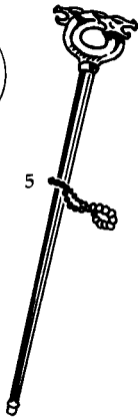
An unwilling subject is allowed a saving throw vs. spells to resist the effects of *repeat action*.

The material components are two identical glass spheres, each an inch or less in diameter.

# Shrieking Walls

Enchantment

Sphere:           Wards  
Level:             5  
Range:            Touch  
Components:     V, S, M  
Duration:         1 day/level  
Casting Time:    1 turn  
Area of Effect:   20-foot cube  
Saving Throw:    None  
Reference:        *TOM*, page 95



This spell enchants any single room no larger than the area of effect. When any creature larger than a normal rat (larger than one-half cubic foot or weighing more than three pounds) enters the room, shrill shrieks begin to emanate from the walls. The shrieks persist for  $1d4 + 1$  rounds. The walls do not undergo any physical change.

The shrieks can be heard only by creatures inside the room. Creatures hearing the shrieks experience no ill effects on the first round, allowing them time to leave the room or cover their ears. *Silence, 15' radius* also protects against the effects.

Creatures who remain in the room during

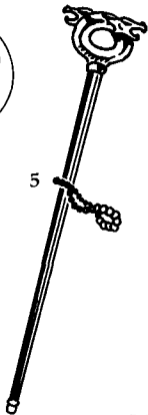
the second or subsequent rounds of the shrieks who have not protected themselves are penalized as follows:

- Creatures whose levels or Hit Dice are less than the level of the caster are stunned for  $2d4$  rounds.
- Creatures whose levels or Hit Dice are greater than or equal to the level of the caster become deaf for  $1d4$  hours, suffering a -1 penalty to surprise; deafened spellcasters have a 20% chance of miscasting any spell with a verbal component.

The material components are a small golden bell and a bee's wing.

## Slay Living

Necromancy  
Sphere: Necromantic  
Level: 5  
Range: 30 yards  
Components: V, S  
Duration: Permanent  
Casting Time: 1 round  
Area of Effect: One person  
Saving Throw: Special  
Reference: *PHB*, pages 224-5





This spell, *slay living*, the reverse of the *raise dead* spell, grants the victim a saving throw vs. death magic, and if it is successful, the victim sustains damage equal only to that of a *cause serious wounds* spell—*i.e.*, 2d8 + 1 points. Failure means the victim dies instantly.

## Spike Stones

Alteration, Enchantment

Sphere: Elemental (Earth)

Level: 5

Range: 30 yards

Components: V, S, M

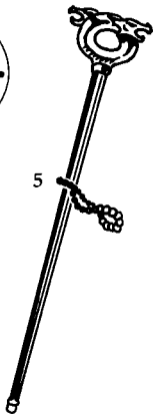
Duration: 3d4 turns + 1/level

Casting Time: 6

Area of Effect: 10-foot square per  
level, one spike/  
one-foot sq.

Saving Throw: None

Reference: *PHB*, page 225



The *spike stones* spell causes rock to shape itself into long, sharp points that tend to blend into the background. It is effective on both natural rock and worked stone. The spike stones serve to impede progress through an area and to inflict damage. If an area is carefully observed, each observer is 25% likely to notice the sharp points of rock. Otherwise, those entering the spell's area of effect suffer 1d4 points of damage, per round. The success of each attack is determined as if the caster of the spell were actually engaging in combat. Those entering the area are subject to attack immediately upon setting foot in the area and for each round spent in the area thereafter. The ini-

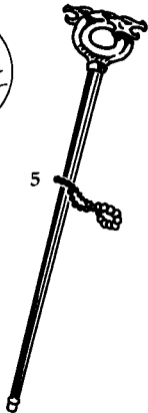
tial step enables the individual to become aware of some problem only if the initial attack succeeds; otherwise movement continues and the spike stones remain unnoticed until damage occurs. Charging or running victims will suffer two attacks per round.

Those falling into pits affected by spike stones suffer six such attacks for every 10 feet fallen, each attack having a +2 bonus to the attack roll. In addition, the damage inflicted by each attack increases by +2 for every 10 feet fallen. Finally, the creatures suffer any normal falling damage.

The material component of this spell is four tiny stalactites.

# Thoughtwave

Divination  
Sphere: Divination  
Level: 5  
Range: 0  
Components: V, S  
Duration: Instantaneous  
Casting Time: 1  
Area of Effect: Special  
Saving Throw: Special  
Reference: *TOM*, page 96



*Thoughtwave* allows the priest to send a short but powerful message to one or more individuals, informing them of his situation and general location. The spell instantly generates a powerful mental impulse of the caster's mental state.

The caster can designate up to ten specific persons or a specific group to receive this message. If more than ten individuals are in the group, those closest will receive the impulse.

There is no range limitation to the spell, although it cannot be projected outside the plane occupied by the caster.

Creatures receiving the impulse automatically know who sent it (even if they have never met the priest before) and gain a clear indication of the mood and situation of the

caster. Recipients also intuitively know the general source of the spell.

The spell can also be cast by more than one priest. If greater numbers are desired, ten characters are contacted per priest involved.

Increasing the intensity of the message makes it more compelling. Doubling the intensity (requiring at least three priests) causes the message to act as a *suggestion*. In this case, the effect is limited to a single target. Tripling the intensity (requiring at least five priests) gives the spell the force of a *quest*. This effect is also limited to a single target. In both cases, the target is allowed a saving throw to avoid the effect of the *suggestion* or *quest*.

## Time Pool

Divination

Sphere: Time

Level: 5

Range: Touch

Components: V, S, M

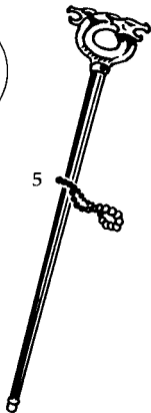
Duration: 1 round/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Reference: *TOM*, page 96



This spell allows the caster to cause a mirror, a pool of water, or any other reflective surface to reveal a specific event from the past. The image provides a perfectly clear picture with normal sounds, as if the caster were present at the scene. The image continues for the duration of the spell.

*Time pool* will not reveal images from other planes of existence.

The spell's success is not automatic. The caster must know the general nature of the event he wishes to view (*i.e.*, "Show me the murder of King Thamak").

The caster cannot communicate or otherwise interact with the image. Spells cannot be cast into the *time pool*.

The material components are a suitable reflective surface and a pinch of powdered quartz.

The caster's base chance of viewing the desired scene is 50%, modified as follows, to a maximum of 90%:

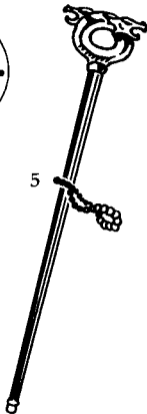
- Add 5% for each point of the caster's Wisdom above 15.
- Add 20% if the caster has successfully used *time pool* to observe the same event before.

Only one of the following may apply:

- Add 20% if the event is one in which the caster participated.
- Add 10% if the caster is well informed about the event.
- Add 5% if the caster is slightly informed about the event.

# Transmute Mud to Rock

Alteration  
Sphere: Elemental (Earth,  
Water)  
Level: 5  
Range: 160 yards  
Components: V, S, M  
Duration: Special  
Casting Time: 8  
Area of Effect: 20-foot cube/level  
Saving Throw: None  
Reference: *PHB*, page 225





This spell, the reverse of *transmute rock to mud*, hardens normal mud or quicksand into soft stone (sandstone or similar material) permanently unless magically changed by its reverse or a *dispel magic* spell. Creatures in the mud are allowed a saving throw to escape the area before the area is hardened to stone. Dry sand is unaffected. This spell also negates *transmute rock to mud*, but will not return the material back into its former shape.

The material components for the spell are sand, lime, and water.

# Transmute Rock to Mud

Alteration

Sphere: Elemental (Earth,  
Water)

Level: 5

Range: 160 yards

Components: V, S, M

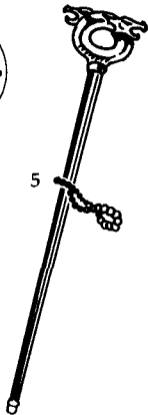
Duration: Special

Casting Time: 8

Area of Effect: 20-foot cube/level

Saving Throw: None

Reference: *PHB*, page 225



This spell turns natural rock of any sort into an equal volume of mud. If it is cast upon a rock, for example, the rock affected will collapse into mud. The depth of the mud cannot exceed 10 feet. Creatures unable to levitate, fly, or otherwise free themselves from the mud sink at the rate of 1/3 of their height per round and eventually suffocate, save for lightweight creatures that could normally pass across such ground. Brush thrown atop the mud can support creatures able to climb on top of it, with the amount required decided by the DM. Crea-

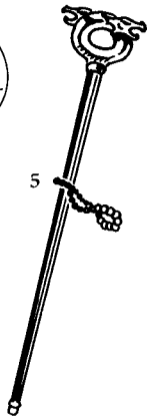
tures large enough to walk on the bottom can move through the area at a rate of 10 feet per round.

The mud remains until a successful *dispel magic* or *transmute mud to rock* spell restores its substance—but not necessarily its form. Evaporation turns the mud to normal dirt, at a rate of 1d6 days per 10 cubic feet. The exact time depends on exposure to the sun, wind, and normal drainage.

The material components for the spell are clay and water.

# True Seeing

Divination  
Sphere: Divination  
Level: 5  
Range: Touch  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 8  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, page 225



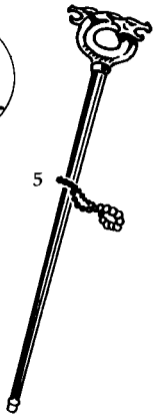
When the priest employs this spell, he confers upon the recipient the ability to see all things as they actually are. The spell penetrates normal and magical darkness. Secret doors become plain. The exact location of displaced things is obvious. Invisible things become quite visible. Illusions and apparitions are seen through. Polymorphed, changed, or enchanted things are apparent. Even the aura projected by creatures becomes visible so that alignment can be discerned. Furthermore, the recipient can focus his vision to see into the Ethereal plane or

the bordering areas of adjacent planes. The range of vision conferred is 120 feet. *True seeing*, however, does not penetrate solid objects; it in no way confers X-ray vision or its equivalent. Furthermore, the spell effects cannot be further enhanced with known magic.

The spell requires an ointment for the eyes that is made from very rare mushroom powder, saffron, and fat, must be aged for 1d6 months, and costs no less than 300 gp per use.

# Unceasing Vigilance of the Holy Sentinel

Alteration  
Sphere: Guardian  
Level: 5  
Range: 0  
Components: V, S, M  
Duration: 1 hour/level  
Casting Time: 1 turn  
Area of Effect: Five-foot-radius  
sphere  
Saving Throw: None  
Reference: *TOM*, page 97



The spell's effect must be centered on a specific area, for it creates an invisible spherical boundary up to 10 feet in diameter. The effect is not mobile.

While within the area of effect of this spell, the priest (and only the priest) gains several special abilities:

- His sense of sight is magically enhanced. He can see through normal darkness and can see invisible creatures and objects. He cannot see through solid objects, however, and the range of his magical sight is limited to 60 feet.

- The priest has no need for food, water, or rest. He does not feel fatigue, and regenerates 1 hit point per hour spent within the circle. However, he does not actually rest and therefore cannot regain spells until he sleeps.

- He is totally immune to the effects of magical and natural fear, as well as *sleep* and *charm* spells.

If the priest leaves the circle, the spell is broken. When the spell ends, the priest must rest for one turn per hour (or portion thereof) spent in the circle. If the priest is forced into action (by being attacked, for example) he can move at only half his normal movement rate, has an Armor Class penalty of +2, an attack penalty of -2, and loses all Dexterity combat bonuses.

To cast this spell, the priest must trace a circle of sigils and runes 10 feet in diameter, using a special ink containing the powder of a crushed sapphire (at least 1,000 gp value) and a drop of holy water. This procedure takes one turn to complete.

## Undead Ward

Abjuration, Necromancy

Sphere: Wards

Level: 5

Range: Special

Components: V, S, M

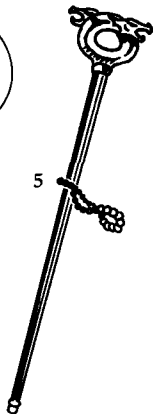
Duration: 1 turn/level

Casting Time: 2 turns

Area of Effect: Five-foot  
cube/level

Saving Throw: None

Reference: *TOM*, page 97





This spell prevents most types of undead creatures from entering the area of effect (a cube whose sides equal the caster's level times five feet—a 15th-level caster could affect a cube whose sides equal 75 feet).

When an undead creature attempts to enter the protected area, the creature is affected by the ward as if it were being turned by a priest two levels lower than the caster. The casting priest need not have the ability to turn undead himself. Thus, an *undead ward* created by a 10th-level priest would turn creatures as if by an 8th-level priest.

The results of the turning attempt are cal-

culated normally. If a large number of undead assault the warded area, not all of them are turned by the spell, since the normal limitations apply. Undead who are unaffected by the turning attempt ignore the *undead ward* for its duration. Undead within the area of effect when the spell is cast are not affected. However, when such undead leave the area of effect, they are subject to the effects of the spell if they attempt to re-enter.

The material component is the priest's holy symbol, which must be carried around the perimeter of the area to be warded.

# Wall of Fire

Conjuration/Summoning

Sphere: Elemental (Fire)

Level: 5

Range: 80 yards

Components: V, S, M

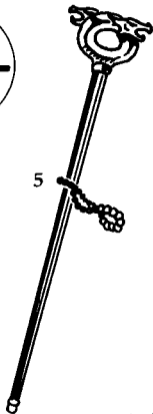
Duration: Special

Casting Time: 8

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, page 225



The *wall of fire* spell brings forth an immobile, blazing curtain of magical fire of shimmering color—yellow-green or amber (different from the 4th-level wizard version). The spell creates an opaque sheet of flame up to one 20-foot square per level of the spellcaster, or a ring with a radius of up to 10 feet plus five feet for every two levels of experience of the caster, and 20 feet high.

The wall of fire must be cast so that it is vertical with respect to the caster. One side of the wall, selected by the caster, sends forth waves of heat, inflicting 2d4 points of damage upon creatures within 10 feet and 1d4 points of damage upon those within 20 feet. In addition, the wall inflicts 4d4 points of damage, plus 1 point of damage per level

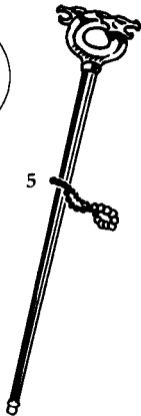
of the spellcaster, to any creature passing through it. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Note that attempting to directly catch moving creatures with a newly created wall of fire is difficult; a successful saving throw enables the creature to avoid the wall, while its rate and direction of movement determine which side of the created wall it is on. The wall of fire lasts as long as the priest concentrates on maintaining it, or one round per level of experience of the priest, in the event he does not wish to concentrate upon it.

The material component of the spell is phosphorus.

## Youthful Object

Alteration

Sphere: Time  
Level: 5  
Range: 10 yards  
Components: V, S, M  
Duration: Permanent  
Casting Time: 1 round  
Area of Effect: One cubic  
foot/level  
Saving Throw: None  
Reference: *TOM*, page 87



This spell is the reverse of *age object*, and returns an object ravaged by the effects of time to its original condition; thus, rusty iron becomes strong and shiny, crumbled masonry becomes firm, and rotten wood becomes solid. The age of matter can be reduced by 20 years per level of the caster.

The material components for *youthful object* are a piece of eggshell and a hair from the head of a human or humanoid infant.

## Priests' Spells, Level VI

- |                           |                          |
|---------------------------|--------------------------|
| 1 Aerial Servant          | 18 The Great Circle      |
| 2 Age Creature            | 19 Group Mind            |
| 3 Animal Summoning III    | 20 Harm                  |
| 4 Animate Object          | 21 Heal                  |
| 5 Anti-Animal Shell       | 22 Hero's Feast          |
| 6 The Black Circle        | 23 Improved Create Water |
| 7 Blade Barrier           | 24 Land of Stability     |
| 8 Conjure Animals         | 25 Legal Thoughts        |
| 9 Conjure Fire Elemental  | 26 Liveoak               |
| 10 Crushing Walls         | 27 Lose the Path         |
| 11 Disbelief              | 28 Monster Mount         |
| 12 Dismiss Fire Elemental | 29 Part Water            |
| 13 Dragonbane             | 30 Physical Mirror       |
| 14 Find the Path          | 31 Restore Youth         |
| 15 Fire Seeds             | 32 Reverse Time          |
| 16 Forbiddance            | 33 Seclusion             |
| 17 Gravity Variation      | 34 Skip Day              |

- 35 Sol's Searing Orb
- 36 Speak With Monsters
- 37 Spiritual Wrath
- 38 Stone Tell
- 39 Transmute Water to Dust
- 40 Transport Via Plants
- 41 Turn Wood
- 42 Wall of Thorns
- 43 Weather Summoning
- 44 Word of Recall

## Aerial Servant

Conjuration/Summoning

Sphere:            Summoning

Level:             6

Range:            10 yards

Components:     V, S

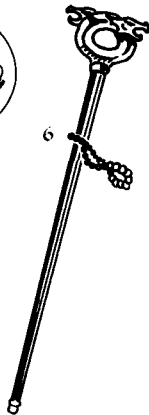
Duration:         1 day/level

Casting Time:    9

Area of Effect:   Special

Saving Throw:    None

Reference:        *PHB*, page 226





This spell summons an invisible aerial servant to find and bring back an object or creature. An aerial servant will not fight for the caster. When summoning, the priest must cast *protection from evil*, be within a protective circle, or have an item to control the *aerial servant*. Otherwise, it attempts to slay its summoner and return from whence it came.

The aerial servant must be able to physically bring the object to the priest (it can carry 1,000+ pounds). If prevented from completing the assigned duty, the aerial servant seeks out and attempts to destroy the caster. The aerial servant returns to its own plane when the spell lapses, its duty is fulfilled, it is dispelled, the priest releases it, or the priest is slain. The spell lasts for a maximum of one day for each level of cast-

er experience.

If the creature to be fetched cannot detect invisible objects, the aerial servant attacks, automatically gaining surprise. If the creature can detect invisible objects, it still suffers a -2 penalty to all surprise rolls. Each round of combat, the aerial servant must roll to attack. When a hit is scored, the aerial servant has grabbed the item or creature. A creature with a Strength rating is allowed an evasion roll equal to twice its *bend bars* chance. If the creature in question does not have a Strength rating, roll 1d8 for each Hit Die the aerial servant and the creature grabbed have. The higher total is the stronger. Once seized, the creature cannot free itself by Strength or Dexterity, and is flown to the priest forthwith.

## Age Creature

Alteration	
Sphere:	Time
Level:	6
Range:	Touch
Components:	V, S, M
Duration:	Permanent
Casting Time:	1 round
Area of Effect:	One creature
Saving Throw:	Negates
Reference:	<i>TOM</i> , page 98



This spell ages the targeted creature one year per level of the caster. Unwilling subjects may attempt a saving throw to resist the spell. Subjects affected by *age creature* must make a successful system shock roll to survive the change.

Subjects cannot be aged beyond their natural life spans. If the priest's level indicates that a creature would be aged beyond this level, the creature is aged to one year short of his maximum age. The spell cannot cause a subject to die.

Human and humanoid characters affected by the spell experience changes in appearance associated with increased age, such as gray hair and wrinkles. More significantly, they suffer losses in Strength, Dexterity, and Constitution when they reach

certain age levels. These are summarized in the *Player's Handbook*.

Nonmagical monsters can also be affected by *age creature*. Determine the lifespan and current age of a monster. A monster is middle-aged at half its lifespan, old-aged at 2/3, and venerable at 5/6. The effects below are cumulative and permanent.

<b>Age</b>	<b>Penalty</b>
Middle Age	-1 to all saving throws
Old Age	-1 to all saving throws -1 to all attack rolls
Venerable	-1 to all saving throws -1 to all attack rolls

The material component is pinch of powdered emerald.

## Animal Summoning III

Conjuration/Summoning  
Sphere: Animal,  
Summoning  
Level: 6  
Range: 100 yards/level  
Components: V, S  
Duration: Special  
Casting Time: 9  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 226



By means of this spell, the caster calls up to four animals of no more than 16 Hit Dice, eight of no more than 8 Hit Dice, or 16 of no more than 4 Hit Dice, of whatever sort the caster names when the summoning is made. Only animals within range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals—*e.g.*, suppose that wild dogs are first summoned to no avail, then hawks are unsuccessfully called, and finally the caster calls for wild horses which

may or may not be within summoning range. Your DM must determine the chance of a summoned animal type being within range of the spell. The animals summoned aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no chimerae, dragons, gorgons, manticores, etc.).

## Animate Object

Alteration

Sphere: Creation,  
Summoning

Level: 6

Range: 30 yards

Components: V, S

Duration: 1 round/level

Casting Time: 9

Area of Effect: One cubic  
foot/level

Saving Throw: None

Reference: *PHB*, page 226



This spell enables the priest to imbue inanimate objects with mobility and a semblance of life. The animated object(s) then attacks whomever or whatever the priest first designates. The object can be of any nonmagical material whatsoever. Attempting to animate an object in someone's possession grants a saving throw to avoid the effect. The speed of movement of the object depends on its means of propulsion and its weight. A large stone pedestal moves at 10 feet per round, a stone statue at 40, a wooden statue 80, an ivory stool of light weight at 120. The damage caused by the attack of an animated object is dependent upon its form and composition. Light, supple objects can only obscure vision, obstruct movement, bind, trip, smother, etc. Light, hard

objects can fall upon or otherwise strike for 1d2 points of damage or possibly obstruct and trip. Hard, medium-weight objects crush or strike for 2d4 points, while those larger and heavier cause even more damage.

The frequency of attack of animated objects depends on their method of locomotion, appendages, and method of attack. This varies from 1/5 rounds to 1/1 round. The Armor Class of the object animated is basically a function of material and movement ability. Damage depends on the type of weapon and the object struck. Your DM will determine all of these factors, as well as how much damage the animated object can sustain before being destroyed. The priest can animate one cubic foot of material for each experience level he has attained.

## Anti-Animal Shell

Abjuration

Sphere: Animal, Protection

Level: 6

Range: 0

Components: V, S, M

Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: 20-foot diameter  
hemisphere

Saving Throw: None

Reference: *PHB*, page 226





By casting this spell, the caster brings into being a hemispherical force field which prevents the entrance of any sort of living creature that is wholly or partially animal (not magical or extraplanar). Thus, a sprite, a giant, or a chimera would be kept out, but undead or conjured creatures could pass through the shell of force, as could such monsters as aerial servants, imps, quasits, golems, elementals, etc. The anti-animal shell lasts for one turn for each level of experience the caster has attained. Forcing the barrier against creatures strains and ultimately collapses the field.

The spell requires the caster's holy symbol and a handful of pepper.

## Blade Barrier

Evocation  
Sphere: Guardian, Creation  
Level: 6  
Range: 30 yards  
Components: V, S  
Duration: 3 rounds/level  
Casting Time: 9  
Area of Effect: Special  
Saving Throw: Special  
Reference: *PHB*, page 227



The priest employs this spell to set up a wall of circling, razor-sharp blades. These whirl and flash around a central point, creating an immobile barrier. Any creature that attempts to pass through the blade barrier suffers 8d8 points of damage in doing so. The plane of rotation of the blades can be horizontal, vertical, or in between. Creatures within the area of the barrier when it is invoked are entitled to a saving throw vs. spell. If this is successful, the blades are avoided and no damage is suffered; the creature escapes the area of the blade barrier by the shortest possible route. The barrier remains for three rounds for every experience level of the priest casting it. The barrier can cover any area from as small as five feet square to as large as 60 feet square.

## Conjure Animals

Conjuration/Summoning

Sphere:            Summoning

Level:             6

Range:            30 yards

Components:     V, S

Duration:         2 rounds/level

Casting Time:    9

Area of Effect:   Special

Saving Throw:    None

Reference:        *PHB*, page 227



The *conjure animals* spell enables the priest to magically create one or more mammals to attack his opponents. The total Hit Dice of the mammals cannot exceed twice his level if the creature conjured is determined randomly, or his level if a specific animal type is requested. The DM selects the type of animal that appears if it is randomly called. Thus, a priest of 12th level could randomly conjure two mammals with 12 Hit Dice each, three with 8 Hit Dice each, four with 6 Hit Dice each, six with 4 Hit Dice each, eight with 3 Hit Dice each, 12 with 2 Hit Dice each, or 24 with 1 Hit Die each. Count every +1 hit point added to a

creature's Hit Dice as 1/4 of a Hit Die. Thus a creature with 4 + 3 Hit Dice equals a 4 3/4 Hit Dice creature. The conjured animals remain for two rounds for each level of the conjuring priest, or until slain, and they follow the caster's verbal commands. Conjured animals unfailingly attack the priest's opponents, but will resist being used for any other purpose; they do not like it, become noticeably more difficult to control, and may refuse any action, break free, or turn on the caster, depending on the nature of the creature and the details of the situation. The conjured animals disappear when slain.

# Conjure Fire Elemental

Conjuration/Summoning

Sphere: Elemental (Fire)

Level: 6

Range: 80 yards

Components: V, S

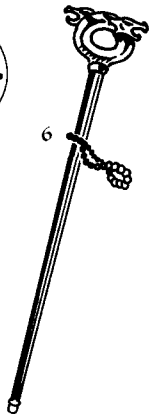
Duration: 1 turn/level

Casting Time: 6 rounds

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, page 227



Upon casting a *conjure fire elemental* spell, the caster opens a special gate to the elemental plane of Fire, and a fire elemental is summoned to the vicinity of the spellcaster. It is 65% likely that a 12-Hit-Dice elemental appears, 20% likely that a 16-Hit-Dice elemental appears, 9% likely that two to four salamanders appear, 4% likely that an efreeti appears, and 2% likely that a huge fire elemental of 21 to 24 Hit Dice appears. The conjuring caster need not fear that the elemental force summoned will

turn on him, so concentration upon the activities of the fire elemental (or other creature(s) summoned) or protection from the creature is not necessary. The elemental summoned helps the caster however possible, including attacking opponents of the caster. The fire elemental or other creatures summoned remains for a maximum of one turn per level of the caster or until it is slain, sent back by a *dispel magic* spell, the reverse of this spell (*dismiss fire elemental*), or similar magic.

## Crushing Walls

Enchantment

Sphere:

Wards

Level:

6

Range:

Touch

Components:

V, S, M

Duration:

Permanent until  
activated

Casting Time:

1 turn

Area of Effect:

Special

Saving Throw:

None

Reference:

*TOM*, pages 98-9





This spell enables the caster to enchant a floor, ceiling, or single wall of a room to crush intruders. The enchanted surface can be no larger than a square whose sides equal the caster's level times two feet.

The spell activates 1d4 rounds after any creature other than the caster enters the room. The intruder must be larger than a normal rat (larger than one-half cubic foot or weighing more than three pounds). When activated, the enchanted surface moves toward the opposite surface at a rate of three feet per round. Unless the spell is cancelled by the caster, the enchanted surface continues to move until one of the following events occurs:

- A creature with Strength 19+ stops the enchanted surface. Three consecutive successful checks negates the spell. Multiple

creatures use highest Strength, plus one point per creature assisting.

- A strong or heavy object survives a saving throw vs. crushing blow for three consecutive rounds. The spell is negated.
- *Dispel magic* or similar is used.

The crushing wall almost never touches the opposite wall, usually being stopped by debris. A gap of two inches or more usually remains between the walls.

All creatures must roll a saving throw vs. death. Those who fail their saves are crushed to death. Those who save suffer 5d10 points of damage. When the wall can move no farther, it returns to its original position and the spell is negated.

The material components are a one-inch iron cube and a walnut shell.

## Disbelief

Enchantment/Charm

Sphere: Thought  
Level: 6  
Range: 0  
Components: V, S  
Duration: 1 round/level  
Casting Time: 5  
Area of Effect: Special  
Saving Throw: Special  
Reference: *TOM*, page 99



This spell allows the caster to temporarily convince himself that certain objects or as many as four creatures within the area of effect do not actually exist. He does not notice the creatures if they harm or hinder him. He can pass through them as if they did not exist and does not notice any damage from their attacks. However, since these objects or creatures temporarily do not exist for the priest, he can take no action against them, and he loses his Dexterity bonus to Armor Class.

The caster can attempt to disbelieve as many as four creatures within 60 feet of his position at the time of casting. He disbelieves the same four creatures for the duration of the spell. Alternatively, the priest can disbelieve any or all inanimate objects of up to 20-cubic-yard volume. This volume

must be centered on a point no more than 20 yards from the caster.

Disbelieving a creature includes all gear, but does not include external objects that come into contact with that creature.

To successfully disbelieve, the priest must roll a saving throw vs. paralyzation. A *successful* save means that the priest has disbelieved.

While this spell is in effect, the DM must record any damage suffered by the priest from disbelieved creatures. When the spell ends, the caster makes a saving throw vs. spell. If *that* saving throw is successful, the priest suffers only one-eighth of any damage inflicted by the creatures (round all fractions down); if the priest fails the saving throw, he suffers one-half of any damage inflicted (round fractions down).

## Dismiss Fire Elemental

Conjuration/Summoning

Sphere: Elemental (Fire)

Level: 6

Range: 80 yards

Components: V, S

Duration: Instantaneous

Casting Time: 6 rounds

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, page 227



This spell, the reverse of *conjure fire elemental*, dispels any creatures previously conjured by the caster using the *conjure fire elemental* spell.

# Dragonbane

Abjuration  
Sphere:               Wards  
Level:                 6  
Range:                10 yards/level  
Components:         V, S, M  
Duration:             1d4 rounds + 1  
                          round/2 levels  
  
Casting Time:        1 round  
Area of Effect:      Five-foot  
                          cube/level  
  
Saving Throw:       Negates  
Reference:            *TOM*, page 99



This spell prevents any dragon who fails its saving throw from entering the area of effect. The spell affects a cubic area whose sides equal the caster's level times five feet; thus, a 16th-level caster could affect a cube whose sides equal 80 feet. The dragon can cast spells, blast his breath weapon, or even hurl missiles (if possible) into the area of effect.

Dragons within the area of effect when the spell is cast are not affected. If such dragons leave the area of effect, they must succeed a saving throw to reenter the area.

The material components are the priest's holy symbol and a dragon scale.

The spell's effectiveness can be greatly increased with the casting of a *focus* spell.

## Find the Path

Divination  
Sphere: Divination  
Level: 6  
Range: Touch  
Components: V, S, M  
Duration: 1 turn/level  
Casting Time: 3 rounds  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, page 227





The recipient of this spell can find the shortest, most direct physical route that he is seeking, be it the way into or out of a locale. The locale can be outdoors or underground, a trap, or even a *maze* spell. Note that the spell works with respect to locales, not objects or creatures within a locale. Thus, the spell could not find the way to "a forest where a green dragon lives" or to the location of "a hoard of platinum pieces." The location must be in the same plane as the caster.

The spell enables the subject to sense the correct direction that will eventually lead him to his destination, indicating at the appropriate times the exact path to follow (or physical actions to take—for example, with

concentration the spell enables the subject to sense tripwires or the proper word to bypass a glyph). The spell ends when the destination is reached or when one turn for each caster level has elapsed. The spell frees the subject, and those with him, from a *maze* spell in a single round, and will continue to do so as long as the spell lasts.

Note that this divination is keyed to the caster, not his companions, and that, like the *find traps* spell, it does not predict or allow for the actions of creatures.

The spell requires a set of divination counters of the sort favored by the priest—bones, ivory counters, sticks, carved runes, or whatever.

## Fire Seeds

Conjuration	
Sphere:	Elemental (Fire)
Level:	6
Range:	Touch
Components:	V, S, M
Duration:	Special
Casting Time:	1 round/seed
Area of Effect:	Special
Saving Throw:	1/2
Reference:	<i>PHB</i> , pages 227-8



The *fire seeds* spell can be cast to create either fire seed missiles or fire seed incendiaries, as chosen when casting:

*Fire seed missiles:* This casting turns up to four acorns into special grenade-like missiles that can be hurled up to 40 yards. An attack roll is required to strike the intended target, and proficiency penalties are considered. Each acorn bursts upon striking any hard surface, causing 2d8 points of damage and igniting any combustible materials within a 10-foot diameter of the point of impact. If a successful saving throw vs. spell is made, a creature within the burst area receives only one-half damage, but a creature struck directly suffers full damage (*i.e.*, no saving throw).

*Fire seed incendiaries:* This casting turns up to eight holly berries into special incendi-

aries. The holly berries are most often placed, being too light to make effective missiles (they can be tossed up to six feet away). They burst into flame if the caster is within 40 yards and speaks a word of command. The berries instantly ignite, causing 1d8 points of damage to any creature and igniting any combustible within a five-foot-diameter burst area. Creatures within the area that successfully save vs. spell suffer half damage.

All fire seeds lose their power after a duration equal to one turn per experience level of the caster—*i.e.*, the seeds of a 13th-level caster remain potent for a maximum of 13 turns after their creation. No other material components beyond acorns or holly berries are needed for this spell.

## Forbiddance

Abjuration  
Sphere: Protection  
Level: 6  
Range: 30 yards  
Components: V, S, M  
Duration: Permanent  
Casting Time: 6 rounds  
Area of Effect: One 60-foot  
cube/level  
Saving Throw: Special  
Reference: *PHB*, page 228



This spell can be used to secure a consecrated area (see *DMG*). The spell seals the area from teleportation, plane shifting, and ethereal penetration. At the option of the caster, the ward can be locked by a password and can be entered only by those speaking the proper words. Otherwise, the effect is based on their alignment, relative to the caster's. The most severe penalty is used.

*Alignment identical:* No effect. If password locked, cannot enter area unless password is known (no saving throw).

*Alignment different with respect to law and chaos:* Save vs. spell to enter the area; if failed, suffer 2d6 points of damage. If word locked, cannot enter unless password is known.

*Alignment different with respect to good and evil:* Save vs. spell to enter this area; if

failed, take 4d6 points of damage. If word locked, cannot enter unless password is known. The attempt does cause damage if the save is failed.

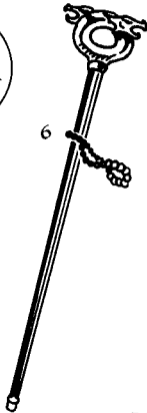
Once a saving throw is failed, an intruder cannot enter the forbidden area until the spell ceases. The ward cannot be dispelled by a caster of lesser level than the one who established it. Intruders who enter by rolling successful saving throws feel uneasy and tense, despite their success.

In addition to the priest's holy symbol, components include holy water and rare incenses worth at least 1,000 gp per 60-foot cube. If a password lock is desired, this also requires the burning of rare incenses worth at least 5,000 gp per 60-foot cube.

## Gravity Variation

Alteration

Sphere: War  
Level: 6  
Range: 10 yards/level  
Components: V, S, M  
Duration: 1 turn/3 levels  
Casting Time: 2 turns  
Area of Effect: 120-yard x 120-yard square  
Saving Throw: None  
Reference: *TOM*, page 100



This spell changes the characteristics of a square region of terrain. The area can be no more than 120 yards on a side. The priest can effectively turn a flat plain into a slope of any direction, or he may flatten an existing slope. The spell does not allow the priest to alter the pull of gravity, however.

This spell lets the priest create or negate a height differential of as much as 20 feet (a 2" slope in BATTLESYSTEM™ Rules measurements) within the area of effect. See the *TOM* for examples.

The priest must specify the degree and direction of change at the moment of casting. These parameters cannot be changed while the spell remains in effect.

*Gravity variation* can have dramatic effects on siege engines and towers. Most siege engines can be moved only on the

most gentle of slopes. By raising or lowering the effective elevation of siege engines by 2", the priest can totally immobilize them by positioning them on a slope too steep to negotiate. In the case of siege towers, there is a 50% chance that the structures will topple over (totally destroying them).

The material component is a tiny plumb bob; the plumb line must be made of platinum wire while the bob itself must be a gem of at least 1,000 gp value. The device is consumed in the casting.

## Group Mind

Divination, Enchantment/Charm

Sphere: Thought

Level: 6

Range: 0

Components: V, S

Duration: 1 turn + 1  
round/level

Casting Time: 1 round

Area of Effect: 30-yard-diameter  
circle

Saving Throw: None

Reference: *TOM*, page 101





This spell is a deeper and more extensive version of *rapport*, in that it lets the priest communicate silently and instantly with several willing subjects.

As with *rapport*, the spell lets the participants share thoughts, emotions, and memories. Each participant sees, hears, and otherwise senses everything experienced by the other, although such "vicarious" experiences feel weak and diluted and cannot possibly be mistaken for direct sensations. Participants can shut off these experiences at will if they find them confusing or distracting.

The participants can quickly share such personal concepts as plans, hopes, and fears, although they cannot communicate highly complex or detailed information. Thus, it is impossible to communi-

cate the procedure for casting a spell or picking a lock.

Communication through *group mind* is approximately 30 times faster than verbal communication. The priest can maintain only one *group mind* spell at any time; thus, he cannot communicate with multiple groups. This spell cannot be used on unwilling subjects.

The number of subjects (in addition to the priest) depends on the caster's level:

<b>Level</b>	<b>Number of participants</b>
13 and below	2
14-16	4
17	6
18	7
19 +	8

## Harm

Necromancy

Sphere:

Healing

Level:

6

Range:

Touch

Components:

V, S

Duration:

Permanent

Casting Time:

1 round

Area of Effect:

Creature touched

Saving Throw:

None

Reference:

*PHB*, page 228

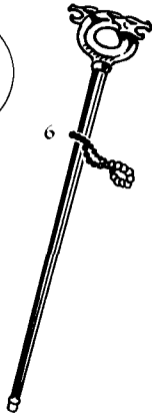


The reverse of *heal*, this spell infects the victim with a disease and causes loss of all but 1d4 hit points, if a successful touch is inflicted.

Undead, extraplanar and noncorporeal creatures are not affected by a *harm* spell.

# Heal

Necromancy  
Sphere: Healing  
Level: 6  
Range: Touch  
Components: V, S  
Duration: Permanent  
Casting Time: 1 round  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, page 228



The very potent *heal* spell enables the priest to wipe away disease and injury in the creature who receives the benefits of the spell. It completely cures any and all diseases or blindness of the recipient and heals all points of damage suffered due to wounds or injury. It dispels a *feblemind* spell. It cures those mental disorders caused by spells or injury to the brain. Naturally, the effects can be negated by later wounds, injuries, and diseases.

Undead, extraplanar, and noncorporeal creatures are not affected by a *heal* spell.

## Heroes' Feast

Evocation

Sphere:

Creation

Level:

6

Range:

10 yards

Components:

V, S, M

Duration:

1 hour

Casting Time:

1 turn

Area of Effect:

One  
individual/level

Saving Throw:

None

Reference:

*PHB*, page 228



This spell enables the priest to bring forth a great feast that serves as many creatures as the priest has levels of experience. The spell creates a magnificent table, chairs, service, and all the necessary food and drink. The feast takes one full hour to consume, and the beneficial effects do not set in until after this hour is over. Those partaking of the feast are cured of all diseases, are immune to poison for 12 hours, and healed of  $1d4 + 4$  points of damage after imbibing the nectar-like beverage that is part of the feast. The

ambrosia-like food that is consumed is equal to a *bless* spell that lasts for 12 hours. Also, during this same period, the people who consumed the feast are immune to fear, hopelessness, and panic. If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

The material components of the spell are the priest's holy symbol and specially fermented honey taken from the cells of bee larvae destined for royal status.

# Improved Create Water

Alteration

Sphere: Elemental (Water,  
Earth)

Level: 6

Range: 60 yards

Components: V, S, M

Duration: Permanent

Casting Time: 8

Area of Effect: One cubic  
yard/level

Saving Throw: Special

Reference: *PHB*, page 229





This spell, the reverse of *transmute water to dust*, is simply a very high-powered *create water* spell, where up to four gallons of water are generated for every experience level of the caster (*e.g.*, a 12th-level priest creates up to 48 gallons of water, etc.). The water is clean and drinkable (it is just like rain water). The created water can be dispelled within a round of its creation; otherwise its magic fades, leaving normal water that can be used, spilled, evaporated, etc. Water can be created in an area as small as

will actually contain the liquid or in an area as large as 27 cubic feet (1 cubic yard).

Note that water cannot be created within a creature. For reference purposes, water weighs about 8 1/2 pounds per gallon, and a cubic foot of water weighs approximately 64 pounds.

The spell requires a pinch of normal dust, and other components required are diamond dust of at least 500 gp value, a bit of seashell, and the caster's holy symbol.

## Land of Stability

Abjuration

Sphere:

Wards

Level:

6

Range:

10 yards/level

Components:

V, S, M

Duration:

1 day/level

Casting Time:

6

Area of Effect:

10-foot cube/level

Saving Throw:

None

Reference:

*TOM*, page 101



*Land of stability* protects the area of effect and all creatures and objects within it from the following natural disasters:

- Earthquakes—vibrations do not affect the warded area and fissures will not open beneath the warded area;
- Floods—the warded area remains dry, even if submerged;
- Windstorms—the warded area suffers no damage from strong winds and objects cannot be blown into the warded area;
- Lava and ash eruptions—lava and ash flow around the warded area; and
- Avalanches—stones and snow will not fall on the warded area.

*Land of stability* offers no protection against magically-generated disasters or spells that duplicate the effects of natural disasters. Disasters already in progress in the area of effect when the spell is cast are not affected.

This spell affects a cubic area whose sides equal the caster's level times 10 feet; thus, a 15th-level caster could affect a 150-foot x 150-foot x 150-foot cube.

The material components are the priest's holy symbol and a pinch of volcanic ash.

## Legal Thoughts

Enchantment/Charm

Sphere: Law

Level: 6

Range: 10 yards

Components: V, S

Duration: Permanent

Casting Time: 1 turn

Area of Effect: One creature

Saving Throw: Negates

Reference: *TOM*, pages 101-2



A priest casting this spell forces the victim of the spell to follow one specific law. The priest may choose any law prevalent in the area in which the priest and the victim currently reside. Thus, if a city has no laws about murder, the priest cannot command the person not to kill.

The victim of the spell is forced to obey the letter of the law to the best of his ability. Thus, if a victim were commanded not to commit murder, he would go to any length to avoid murdering someone.

Since the essence of this spell is tied to legal (and not moral) interpretation, characters may find loopholes that will allow them

to work around the law in specific cases or to ignore the law entirely in light of extenuating circumstances.

When casting the spell, the priest must speak the law to the recipient in such a way that he can hear it. The victim is allowed a saving throw vs. spell to avoid the effect. If the save is failed, the victim will never willingly violate the stated law as long as the spell is in effect.

*Legal thoughts* can be negated by a successful *dispel magic*. The victim of this spell never perceives anything wrong with adhering to the law, and therefore never seeks to have the spell removed.

# Liveoak

Enchantment

Sphere:

Plant

Level:

6

Range:

Touch

Components:

V, S, M

Duration:

1 day/level

Casting Time:

1 turn

Area of Effect:

One oak tree

Saving Throw:

None

Reference:

*PHB*, page 228



This spell enables the caster to charm a healthy oak tree (or other allowed type) to serve as a protector. The spell can be cast on a single tree at a time, and while in effect, the caster cannot cast another such spell. The tree must be within 10 feet of the caster's dwelling place, within a sacred place, or within 100 yards of something to be guarded or protected.

A triggering phrase of up to a maximum of one word per caster level is then placed upon the targeted oak. The *liveoak* spell triggers the tree into animating as a treant of equivalent size, an Armor Class of 0 and with two attacks per round, but with only a 30-foot-per-round movement rate.

A tree enchanted by this spell radiates a magical aura (if checked for), and can be re-

turned to normal by a successful casting of a *dispel magic* spell, or upon the desire of the caster who enchanted it. If dispelled, the tree takes root immediately. If released by the caster, it tries to return to its original location before taking root. A *plant growth* spell restores 3d4 points of damage, but if used in this fashion does not increase the size or hit points of the liveoak beyond the original value.

The caster needs his holy symbol to cast the spell.

<b>Tree Size</b>	<b>Height</b>	<b>Hit Dice</b>	<b>Damage</b>
Small	12'-14'	7-8	2d8
Medium	16'-19'	9-10	3d6
Huge	20'-23'+	11-12	4d6

## Lose the Path

Divination  
Sphere: Divination  
Level: 6  
Range: Touch  
Components: V, S, M  
Duration: 1 turn/level  
Casting Time: 3 rounds  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, page 227





This spell, the reverse of *find the path*, makes the creature touched totally lost and unable to find its way for the duration of the spell, although it can be led, of course.

The spell requires a set of divination counters of the sort favored by the priest—bones, ivory counters, sticks, carved runes, or whatever.

# Monster Mount

Enchantment/Charm

Sphere: Travelers  
Level: 6  
Range: 30 yards  
Components: V, S  
Duration: 1 hour/level  
Casting Time: 6  
Area of Effect: 20-foot-radius  
circle  
Saving Throw: Negates  
Reference: *TOM*, page 102



This spell compels one or more living creatures to serve as mounts for the caster and his companions. The spell affects up to 10 Hit Dice or levels of creatures with Intelligence of 4 or lower. Creatures used as mounts must be of suitable size to carry at least one rider; smaller creatures can be used as pack animals.

Each intended mount receives a saving throw vs. spell. Creatures failing their rolls become docile and obedient, allowing riders to mount them and move at the speed and direction indicated by the caster.

To maintain the enchantment, the caster

must remain within 10 yards of one of the affected creatures, and each affected creature must remain within 10 yards of another. The affected creatures will do nothing for the caster other than carrying riders and gear; they will not fight (although they will fight to defend themselves), nor will they intentionally endanger themselves. Any overtly hostile act by the caster or a rider against any mount breaks the enchantment for all the mounts.

When the enchantment ends or is broken, the creatures take no action for one round, then behave as their natural instincts direct.

## Part Water

Alteration	
Sphere:	Elemental (Water)
Level:	6
Range:	20 yards/level
Components:	V, S, M
Duration:	1 turn/level
Casting Time:	1 turn
Area of Effect:	Special
Saving Throw:	None
Reference:	<i>PHB</i> , page 229



By employing a *part water* spell, the priest is able to cause water or similar liquid to move apart, thus forming a trough. The depth and length of the trough created by the spell depends on the level of the priest. A trough three feet deep per caster level, by 30 yards wide, by 20 yards long per level is created. Thus at 12th level, the priest would part water 36 feet deep by 30 yards wide by 240 yards long. The trough remains as long as the spell lasts or until the priest who cast it opts to end its effects. Existing currents appear to flow through the parted water, al-

though swimming creatures and physical objects such as boats do not enter the rift without strenuous and deliberate effort. If cast underwater, this spell creates an air cylinder of appropriate length and diameter. If cast directly on a water elemental or similar water-based creature, the creature receives 4d8 points of damage and must roll a successful saving throw vs. spell or flee in panic for 3d4 rounds.

The material component of this spell is the priest's holy symbol.

## Physical Mirror

Alteration

Sphere: Numbers  
Level: 6  
Range: 30 yards  
Components: V, S, M  
Duration: 1d4 + 8 rounds  
Casting Time: 6  
Area of Effect: Special  
Saving Throw: None  
Reference: *TOM*, page 102



This spell causes a localized folding of space in the form of an invisible disk up to 20 feet in diameter. Any missile weapon or spell that intersects this disk is instantaneously reversed in direction. Melee factors are unaffected; the direction of the object or force is rotated 180°. The sender of the spell or missile suddenly finds himself the target of his own attack.

The *physical mirror* operates from only one direction. The caster of the mirror may direct spells and missile attacks normally through the space occupied by the mirror.

In the case of physical attacks, the attacker must roll to hit himself (without the Armor Class benefits of Dexterity or shield). Spells turned back may require the caster to roll a saving throw vs. his own spell. In both of these cases, range is important. If

the distance between the initiator of the attack and the *physical mirror* is more than half the range of the attack, the attack has insufficient range.

When the priest casts the spell, he must specify the location and orientation of the *physical mirror* disk. Once it is created, the disk cannot be moved.

If two *physical mirror* disks touch or intersect, they destructively interact and both immediately vanish. The resulting "ripples" in the space-time continuum are exceedingly destructive and inflict 3d10 hit points of damage on any creature within 35 yards (a saving throw is allowed for half-damage). This always includes the casters of the *physical mirror* spells.

The material component is a tiny mirror of polished platinum, worth at 500 gp.

## Restore Youth

Alteration  
Sphere: Time  
Level: 6  
Range: Touch  
Components: V, S, M  
Duration: Permanent  
Casting Time: 1 round  
Area of Effect: One creature  
Saving Throw: Negates  
Reference: *TOM*, page 98





The reverse of *age creature*, this spell permanently restores age that has been lost as a result of magic (such as an *age creature* spell). *Restore youth* reduces the age of the targeted creature by one year per level of the caster. The subject must make a successful system shock roll to survive the change. A subject cannot become younger than his actual age as a result of this spell.

Human and humanoid characters affected by the spell experience changes in appearance associated with decreased age, such as darkening of gray hair and smoother skin (no wrinkles). More significantly, they regain Strength, Dexterity, and Constitution levels when they return to certain age levels. These are summarized in the *Player's Handbook*,

Nonmagical monsters can also be affected by *restore youth*. Determine the lifespan and current age of a monster. A monster is young until half its lifespan, middle-aged until 2/3, and old-aged until 5/6. If a monster moves to a younger age category, it regains the bonuses for that age. The effects below are cumulative and permanent.

<b>New Age</b>	<b>Bonus</b>
Old Age	+1 to all saving throws +1 to all attack rolls
Middle Age	+1 to all saving rolls +1 to all attack rolls
Young	+1 to all saving throws

The material component is a pinch of powdered ruby.

## Reverse Time

Alteration  
Sphere: Time  
Level: 6  
Range: 30 yards  
Components: V, S, M  
Duration: 1d4 rounds  
Casting Time: 6  
Area of Effect: One creature  
Saving Throw: Negates  
Reference: *TOM*, page 103



When *reverse time* is cast, time stops within a 30-foot diameter of the subject, but time reverses for the subject itself. All creatures and items in the area of effect stand motionless, rivers stop running, and arrows hang suspended in the air. Any creature, person, or object entering the area of effect is likewise frozen in time. The caster is similarly affected if he is within the area of effect, unless he is the subject of the spell.

An unwilling target is allowed a saving throw vs. spell; if successful, the spell is im-

mediately negated. Otherwise, the victim is forced to relive all the actions taken in the previous 1-4 rounds in reverse. All effects of actions are negated. At the end of the spell's duration, normal time resumes and all creatures immediately continue their activities, picking up right where they had stopped.

The material component is an etched silver arrow bent into a circle. The arrow must be no more than 3 inches long and worth no less than 500 gp. The arrow is destroyed in the casting.

## Seclusion

Alteration  
Sphere: Numbers  
Level: 6  
Range: Touch  
Components: V, S, M  
Duration: 3d12 rounds + 4  
rounds/level  
Casting Time: 6  
Area of Effect: One creature  
Saving Throw: Negates  
Reference: *TOM*, pages 103-4



This spell encloses one individual in an extradimensional space. Creatures to be affected must be of size M or smaller. The space can contain only one creature. The priest may use the spell on himself or any creature he touches. Unwilling targets are allowed a saving throw vs. spell to avoid entrapment.

The enclosed character is invisible and totally undetectable by any form of scrying. Powerful magic such as *contact other plane* will indicate that the character is "elsewhere," but will give no more information than this.

The creature within the extradimensional space can see and hear everything that occurs around him. However, he cannot cast spells, and no action of his can affect anyone or anything in the "real world."

If the caster chooses to occupy the space, he can pass in and out at will. Other creatures can leave or reenter the space only if the caster allows it. If the space is occupied when the spell terminates, the occupant is immediately ejected out and suffers 1d6 points of damage.

Any time the extradimensional space is empty, or when the occupant is someone other than the priest, the space follows the priest around.

If any other form of extradimensional space is taken into the space created by *seclusion*, both spaces are ruptured and all contents are expelled onto the Astral plane.

The material component is a tiny crystal box (at least 1,500 gp) and a 250 gp gem. The gem is consumed, the box is not.

## Skip Day

Invocation/Evocation

Sphere: Time  
Level: 6  
Range: 0  
Components: V, S  
Duration: Instantaneous  
Casting Time: 1 round  
Area of Effect: 10-foot radius  
Saving Throw: Negates  
Reference: *TOM*, page 104



When this spell is cast, all persons and intelligent creatures within 10 feet of the caster are instantly transported 24 hours into the future. Creatures outside the area of effect will believe that the affected characters have disappeared. Unwilling creatures can attempt a saving throw vs. spell to resist the effect of *skip day*.

No time passes for creatures affected by *skip day*; they are in the exact condition that they were in before the spell was cast. They are fatigued, have recovered no hit points, and carry the same spells. Wizards must wait for actual time to pass before they can memorize spells.

The affected creatures remain in the same location as they were before *skip day* was cast. Their immediate environment is likely to have changed; for instance, fires have burned out, enemies who were attacking have departed, and weather has changed for better or worse.

Although *skip day* is a possible substitute for *teleporting* out of a dangerous situation, it is not without risk; characters could reappear in a situation more threatening than the one they left behind (for instance, a forest fire may have started or a pack of hungry wolves may have arrived.)

## Sol's Searing Orb

Invocation

Sphere: Sun  
Level: 6  
Range: 30 yards  
Components: V, S, M  
Duration: Instantaneous  
Casting Time: 6  
Area of Effect: One gem  
Saving Throw: Special  
Reference: *TOM*, page 104





This spell must be cast upon a topaz. When the spell is complete, the stone glows with an inner light. The gem must be immediately thrown at an opponent, at the end of the round, for it quickly becomes hot. It is not possible for the priest to give the stone to another character to throw.

The stone can be hurled up to 30 yards. The priest must roll normally to hit; he gains a +3 bonus to his attack roll and suffers no penalty for nonweapon proficiency. In addition, the glowing gem is considered a +3 weapon for determining whether a creature can be struck. There is no damage bonus, however.

When it hits, the gem bursts with a brilliant, searing flash that causes 6d6 points of fire damage to the target and blinds him for

1d6 rounds. The victim is allowed a saving throw vs. spell. If successful, only half damage is sustained and the target is not blinded. Undead creatures suffer 12d6 points of damage and are blinded for 2d6 rounds (if applicable) if their save is failed. They receive 6d6 points of damage and are blinded for 1d6 rounds if the save is successful.

If the gem misses its target, it explodes immediately, causing 3d6 points of damage (or 6d6 against undead) to all creatures within a three-foot radius. It blinds them for 1d3 rounds (1d6 rounds vs. undead). All victims are allowed a saving throw vs. spell, with success indicating half damage and no blindness.

The material component is a topaz gemstone worth at least 500 gp.

## Speak With Monsters

Alteration	
Sphere:	Divination
Level:	6
Range:	30 yards
Components:	V, S
Duration:	2 rounds/level
Casting Time:	9
Area of Effect:	The caster
Saving Throw:	None
Reference:	<i>PHB</i> , page 229



When cast, the *Speak with Monsters* spell enables the priest to converse with any type of creature that has any form of communicative ability (including empathic, tactile, pheromonic, etc.). That is, the monster understands, in its own language or equivalent, the intent of what is said to it by the priest and vice versa. The creature thus spoken to is checked by your DM in order to determine reaction. All creatures of the same type as that chosen can likewise understand if they are within range. The priest can speak to different types of creatures during the spell duration, but he must speak separately to each type. The spell lasts for two rounds per caster level.

# Spiritual Wrath

Invocation

Sphere: Combat  
Level: 6  
Range: 300 yards  
Components: V, S  
Duration: Instantaneous  
Casting Time: 1 turn  
Area of Effect: Special  
Saving Throw: 1/2  
Reference: *TOM*, page 105



This powerful cooperative spell is rarely invoked since it requires the concerted effort of six or more high-level priests. The casting effort severely weakens the priests, discouraging casual use of this spell.

To cast the spell, six or more priests must be within a 15-foot radius. Each priest must cast *spiritual wrath* at the same time. Before beginning the spell, the priests must decide upon the area of effect. The spell causes  $10d6 + 1d6$  points of damage per priest casting the spell. (The minimum damage, therefore, is  $16d6$ .) Creatures within the area of effect are allowed a saving throw vs. spell to reduce the damage to one-half.

The spell strikes as a great wave of force that descends from the sky. Small objects must save vs. crushing blow. Structures suf-

fer damage as if hit by a heavy catapult ( $2d12$ ). The force of this spell often raises a great cloud of dirt and dust, obscuring the area for  $1d4 + 1$  rounds.

The spell's area of effect is determined by the number of casters. Each priest contributes 10 feet to the radius of the spell. Six casters would create a spell with a radius of 60 feet. No more than twelve casters can cooperate to cast this spell (maximum of  $22d6$  damage and a 120-foot-radius area of effect). This converts to an eight-inch circle in the BATTLESYSTEM™ rules ground scale.

The spell is difficult to cast, physically taxing the spellcaster so much that each caster suffers  $3d10$  points of damage from the effort. There is no saving throw allowed to avoid this damage.

## Stone Tell

Divination Sphere:	Elemental (Earth), Divination
Level:	6
Range:	Touch
Components:	V, S, M
Duration:	1 turn
Casting Time:	1 turn
Area of Effect:	One cubic yard of stone
Saving Throw:	None
Reference:	<i>PHB</i> , page 229



When the priest casts a *stone tell* spell upon an area, the very stones speak and relate to the caster who or what has touched them as well as telling what is covered, concealed, or simply behind them. The stones relate complete descriptions, if asked. Note that *a* stone's perspective, perception, and knowledge may hinder this divination; such details, if any, are decided by the DM. The material components for this spell are a drop of mercury and a bit of clay.

# The Black Circle

Abjuration

Sphere: Sun

Level: 6

Range: 0

Components: V, S

Duration: 1 round

Casting Time: 6 turns

Area of Effect: Special

Saving Throw: Special

Reference: *TOM*, pages 100-1





*The black circle*, the reverse of *the great circle*, is a powerful cooperative spell that can be used only by four or more priests, each casting the spell simultaneously. It is often used to cleanse grounds in preparation for the construction of a temple or sanctuary.

The priests stand in a 20-foot-diameter circle. Each faces inward; when the spell is completed, each priest faces outward, directing the energy of the spell.

The spell takes the form of a shimmering halo of inky blackness, 20 feet above the ground. This halo quickly expands in a shimmering wave. It can pass through objects. As the halo moves, it generates a high-pitched hum that varies in pitch. The halo moves slowly at first, but quickly builds

speed, reaching its maximum range at the end of one round.

Each priest casting the spell adds 60 feet to the radius. Theoretically, there is no limit to the number of priests who may contribute to this spell, but the need for the priests to be within a 20-foot-diameter circle sets a practical limit of 20 casters.

The halo is pure energy tapped from the negative material plane. It causes harm to paladins, good priests, and other good beings within the area of effect. Paladins and priests of good alignment suffer 1d10 points of damage per priest in the circle. All other good creatures suffer 1d4 points of damage per caster. A successful saving throw vs. death magic reduces this damage to half.

## The Great Circle

Abjuration

Sphere: Sun

Level: 6

Range: 0

Components: V, S

Duration: 1 round

Casting Time: 6 turns

Area of Effect: Special

Saving Throw: Special

Reference: *TOM*, pages 100-1



*The great circle* is a powerful cooperative spell that can be used only by four or more priests, each casting the spell simultaneously. It is often used to cleanse grounds in preparation for the construction of a temple or sanctuary.

The priests stand in a 20-foot-diameter circle. Each faces inward; when the spell is completed, each priest faces outward, directing the energy of the spell.

The spell takes the form of a radiant halo of golden light, 20 feet above the ground. This halo quickly expands in a shimmering wave. It can pass through objects. As the halo moves, it generates a high-pitched hum that varies in pitch. The halo moves slowly at first, but quickly builds speed, reaching its maximum range at the end of one round.

Each priest casting the spell adds 60 feet to the radius. Theoretically, there is no limit to the number of priests who may contribute to this spell, but the need for the priests to be within a 20-foot-diameter circle sets a practical limit of 20 casters.

The halo is pure energy tapped from the positive material plane. It causes harm to undead and evil beings within the area of effect. Undead creatures of eight or fewer Hit Dice are instantly destroyed and are not allowed a saving throw to avoid the effect. More powerful undead suffer 1d8 points of damage per caster. A successful saving throw vs. death reduces this damage to half. Creatures of evil alignment suffer 1d6 points of damage per caster (a saving throw is allowed for half damage).

# Transmute Water to Dust

Alteration	
Sphere:	Elemental (Water, Earth)
Level:	6
Range:	60 yards
Components:	V, S, M
Duration:	Permanent
Casting Time:	8
Area of Effect:	One cubic yard/level
Saving Throw:	Special
Reference:	<i>PHB</i> , page 229



When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. Note that if the water is already muddy, the area of effect is doubled, while if wet mud is present, the area of effect is quadrupled. If water remains in contact with the transmuted dust, the former quickly permeates the latter, turning the dust into silty mud, if a sufficient quantity of water exists to do so, otherwise soaking or dampening the dust accordingly.

Only the liquid actually in the area of effect at the moment of spellcasting is affect-

ed. Potions that contain water as a component part are rendered useless. Living creatures are unaffected, except for those native to the elemental plane of Water. Such creatures must roll a successful saving throw vs. death or be slain; however, only one such creature can be affected by any single casting of this spell, regardless of the creature's size or the size of the spell's area of effect.

Other components required are diamond dust of at least 500 gp value, a bit of seashell, and the caster's holy symbol.

## Transport Via Plants

Alteration

Sphere:

Plant

Level:

6

Range:

Touch

Components:

V, S

Duration:

Special

Casting Time:

4

Area of Effect:

Special

Saving Throw:

None

Reference:

*PHB*, page 229



By means of this spell, the caster is able to enter any large plant (human-sized or larger) and pass any distance to a plant of the same species in a single round, regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to the caster, but it also must be alive. If the caster is uncertain of the destination plant, he need merely determine direction and distance, and the *transport via plants* spell moves him as near as possible to the desired location. There is a basic 20% chance, reduced by 1% per level

of experience of the caster, that the transport delivers the caster to a similar species of plant from 1 to 100 miles away from the desired destination plant. If a particular destination plant is desired, but the plant is not living, the spell fails and the caster must come forth from the entrance plant within 24 hours. Note that this spell does not function with plant-like creatures—*e.g.*, shambling mounds, treants, etc. The destruction of an occupied plant slays the caster (see the *plant door* spell, *PHB*).

## Turn Wood

Alteration

Sphere: Plant

Level: 6

Range: 0

Components: V, S

Duration: 1 round/level

Casting Time: 9

Area of Effect: 120-foot-wide path,

20 feet long/level

Saving Throw: None

Reference: *PHB*, pages 229-30





When this spell is cast, waves of force roll forth from the caster, moving in the direction he faces, and causing all wooden objects in the path of the spell to be pushed away from the caster to the limit of the area of effect. Wooden objects above three inches in diameter which are fixed firmly are not affected, but loose objects (movable mantles, siege towers, etc.) move back. Objects under three inches in diameter that are fixed splinter and break, and the pieces move with the wave of force. Thus, objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them with them. If a spear is planted in order to prevent this forced movement, it splinters. Even magical items with wooden sections

are turned, although an anti-magic shell blocks the effects. A successful *dispel magic* spell ends the effect. Otherwise, the *turn wood* spell lasts for one round for each experience level of the caster.

The waves of force continue to sweep down the set path for the spell's duration, pushing wooden objects in the area of effect at a rate of 40 feet per melee round. The length of the path is 20 feet per level of the caster; thus, a 14th-level caster casts a *turn wood* spell with an area of effect 120 feet wide by 280 feet long, and the spell lasts for 14 rounds. Note that after casting the spell, the path is set and the caster can then do other things or go elsewhere without affecting the spell's power.

# Wall of Thorns

Conjuration/Summoning

Sphere: Plant, Creation,  
Summoning

Level: 6

Range: 80 yards

Components: V, S

Duration: 1 turn/level

Casting Time: 9

Area of Effect: One 10-foot  
cube/level

Saving Throw: None

Reference: *PHB*, page 230



The *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a person's finger. Any creature breaking through (or crashing into) the wall of thorns suffers 8 points of damage, plus an additional amount of damage equal to the creature's AC. Negative ACs subtract from the base 8 points of damage, but no adjustment is made for Dexterity. Any creature within the area of effect of the spell when it is cast crashes into the wall of thorns, and must break through to move. The damage is based on each 10-foot thickness of the barrier.

If the wall of thorns is chopped at, it takes at least four turns to cut a path through a 10-foot thickness. Normal fire cannot harm the barrier, but magical fires burn away the

barrier in two turns, creating a *wall of fire* effect while doing so (see *wall of fire* spell). In this case, the cool side of the wall is that closest to the caster of the thorn wall.

The nearest edge of the wall of thorns appears up to 80 yards distant from the caster, as he desires. The spell lasts for one turn for each level of experience of the caster, covers one ten-foot cube per level of the caster, in whatever shape the caster desires. The caster can also create a wall of five-foot thickness, which inflicts half damage but can be doubled in one of the other dimensions. Note that those with the ability to pass through overgrown areas are not hindered by this barrier. The caster can dismiss the barrier on command.

# Weather Summoning

Conjuration/Summoning

Sphere: Weather,  
Summoning

Level: 6

Range: 0

Components: V, S

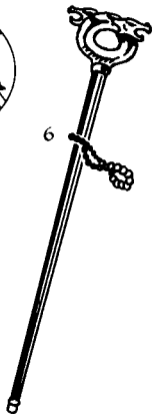
Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, page 230



By this spell, the caster calls forth weather appropriate to the climate and season of the area he is in at the time. Thus, in spring, a tornado, thunderstorm, cold, sleet storm, or hot weather could be summoned. In summer, a torrential rain, heat wave, hail storm, etc. can be called for. In autumn, hot or cold weather, fog, sleet, etc. could be summoned. Winter enables great cold, blizzard, or thaw conditions to be summoned. Hurricane-force winds can be summoned near coastal regions in the late winter or early spring. The summoned weather is not under the control of the caster. It might last but a single turn in the case of a tornado, or for hours or even days in other cases. The area of effect likewise varies from about one square mile to 100 square miles. Note that several casters can act in concert to greatly

affect weather, controlling winds, and working jointly to summon very extreme weather conditions.

Within four turns after the spell is cast, the trend of the weather to come is apparent—*i.e.*, clearing skies, gusts of warm or hot air, a chill breeze, overcast skies, etc. Summoned weather arrives  $1d12 + 5$  turns after the spell is cast. Note that the new weather condition cannot be changed by the caster once it has been summoned (except by another *weather summoning* spell). Once the weather is fully summoned, it cannot be dispelled. If the summoning is successfully dispelled before it has been completed, the weather slowly reverts to its original condition.

## Word of Recall

Alteration  
Sphere:            Summoning  
Level:             6  
Range:             0  
Components:       V  
Duration:          Special  
Casting Time:     1  
Area of Effect:    Special  
Saving Throw:     None  
Reference:         *PHB*, page 230



The *word of recall* spell takes the priest instantly back to his sanctuary when the word is uttered. The sanctuary must be specifically designated in advance by the priest and must be a well-known place. The actual point of arrival is a designated area no larger than 10 feet x 10 feet. The priest can be transported any distance, from above or below ground. Transportation by the *word of recall* spell is safe within a plane, but for each plane the priest is removed, there is a 10% cumulative chance that the priest will

be irrevocably lost. The priest is able to transport, in addition to himself, 25 pounds of weight per experience level. Thus, a 15th-level priest could transport his person and an additional 375 pounds weight. This extra matter can be equipment, treasure, or even living material, such as another person. Exceeding this limit causes the spell to fail. Note that unusually strong physical fields (*e.g.*, magnetic, gravitational) or magical force can, at the DM's option, make the use of this spell hazardous or impossible.

## Priests' Spells, Level VII

- |                            |                           |
|----------------------------|---------------------------|
| 1 Age Dragon               | 18 Exaction               |
| 2 Animate Rock             | 19 Fire Quench            |
| 3 Astral Spell             | 20 Fire Storm             |
| 4 Breath of Death          | 21 Gate                   |
| 5 Breath of Life           | 22 Holy Word              |
| 6 Call                     | 23 Hovering Road          |
| 7 Changestaff              | 24 Illusory Fortification |
| 8 Chariot of Sustarre      | 25 Mind Tracker           |
| 9 Confusion                | 26 Regenerate             |
| 10 Conjure Earth Elemental | 27 Reincarnate            |
| 11 Control Weather         | 28 Restoration            |
| 12 Creeping Doom           | 29 Resurrection           |
| 13 Destruction             | 30 Shadow Engines         |
| 14 Dismiss Earth Elemental | 31 Spacewarp              |
| 15 Divine Inspiration      | 32 Spirit of Power        |
| 16 Earthquake              | 33 Succor                 |
| 17 Energy Drain            | 34 Sunray                 |



35 Symbol

36 Tentacle Walls

37 Timelessness

38 Transmute Metal to Wood

39 Uncontrolled Weather

40 Unholy Word

41 Wind Walk

42 Wither

# Age Dragon

Alteration

Sphere:

Time

Level:

7

Range:

30 yards

Components:

V, S, M

Duration:

1 round/level

Casting Time:

1 round

Area of Effect:

One dragon

Saving Throw:

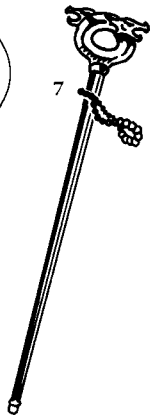
Negates

Reference:

*TOM*, page 105



7



This spell allows the caster to cause any dragon to temporarily gain or lose one age level per five levels of the caster. A dragon's age cannot be reduced below hatchling or increased beyond great wyrm.

Unwilling dragons are allowed a saving throw vs. spell with a -4 penalty to avoid the effect.

A dragon affected by *age dragon* temporarily acquires the Armor Class, hit points, spell abilities, combat modifiers, size, and other attributes of his new age level. The dragon retains his memories and personality. At the end of the spell's duration, the dragon returns to his normal age level.

If the dragon suffered damage while experiencing his modified age, he retains these

lost hit points when he resumes his normal age. If the dragon loses more hit points at his modified age than he has at his actual age, he dies when the spell expires. For example, a young adult bronze dragon with 110 hit points is aged to a mature adult with 120 hit points. The dragon suffers 115 hit points in combat. Unless the dragon is healed of 6 points of damage before the spell expires, the dragon dies at the end of the spell since his damage is greater than his actual hit points.

If a dragon is killed while under the effect of *age dragon*, he is dead at the end of the spell's duration.

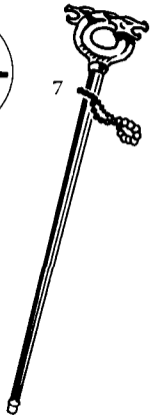
The material component is a handful of dirt taken from a dragon's footprint.

# Animate Rock

Alteration	
Sphere:	Elemental (Earth)
Level:	7
Range:	40 yards
Components:	V, S, M
Duration:	1 round/level
Casting Time:	1 round
Area of Effect:	Two cubic feet/level
Saving Throw:	None
Reference:	<i>PHB</i> , pages 230-1



7



By employing an *animate rock* spell, the caster causes a stone object of up to the indicated size to move, (see the 6th-level *animate object* spell.) The animated stone object must be separate (not a part of a huge boulder or the like). It follows the desire of the caster—attacking, breaking objects, blocking—while the magic lasts. It has no intelligence or volition of its own, but it follows instructions exactly as spoken. Note that only one set of instructions for one single action (the whole being simply worded and very brief—12 words or so), can be given to the animated rock. The rock remains animated for one round per level of experience of the caster. The volume of rock which can be animated is also based on the

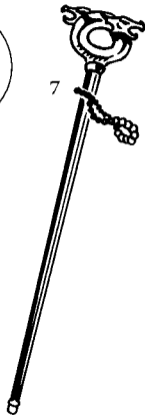
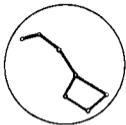
experience level of the caster—two cubic feet of stone per level—*e.g.*, 24 cubic feet, a mass of about man size, at the 12th level.

While the exact details of the animated rock are decided by the DM, its Armor Class is no worse than 5, and it has 1d3 Hit points per cubic foot of volume. It uses the attack roll of the caster. The maximum damage it can inflict is 1d2 points per caster level (thus, a 12th-level caster's rock might inflict 12 to 24 points of damage). Movement for a man-sized rock is 60 feet per round. A rock generally weighs from 100 to 300 pounds per cubic foot.

The material components for the spell are a stone and drop of the caster's blood.

## Astral Spell

Alteration  
Sphere: Astral  
Level: 7  
Range: Touch  
Components: V, S  
Duration: Special  
Casting Time: 1/2 hour  
Area of Effect: Special  
Saving Throw: None  
Reference: *PHB*, page 231



A priest is able to project his astral body into the Astral plane, leaving his physical body and material possessions behind on the Prime Material plane. The priest can travel astrally to the first level of any of the outer planes as he wills. The priest then leaves the Astral plane, forming a body on the new plane. It is also possible to travel astrally anywhere in the Prime Material plane by means of the *astral* spell (however, a second body cannot be formed on the Prime Material plane).

A person astrally projected can be seen only by creatures on the Astral plane. The astral body is connected at all times to the material by a silvery cord. If the cord is broken, the affected person is killed. When a second body is formed on a different plane, the silvery cord remains invisibly attached

to the new body. If the second body or astral form is slain, the cord simply returns to the caster's body, reviving it. Astral projections' actions only affect creatures existing on the Astral plane; a physical body must be materialized on other planes.

The spell lasts until the priest ends it, or it is terminated by some outside means (such as a *dispel magic* spell or destruction of the priest's body). The priest can project the astral forms of up to seven other creatures with him by means of the *astral* spell. These fellow travelers are dependent upon the priest and can be stranded. Travel in the Astral plane can be slow or fast, according to the priest's desire. The ultimate destination arrived at is subject to the desire of the priest.

## Breath of Death

Necromancy

Sphere: Necromantic

Level: 7

Range: 0

Components: V, S, M

Duration: 1 hour/level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Reference: *TOM*, pages 105-6





The *breath of death* is the reverse of the *breath of life* spell. This powerful spell enables the caster to inflict many persons (even an entire community) with a non-magical, fatal disease. The priest need not touch or even see the people for the spell to be effective, although victims must be within the area of effect.

When the spell is cast, the priest exhales a foul-smelling breath. This forms into a breeze that radiates outward, forming a circle that expands in a 50-yard radius per hour. During this time, the caster must remain at the center of the area of effect. For example, after 12 hours, the *breath of death* would cover a circle 1200 yards in diameter (600-yard radius). The breath is of a magical

nature rather than a physical nature; therefore, it is unaffected by prevailing winds.

The breeze blows through the community, instantly infecting the citizens. Victims who fail a saving throw vs. death are afflicted. To determine the results of this spell, the DM should roll saving throws for major NPCs in the area of effect. The effect on the rest of the community can be calculated as a percentage, based on the saving throw.

Infected creatures do not heal hit points until the disease is cured. The disease is fatal within 1d6 weeks (the duration varies from person to person).

The material components are the priest's holy symbol and a handful of dust taken from a mummy's corpse.

## Breath of Life

Necromancy

Sphere: Necromantic

Level: 7

Range: 0

Components: V, S, M

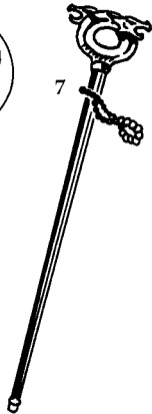
Duration: 1 hour/level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Reference: *TOM*, pages 105-6



This powerful spell enables the caster to cure many persons (even an entire community) who are afflicted with a nonmagical disease. The priest need not touch or even see the diseased people for the spell to be effective, although recipients must be within the area of effect.

This spell does not cure all diseases in the community at one time; the caster must specifically state which disease is to be eliminated (black plague or yellow fever, for example) with each casting of the spell.

When the spell is cast, the priest exhales a sweet-smelling breath. This forms into a breeze that radiates outward, forming a circle that expands in a 50-yard radius per hour. During this time, the caster must remain at the center of the area of effect. For

example, after 12 hours, the *breath of life* would cover a circle 1200 yards in diameter (600-yard radius). The breath is of a magical nature rather than a physical nature; therefore, it is unaffected by prevailing winds.

The breeze blows through the community, instantly eliminating the specified disease from all afflicted citizens. The *breath of life* spell does not destroy parasitic monsters (such as green slime, rot grubs, and others), nor does it cure lycanthropy or other magical afflictions. The spell does not prevent recurrence of a disease if the recipients are again exposed.

The material components are the priest's holy symbol and a cone of incense that has been blessed by the highest priest of the character's religion.

## Call

Alteration, Enchantment

Sphere:            Summoning

Level:             7

Range:            Touch

Components:     V, S, M

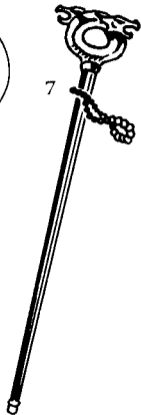
Duration:         Special

Casting Time:    1 day

Area of Effect:   Special

Saving Throw:   None

Reference:        *PHB*, page 235



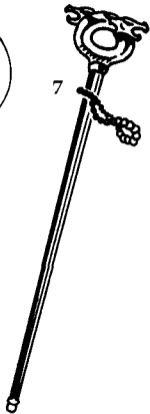
With this spell, the reverse of *succor*, the priest creates a powerful magic in some specially prepared object—a string of prayer beads, a small clay tablet, an ivory baton, etc. This object radiates magic. Once the item is enchanted, the priest must give it willingly to an individual, at the same time informing him of a command word to be spoken when the item is to be used. The recipient must speak the command word at the same time that he rends or breaks the item. When this is done, the priest is transported to the immediate vicinity of the possessor of the item. The priest has a general idea of the location and situation of the

item's possessor, and can choose not to be affected by this summons. This decision is made at the instant when the transportation is to take place, but if he chooses not to go, then the opportunity is gone forever and the spell is wasted.

The cost of preparing the special item varies from 2,000 to 5,000 gp. The more costly items can transport the subject from one plane of existence to another, if the DM allows. Note that the same factors that can prevent the operation of the *plane shift* and *teleport* spells can also prevent use of this spell.

# Changestaff

Evocation, Enchantment  
Sphere: Plant, Creation  
Level: 7  
Range: Touch  
Components: V, S, M  
Duration: Special  
Casting Time: 4  
Area of Effect: The caster's staff  
Saving Throw: None  
Reference: *PHB*, page 231



The caster plants the end of a special staff in the ground and speaks a special command and invocation. The staff turns into a treant-like creature of the largest size (about 24 feet tall) with 12 Hit Dice, 40 hit points, and Armor Class 0. It attacks twice per round for 4d6 points of damage each attack. The staff-treant defends the caster and obeys any spoken commands. However, it cannot converse with actual treants or control trees. The transformation lasts either for 1 turn/caster level, until the caster returns it to its true form, or until the staff is destroyed (reduced to 0 hit points or less, crumbling to a sawdust-like powder). Otherwise, the staff can be used again after 24 hours at full strength.

To cast a *changestaff* spell, the caster must

have either his holy symbol or leaves (ash, oak, or yew) of the same sort as the staff.

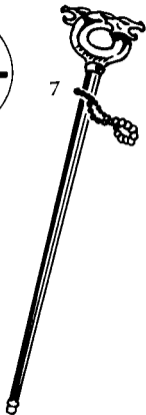
The staff for the *changestaff* spell must be cut from an ash, oak, or yew tree struck by lightning no more than 24 hours previously. The limb must then be cured by sun drying and special smoke for 28 days. Then it must be shaped, carved, and polished for another 28 days. The caster cannot adventure or engage in other strenuous activity during this time. The finished staff, engraved with woodland scenes, is then rubbed with the juice of holly berries, and the end of it is thrust into the earth of the caster's grove while he casts a *speak with plants* spell. The item is then charged with a magic that will last for many changes from staff to treant and back again.

# Chariot of Sustarre

Evocation	
Sphere:	Elemental (Fire), Creation
Level:	7
Range:	10 yards
Components:	V, S, M
Duration:	12 hours
Casting Time:	1 turn
Area of Effect:	Special
Saving Throw:	None
Reference:	<i>PHB</i> , page 231



7





This spell brings forth a large, flaming chariot pulled by two fiery horses from the elemental plane of Fire. These appear in a clap of thunder amidst a cloud of smoke. This vehicle moves at 24 on the ground, 48 flying, and can carry the caster and up to seven other creatures of man size or less (the passengers must be touched by the caster to protect them from the flames of the chariot). Creatures other than the caster and his designated passengers sustain 2d4 points of fire damage each round if they come within five feet of the horses or chariot. Such creatures suffer no damage if they evade the area by rolling successful saving throws vs. petrification, with Dexterity adjustments.

The caster controls the chariot by verbal command. Note that the chariot of Sustarre is a physical manifestation, and can sustain

damage. The vehicle and steeds are struck only by magical weapons or by water (one quart of which inflicts 1 point of damage). They are Armor Class 2, and each requires 30 points of damage to dispel. Naturally, fire has absolutely no effect upon either the vehicle or its steeds, but magical fires other than those of the chariot can affect the riders. Other spells, such as a successful *dispel magic* or *holy word*, will force the chariot back to its home plane, without its passengers. The chariot can be summoned only once per week.

The material components are a small piece of wood, two holly berries, and a fire source at least equal to a torch.

# Confusion

Enchantment/Charm

Sphere: Charm

Level: 7

Range: 80 yards

Components: V, S, M

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: Special

Reference: *PHB*, pages 231-2



This spell causes confusion in one or more creatures within the area, creating indecision and the inability to take effective action. The spell affects 1d4 creatures, plus one creature per two caster levels, in a 40-foot x 40-foot area. These creatures are allowed saving throws vs. spell with -2 penalties, adjusted for Wisdom. Those successfully saving are unaffected by the spell. The spell lasts for one round for each level of the caster. Those who fail their saving throws are checked by the DM for actions each round, for the duration of the spell, or until the "wander away for the duration of the spell" result occurs.

Wandering creatures move as far from the caster as possible, with a 50 % chance of using any special innate movement abilities.

Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

The material component of this spell is a set of three nut shells.

Confused creatures will react as follows:

<b>Die Roll</b>	<b>Action</b>
1	Wander away (unless prevented) for duration of spell
2-6	Stand confused for one round (then roll again)
7-9	Attack nearest creature for one round (then roll again)
10	Act normally for one round (then roll again)

# Conjure Earth Elemental

Conjuration/Summoning

Sphere: Elemental (Earth),  
Summoning

Level: 7

Range: 40 yards

Components: V, S

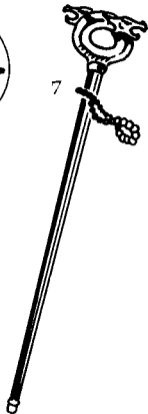
Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, page 232



A caster who performs a *conjure earth elemental* spell summons an earth elemental to do his bidding. The elemental is 60% likely to have 12 Hit Dice, 35% likely to 16 Hit Dice, and 5% likely to have 21 to 24 Hit Dice (20 + 1d4). Furthermore, the caster needs but to command it and it does as he desires, for the elemental regards the caster as a friend to be obeyed. The elemental remains until destroyed, dispelled, or sent away by dismissal or a *holy word* spell (see the *conjure fire elemental* spell), or the spell duration expires.

# Control Weather

Alteration

Sphere: Weather, Law

Level: 7

Range: 0

Components: V, S, M

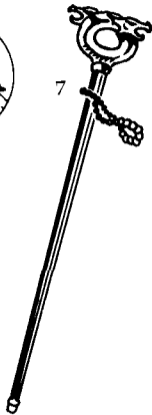
Duration: 4d12 hours

Casting Time: 1 turn

Area of Effect: 4d4 square miles

Saving Throw: None

Reference: *PHB*, page 232



The *control weather* spell allows a priest to change the weather in the local area. It requires an additional 1d4 turns for the effects of the weather to be felt. The current weather conditions are decided by the DM. The upper-case headings represent existing weather conditions. The lower-case headings below each upper-case heading are the new possible conditions. The caster can control the direction of the wind. Contradictions are not possible. Multiple *control weather* spells can be used only in succession. The material components for this spell are the priest's religious symbol, incense, and prayer beads or similar prayer object. When Weather is a major sphere, duration and area are doubled, and the weather can be changed by *two* places.

<b>Precipitation</b>	<b>Temperature</b>	<b>Wind</b>
CLEAR	HOT	CALM
Very Clr	Sweltering	Dd Calm
Lt Clds/Hazy	Warm	Lt Wind
PT CLDY	WARM	Md Wind
Clr Wthr	Hot	MOD
Cloudy	Cool	Calm
Mist/Lt Rain	COOL	St Wind
Sleet/Lt Snow	Warm	STRONG
CLOUDY	Cold	Md Wind
Pt Cloudy	COLD	Gale
Deep Clouds	Cool	GALE
Fog	Arctic	St Wind
Hvy Rain/Hail		Storm
Drv Sleet/		STORM
Hvy snow		Gale
		Hurricane

# Creeping Doom

Conjuration/Summoning

Sphere: Animal,  
Summoning

Level: 7

Range: 0

Components: V, S

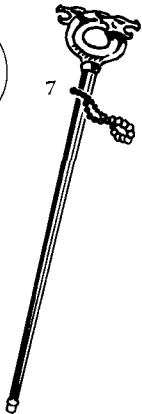
Duration: 4 rounds/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, pages 232-3





When the caster utters the spell of *creeping doom*, he calls forth a mass of from 500 to 1000 ( $[1d6 + 4] \times 100$ ) venomous, biting, and stinging arachnids, insects, and myriapods. This carpet-like mass swarms in an area of 20 feet square. Upon command from the caster, the swarm creeps forth at 10 feet per round toward any prey within 80 yards, moving the direction in which the caster commands. The *creeping doom* slays any creature subject to normal attacks, as each of the small horrors inflicts 1 point of dam-

age (each then dies after its attack), so that up to 1,000 points of damage can be inflicted on creatures within the path of the *creeping doom*. If the *creeping doom* goes more than 80 yards away from the summoner, it loses 50 of its number for each 10 yards beyond 80 yards (*e.g.*, at 100 yards, its number has shrunk by 100). There are a number of ways to thwart or destroy the creatures forming the swarm. The solutions are left to the imaginations of players and DMs.

## Destruction

Necromancy

Sphere: Necromantic

Level: 7

Range: Touch

Components: V, S, M

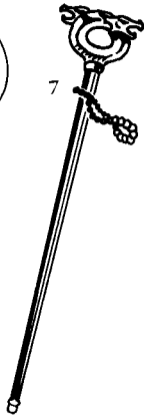
Duration: Permanent

Casting Time: 1 turn

Area of Effect: Creature touched

Saving Throw: None

Reference: *PHB*, page 235



The *destruction* spell, the reverse of *resurrection*, causes the victim of the spell to be instantly dead and turned to dust. A *wish* spell or equivalent is required for recovery. Destruction requires a touch, either in combat or otherwise, and does not age the caster. In addition, the victim is allowed a saving throw (with a -4 penalty). If the save is successful, the victim receives 8d6 points of damage instead.

The material components are the priest's religious symbol and unholy water.

# Dismiss Earth Elemental

Conjuration/Summoning

Sphere: Elemental (Earth),  
Summoning

Level: 7

Range: 40 yards

Components: V, S

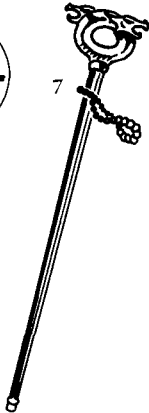
Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

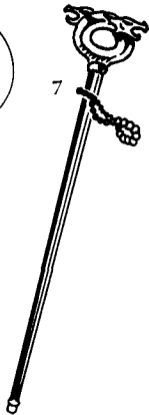
Reference: *PHB*, page 232



This spell is the reverse of *conjure earth elemental*, and simply functions as a dismissal of any earth elemental that has been conjured in this way, sending the creature back to its native plane.

# Divine Inspiration

Divination  
Sphere: Thought, Divination  
Level: 7  
Range: 0  
Components: V, S, M  
Duration: Instantaneous  
Casting Time: 5  
Area of Effect: The caster  
Saving Throw: None  
Reference: *TOM*, page 106



This spell is a more powerful version of the *genius* spell. The priest's player may ask the DM one question about the current situation or about events that will occur within the next five rounds. Questions about the future must relate to external events, such as "Will the guards respond to the sentry's yell?" Questions cannot refer to the outcome of combat, such as "Will we win the battle?" The priest's player is allowed to use this spell to ask the DM for advice. In this case, the spell is the equivalent of asking the gods, "Okay, how do we get out of this one?"

Like the *genius* spell, the DM must be careful in adjudicating this spell. The answer to the question is always relevant and correct, although not necessarily complete. The answer can also be cryptic, in the form of a riddle or rhyme, depending on the DM's assessment of the situation and how potentially unbalancing the answer might be. In general, the answer will be a short phrase of no more than eight to ten words.

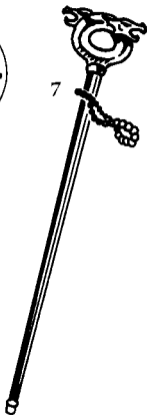
The material component is a gem of at least 500 gp value. This spell can be cast only once in any 24-hour period.

# Earthquake

Alteration  
Sphere: Elemental (Earth)  
Level: 7  
Range: 120 yards  
Components: V, S, M  
Duration: 1 round  
Casting Time: 1 turn  
Area of Effect: Five-foot  
diameter/level  
Saving Throw: None  
Reference: *PHB*, page 233



7





A local tremor of fairly high strength rips the ground for one round. The earthquake affects all terrain, vegetation, structures, and creatures in its locale. Solidly built structures with foundations reaching down to bedrock sustain half damage, quarter damage if they score above 50% on a saving throw. An earth elemental opposed to the caster in the area of effect can negate 10% to 100% (1d10 x 10%) of the effect. Other magical protections and wards allowed by the DM may also reduce or negate this effect. If cast undersea, this spell may, at the discretion of the DM, create a tsunami or tidal wave.

The material components for this spell are a pinch of dirt, a piece of rock, and a lump of clay.

## **Earthquake Effects:**

### **TERRAIN**

Cave or Cavern—Collapses roof

Cliffs—Crumble, causing landslide

Ground—Cracks open, causing following fractions of creatures to fall in and die:

**S:** 1 in 4; **M:** 1 in 6; **L:** 1 in 8

Marsh—Drains water off to form muddy, rough ground

Tunnel—Caves in

### **VEGETATION**

Small growth—No effect

Trees—1 in 3 uprooted and fall

### **STRUCTURES**

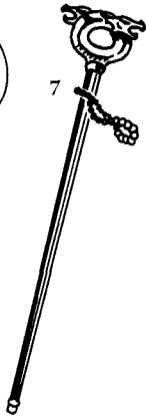
All—Sustain 5d12 points structural damage; those suffering full damage are thrown down in rubble

### **CREATURES**

See "Terrain" entry

# Energy Drain

Necromancy  
Sphere: Necromantic  
Level: 7  
Range: Touch  
Components: V, S  
Duration: Permanent  
Casting Time: 3 rounds  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, page 235



This spell, the reverse of *restoration*, draws away one life energy level (see such undead as spectre, wight, and vampire in the *Monstrous Compendium*). The energy drain requires the victim to be touched. Casting this form of the spell does not age the caster as *restoration* does.

# Exaction

Evocation, Alteration

Sphere: Charm,  
Summoning

Level: 7

Range: 10 yards

Components: V, S, M

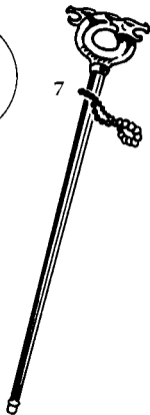
Duration: Special

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: None

Reference: *PHB*, page 233



The priest confronts some powerful creature from another plane (including devas and other powerful minions, but not demigods or deities of any sort) and requires of it some duty or quest. A creature of an alignment opposed to the priest cannot be ordered around unless it is willing.

The spellcaster must know something about the creature to exact service from it, or else he must offer some fair trade in return for the service. The service exacted must be reasonable with respect to the past or promised favor or reward, and with the being's effort and risk. The spell then acts, subject to a magic resistance roll, as a quest upon the creature that is to perform the required service. Immediately upon completion of the service, the being is transported

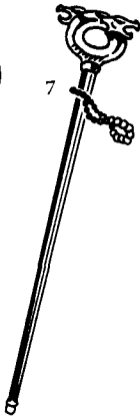
to the vicinity of the priest, and the priest must then and there return the promised reward. After this is done, the creature is instantly freed to return to its own plane.

Failure to fulfill the promise to the letter results in the priest being subject to exaction by the subject creature or by its master, liege, etc., or the creature may even attack the reneging priest without fear, for the failure to live up to the bargain gives the creature total immunity from the priest's spell powers.

The material components are the priest's holy symbol, some matter or substance from the plane of the creature, and knowledge of the creature's nature or actions that is written out on a parchment that is burned to seal the pledge.

## Fire Quench

Evocation  
Sphere: Elemental (Fire)  
Level: 7  
Range: 160 yards  
Components: V, S  
Duration: 1 round  
Casting Time: 1 round  
Area of Effect: 20-foot cube/level,  
minimum 16  
10-foot cubes  
Saving Throw: 1/2  
Reference: *PHB*, page 234



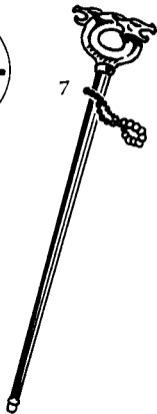
This spell, *fire quench*, is the reverse of *fire storm*, and smothers double the area of effect for normal fires and the listed area of effect with respect to magical fires. Fire-based creatures, such as elementals, salamanders, etc. of less than demi-god status have a 5% chance per experience level of the caster of being extinguished. If cast only against a *flametongue* sword, the sword must roll a successful saving throw vs. crushing blow or be rendered nonmagical. Such a sword in the possession of a creature first receives the creature's saving throw, and if this is successful, the second saving throw is automatically successful.

# Fire Storm

Evocation  
Sphere: Elemental (Fire)  
Level: 7  
Range: 160 yards  
Components: V, S  
Duration: 1 round  
Casting Time: 1 round  
Area of Effect: 20-foot cube/level,  
minimum 16  
10-foot cubes  
Saving Throw: 1/2  
Reference: *PHB*, page 234



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When a *fire storm* spell is cast, a whole area is shot through with sheets of roaring flame which equal a *wall of fire* spell in effect. Creatures within the area of fire and 10 feet or less from the edge of the affected area receive 2d8 points of damage, plus additional damage equal to the caster's level (2d8 + 1/level). Creatures that roll successful saving throws vs. spell suffer only one-half damage. The damage is inflicted each round that the character stays within the area of effect. The area of effect is equal to two 10-foot x 10-foot x 10-foot cubes per level of the caster—e.g., a 13th-level caster can cast a *fire storm* measuring 130 feet x 20 feet x 10 feet. The height of the storm is 10 or 20 feet; the balance of its area must be in length and width.

# Gate

Conjuration/Summoning

Sphere:            Summoning

Level:             7

Range:            30 yards

Components:     V, S

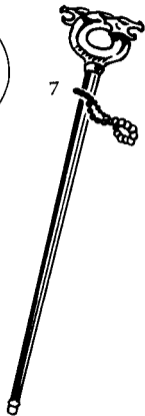
Duration:         Special

Casting Time:    5

Area of Effect:   Special

Saving Throw:    None

Reference:        *PHB*, page 234



The casting of a *gate* spell has two effects: it causes an interdimensional connection between the plane of existence the priest is in and that plane on which dwells a specific being of great power. The result of this connection is that the sought-after being can step through the gate or portal, from its plane to that of the priest. Uttering the spell attracts the attention of the dweller on the other plane. When casting the spell, the priest must name the entity he desires to make use of the gate and come to his aid. There is a 100% chance that *something*

steps through the gate. The actions of the being that comes through depend on many factors, including the alignment of the priest, the nature of those accompanying him, and who or what opposes or threatens the priest. Your DM will decide the exact result of the spell, based on the creature called, the desires of the caster, and the needs of the moment. The being gated in either returns immediately or remains to take action. Casting this spell ages the priest five years.

## Holy Word

Conjuration/Summoning

Sphere: Combat

Level: 7

Range: 0

Components: V

Duration: Special

Casting Time: 1

Area of Effect: 30-foot radius

Saving Throw: None

Reference: *PHB*, page 234



Uttering a *holy word* spell creates magic of tremendous power. It drives off evil creatures from other planes, forcing them to return to their own planes of existence, provided the speaker is in his home plane. Creatures so banished cannot return for at least a day. The spell further affects crea-

tures of differing alignment as shown on the table. Affected creatures are those within the 30-foot-radius area of effect, which is centered on the priest casting the spell. The side effects are negated for deafened or silenced creatures, but such are still driven off if other-planar.

### Effects of Holy Word

#### Creature's Hit Dice or Level

	General	Move	Attack Dice	Spells
Less than 4	Kills	—	—	—
4 to 7 +	Paralyzes 1d4 turns	—	—	—
8 to 11 +	Slows 2d4 rounds	-50%	-4*	—
12 or more	Deafens 1d4 rounds	-25%	-2	50% chance of failure

\*Slowed creatures attack only on even-numbered rounds until the effect wears off.

## Hovering Road

Conjuration/Summoning

Sphere: Travelers

Level: 7

Range: 0

Components: V, S, M

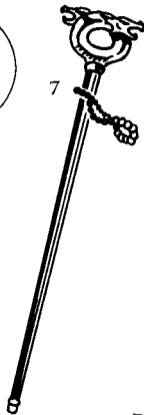
Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Reference: *TOM*, pages 106-7



This spell enables the caster to create a magical 10-foot-wide road, extending 10 feet in front of him. The caster can create an unbroken road for the duration of the spell, creating a 10-foot area ahead of him as long as he continues to move forward.

The road is approximately one foot thick and hovers in the air. It has the texture and color of black granite. Characters and creatures can move on the *hovering road* at their normal movement rate, ignoring the effects of the surrounding terrain.

The *hovering road* must originate from a solid surface. Once anchored, the caster controls the contour of the road, causing it to rise and fall as he wishes. The road can thus be used to traverse rivers (if the road is anchored on the shore), swamps, and simi-

larly hostile terrain. The caster can cause the *hovering road* to rise over a jungle or cross a chasm.

The road has AC 0. It is impervious to nonmagical weapons. If the road suffers 100 points of damage (from magical weapons or other magical forces), it dissipates in a black mist; all those on the road fall to the ground below.

Unless the road is destroyed, the entire *hovering road* remains intact from beginning to end for the duration of the spell, even if the caster is killed or incapacitated. At the end of the spell's duration, the entire road dissipates.

The material components are a chunk of black marble and a piece of gold wire shaped into a loop.

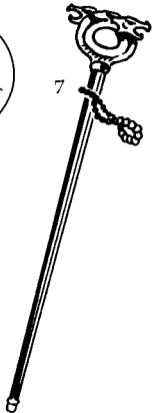
# Illusory Fortification

Illusion/Phantasm

Sphere: War  
Level: 7  
Range: 240 yards  
Components: V, S, M  
Duration: Special  
Casting Time: 10 turns  
Area of Effect: Special  
Saving Throw: None  
Reference: *TOM*, page 107



7





*Illusory fortification* creates an illusion of a wall up to 30 feet tall and 160 yards long, topped with crenellations. The illusory wall can be of any color and apparent age. The illusory wall must be continuous, but it can follow any corners or bends that the caster desires.

The spell also creates the illusion of movement among the crenellations, as if troops were moving atop the wall. It is impossible for a distant observer to determine exactly how many and what types of defenders are present.

The illusory wall remains in existence for 2d12 hours.

The spell is strictly two-dimensional, and is visible from only one side (the side that the caster deems to be the "outside").

Spells cast and shots fired at the *illusory*

*fortification* appear to strike the wall and inflict normal damage. In reality, the missiles or spells pass through the illusion. Such "hits" do not disturb the illusion.

As soon as an enemy unit moves within 10 yards of the *illusory fortification*, the spell terminates and the wall vanishes.

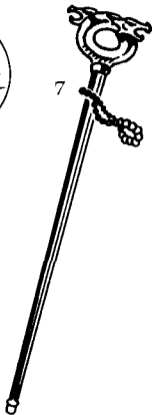
The priest can terminate the spell at any time. If a friendly unit makes an attack through the illusory wall from the "inside" to the "outside," the spell terminates.

The priest does not need to concentrate on the wall. The spell remains in effect even if the casting priest is killed.

The material component is the priest's holy symbol, a handful of stones, powdered mortar, and a gem worth at least 3,000 gp. All components except the holy symbol are consumed in the casting.

## Mind Tracker

Divination  
Sphere: Divination  
Level: 7  
Range: Special  
Components: V, S, M  
Duration: Special  
Casting Time: 1 turn (to create)/3  
(to tether); see  
*TOM*  
Area of Effect: One creature  
Saving Throw: Special  
Reference: *TOM*, pages 107-8



The mind tracker is a magically-created creature which exists only on the Ethereal plane. It is called into existence when the first portion of this spell is cast.

When seen (which is seldom), the mind tracker has an indistinct body. Once the tracker is manifested, it must be assigned a quarry within one hour or it dissipates.

To assign a quarry, the priest must have it within his sight. From that point on, the tracker is mentally tethered to the victim. It constantly relays information to the priest about the victim's actions.

The tracker's presence can be felt by the quarry as if being watched. If the victim rolls an initial successful saving throw vs. paralyzation, each of the following lasts three hours rather than two. For the first two hours, the quarry has a general feeling

of ill ease. In the third and fourth hours, the victim is distracted and nervous, suffering a -1 penalty on all saving throws. In the fifth and sixth hours, the victim is convinced someone or something is following him and suffers a -3 penalty to all saving throws and a -2 (-10%) penalty on all other rolls. From six hours on, the victim cannot concentrate to use special abilities or cast spells, and all die rolls have a -5 (-25%) penalty. After eight hours, the victim must make another saving throw vs. paralyzation or collapse, fevered and delirious. Either state persists until the tracker ceases to exist.

The mind tracker exists for as long as the priest remains conscious of its input. If the priest is knocked out or falls asleep, or simply dismisses it, it dissipates.

# Regenerate

Necromancy

Sphere: Necromantic

Level: 7

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 3 rounds

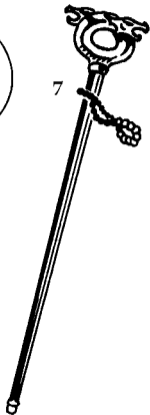
Area of Effect: Creature touched

Saving Throw: None

Reference: *PHB*, page 234



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When a *regenerate* spell is cast, body members (fingers, toes, hands, feet, arms, legs, tails, or even the heads of multi-headed creatures), bones, or organs grow back. The process of regeneration requires but one round if the severed member(s) is (are) present and touching the creature, 2d4 turns otherwise. The creature must be living to receive the benefits of this spell. If the severed member is not present, or the injury is older than one day per caster level, the recipient must make a successful system shock check to survive the spell.

The material components of this spell are a prayer device and holy water.

# Reincarnate

Necromancy  
Sphere: Necromantic  
Level: 7  
Range: Touch  
Components: V, S  
Duration: Permanent  
Casting Time: 1 turn  
Area of Effect: Person touched  
Saving Throw: None  
Reference: *PHB*, pages 234-5



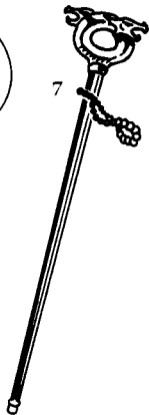
With this spell, the priest can bring back a dead person in another body, if death occurred no more than a week before the casting of the spell. Reincarnation does not require any saving throw, system shock, or resurrection survival roll. The corpse is touched and a new incarnation of the person appears in the area in 1d6 turns. The person reincarnated recalls the majority of his former life and form, but the character class, if any, of the new incarnation might be very different indeed. The new incarnation is determined on the table or by DM choice. If a player character race is indicated, the character must be created. At the DM's option certain special (expensive) incenses can be used that may increase the chance for a character to return as a specific race or species. A *wish* spell can restore a

reincarnated character to its original form and status. Otherwise, the DM is advised to consult the full listing for this spell in the *PHB*.

<b>Roll</b>	<b>Result</b>	<b>Roll</b>	<b>Result</b>
01-03	Badger	41-44	Hawk
04-08	Bear, black	45-58	Human
09-12	Bear, brown	59-61	Lynx
13-16	Boar, wild	62-64	Owl
17-19	Centaur	65-68	Pixie
20-23	Dryad	69-70	Raccoon
24-28	Eagle	71-75	Stag
29-31	Elf	76-80	Wolf
32-34	Faun/satyr	81-85	Wolverine
35-36	Fox	86-00	DM's choice
37-40	Gnome		

## Restoration

Necromancy  
Sphere: Necromantic  
Level: 7  
Range: Touch  
Components: V, S  
Duration: Permanent  
Casting Time: 3 rounds  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, page 235

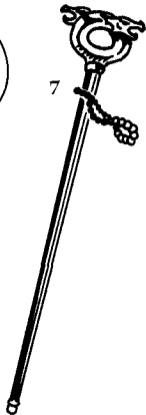




When this spell is cast, the life energy level of the recipient creature is raised one. This reverses any previous life energy level drain of the creature by some force or monster. Thus, if a 10th-level character had been struck by a wight and drained to 9th level, the *restoration* spell would bring the character up to exactly the number of experience points necessary to restore him to 10th level once again, and restoring additional Hit Dice (or hit points) and level functions accordingly. *Restoration* is effective only if the spell is cast within one day of the recipient's loss of life energy, per the experience level of the priest casting it. A *restoration* spell restores the intelligence of a creature affected by a *feeblemind* spell. It also negates all forms of insanity. Casting this spell ages both the caster and the recipient by two years.

# Resurrection

Necromancy  
Sphere: Necromantic  
Level: 7  
Range: Touch  
Components: V, S, M  
Duration: Permanent  
Casting Time: 1 turn  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, page 235



The priest employing this spell is able to restore life and complete strength to any living creature, including elves, he bestows the *resurrection* spell upon. The creature can have been dead up to 10 years per level of the priest casting the spell. Thus a 19th-level priest can resurrect the bones of a creature dead up to 190 years. The creature, upon surviving a resurrection survival check, is immediately restored to full hit points and can perform strenuous activity. The spell cannot bring back a creature that has reached its allotted life span (*i.e.*, died of

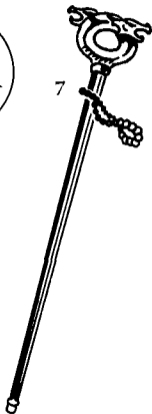
natural causes). Casting this spell makes it impossible for the priest to cast further spells or engage in combat until he has had one day of bed rest for each experience level or Hit Die of the creature brought back to life. The caster ages three years upon casting this spell.

The material components of the spell are the priest's religious symbol and holy water. The DM may reduce the chances of successful resurrection if little of the creature's remains are available.

## Shadow Engines

Illusion/Phantasm

Sphere: War  
Level: 7  
Range: 240 yards  
Components: V, S, M  
Duration: 8 turns  
Casting Time: 3 turns  
Area of Effect: 180-yard x 180-yard  
square  
Saving Throw: None  
Reference: *TOM*, page 108



This spell creates the illusion of as many as four siege engines. The casting priest may choose from ballistae, siege towers, catapults, rams, or any combination thereof. These illusory engines have at least a tenuous reality, and can inflict damage on enemies.

*Shadow engines* are accompanied by illusory crews of the appropriate number and race. The engines can move at a rate of 20 yards per turn and are unaffected by terrain considerations.

*Shadow engines* cannot carry real troops. They can be fired at the same rate as real engines of the appropriate type, for one-half normal damage (round down).

A *shadow engine* remains in existence until the spell duration expires, until an enemy unit approaches within 10 yards, or until it

suffers damage from an enemy missile attack. When any of these conditions occur, the engine vanishes. If a single spell has created multiple engines, only the engine struck vanishes.

The crew associated with a *shadow engine* must remain with that engine; it cannot move more than five yards away.

*Shadow engines* can move independently of other engines as long as they remain within the area of effect and remain within 240 yards of the caster. The caster cannot cast other spells and he is limited to a movement rate of 6. If the caster is struck for damage, the *shadow engines* vanish.

The material component is a finely-detailed miniature model of a siege engine (of any type), which is consumed during the casting.

# Spacewarp

Alteration	
Sphere:	Numbers
Level:	7
Range:	50 yards
Components:	V, S, M
Duration:	1 round/level
Casting Time:	7
Area of Effect:	50-foot-diameter sphere
Saving Throw:	None
Reference:	<i>TOM</i> , page 109



When the priest casts this spell, he selects a specific point to be the center of effect. This point may be anywhere within 50 yards of the caster, including in mid-air.

This center of effect gains a gravity field equal to the surface of the earth.

This gravity affects only loose objects and creatures capable of movement. It does not affect the ground itself.

An object falling toward the center of gravity gains speed exactly as it would if it were falling toward the ground. When the object reaches the center, it instantly ceases its movement. If objects are already at the center, newly-arriving objects will slam into them, causing normal falling damage (1d6 per 10 feet) to the newly-arriving objects. Objects previously at the center must save

vs. breath weapon or suffer half that amount of damage.

The center of effect can be anywhere within 50 yards of the priest. Possibly one of the most destructive uses of this spell is to cast it directly on an enemy creature. Everyone and everything within 50 feet of that creature falls toward him and strikes him, inflicting damage.

When the spell terminates, gravity returns to normal. If the spell has lifted any characters or objects off the ground, they immediately fall back to the ground, suffering the appropriate amount of falling damage.

The material component is a lodestone and a sphere of obsidian, both of which are consumed in the casting.

## Spirit of Power

Summoning, Invocation

Sphere:            Summoning

Level:             7

Range:            0

Components:     V, S, M

Duration:         1 hour

Casting Time:    3 turns

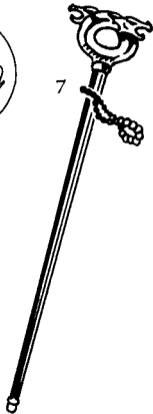
Area of Effect:   The casters

Saving Throw:    None

Reference:        *TOM*, pages 109-10



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This cooperative spell is rarely used or spoken of since its requirements are strict and the outcome is uncertain. This is only a general overview of casting the spell; for a more thorough description, see the *TOM*.

The spell must be cast by six priests of the same faith. All six must touch hands at the time of casting. At the completion of the spell, the priests fall into a trance. The life essences of the priests leave their bodies and merge at a point within 10 feet of the casters to form the avatar of the priests' deity. The priests' deity cannot have created all avatars allowed to it at that moment. Otherwise, the spell fails and the priests are drained as described below.

The deity is not obliged to release the priests after one hour. If the priests are not released, they instantly die.

While the priests are formed into the avatar, their bodies remain in a death-like trance. Any damage to a priest's body requires an instant system shock roll. If successful, the damage is recorded normally, but the damage does not take effect until the spell ends. If the system shock roll is failed, the character instantly dies and the spell ends. If the bodies are moved from their positions, the spell ends.

The priests are left severely drained, with only 1 hit point. All spells memorized are lost until the priest can rest and perform his prayers. A priest who suffered damage during the spell dies immediately.

Each priest is bound by a quest for his deity, for calling on his god.

The material component is an offering appropriate to the deity.

# Succor

Alteration, Enchantment

Sphere:            Summoning

Level:             7

Range:            Touch

Components:     V, S, M

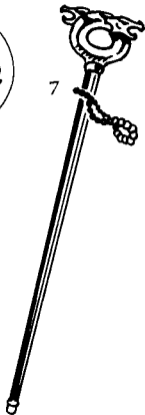
Duration:         Special

Casting Time:    1 day

Area of Effect:   Special

Saving Throw:    None

Reference:        *PHB*, page 235



The priest creates a powerful magic in some specially prepared object—a string of prayer beads, a small clay tablet, an ivory baton, etc. This object radiates magic. Once the item is enchanted, the priest must give it willingly to an individual, at the same time informing him of a command word to be spoken when the item is to be used. The recipient must speak the command word at the same time that he rends or breaks the item. When this is done, the individual and all that he is wearing and carrying (up to the maximum encumbrance limit for the char-

acter) are instantly transported to the sanctuary of the priest, just as if the individual were capable of speaking a *word of recall* spell. No other creatures can be affected.

The cost of preparing the special item varies from 2,000 to 5,000 gp. The more costly items can transport the subject from one plane of existence to another, if the DM allows. Note that the same factors that can prevent the operation of the *plane shift* and *teleport* spells can also prevent use of this spell.

## Sunray

Evocation, Alteration

Sphere: Sun

Level: 7

Range: 10 yards/level

Components: V, S, M

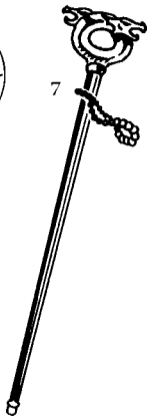
Duration: 1d4 + 1 rounds

Casting Time: 4

Area of Effect: Five-foot-radius  
sphere (plus  
special)

Saving Throw: Special

Reference: *PHB*, pages 235-6



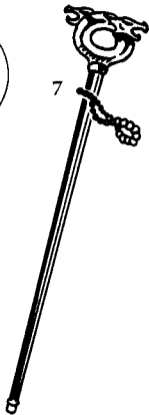
With this spell, the caster can evoke a dazzling beam of light each round in which no action other than movement is performed. The sunray is like a ray of natural sunlight. All creatures within the 10-foot-diameter area of effect must roll successful saving throws vs. spell or be blinded for 1d3 rounds; those using infravision at the time are blinded for 2d4 rounds. Creatures to whom sunlight is harmful or unnatural suffer permanent blindness if the saving throw is failed and are blinded for 2d6 rounds if the saving throw is successful. Those within its area of effect, as well as creatures within 20 feet of its perimeter, lose any infravision capabilities for 1d4 + 1 rounds.

Undead caught within the sunray's area of effect receive 8d6 points of damage; one-half if a saving throw vs. spell is successful. Those undead 20 feet to either side of the sunray's area of effect receive 3d6 points of damage, and no damage if a save is successful. In addition, the ray may result in the total destruction of those undead specifically affected by sunlight if their saving throws are failed. The ultraviolet light generated by the spell inflicts damage on fungoid creatures and subterranean fungi, just as if they were undead, but no saving throw is allowed.

The material components are an aster seed and a piece of aventurine feldspar (sunstone).

## Symbol

Conjuration/Summoning  
Sphere: Guardian  
Level: 7  
Range: Touch  
Components: V, S, M  
Duration: 1 turn/level  
Casting Time: 3  
Area of Effect: Special  
Saving Throw: Negates  
Reference: *PHB*, page 236



The priest casting this spell inscribes a symbol in the air or upon any surface, according to his desire. Any creature looking at the completed symbol within 60 feet must roll a successful saving throw vs. spell or suffer the effect. The symbol glows for one turn for each experience level of the caster. The particular symbol used is selected at the time of casting. The caster will not be affected by his own symbol. One of the following effects is chosen by the caster:

**Hopelessness:** Creatures seeing it must turn back in dejection or surrender unless they roll successful saving throws vs. spell. Its effects last for 3d4 turns.

**Pain:** Creatures affected suffer -4 penalties to their attack rolls and -2 penalties to their Dexterity ability scores due to wracking pains. The effects last for 2d10 turns.

**Persuasion:** Creatures seeing the symbol become of the same alignment as and friendly to the priest who scribed the symbol for from 1d20 turns unless a saving throw vs. spell is successful.

The material components of this spell are mercury and phosphorous, (see the 8th-level wizard spell, *symbol*).

## Tentacle Walls

Enchantment

Sphere:

Wards

Level:

7

Range:

Touch

Components:

V, S, M

Duration:

Special

Casting Time:

1 round

Area of Effect:

50-foot cube

Saving Throw:

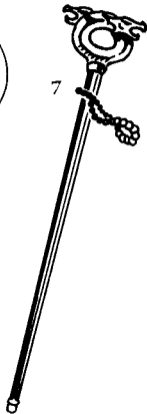
None

Reference:

*TOM*, page 110



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*Tentacle walls* enables the caster to enchant a single room whose volume is less than or equal to the area of effect. The spell activates 1d4 rounds after any creature other than the caster enters the room. The intruder must be larger than a normal rat; that is, it must be larger than one-half cubic foot or weigh more than three pounds.

When the spell is activated, six black, leathery tentacles sprout inside the room; the tentacles are evenly divided among the room's surfaces (for instance, if the room is a cube, one tentacle sprouts from the floor, one sprouts from the ceiling, and one sprouts from each of the four walls).

The whip-like tentacles grow to extend the length of the room and swing wildly. Each round, a tentacle has a 30% chance of striking a random creature in the room, in-

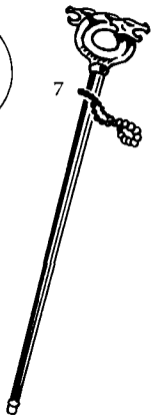
flicting 1d6 points of damage (save vs. spells for half-damage). Each tentacle has AC 0 and 25 hit points. When a tentacle is reduced to 0 hit points, it disappears in a puff of black smoke.

If all creatures are killed or withdraw from the room, the surviving tentacles withdraw, disappearing into the walls. If the spell is activated again, six tentacles reappear; new tentacles are created to replace any destroyed previously. As long as one tentacle survives an encounter, the tentacles will continue to be replaced. Only when all six tentacles are destroyed is the spell permanently negated.

The material component is the dried tentacle of an octopus.

## Timelessness

Alteration	
Sphere:	Numbers
Level:	7
Range:	Touch
Components:	V, S, M
Duration:	1 day/level
Casting Time:	7
Area of Effect:	One creature
Saving Throw:	Negates
Reference:	<i>TOM</i> , pages 110-1



This spell totally stops the flow of time for a single individual. All signs of life stop and the subject is incapable of any movement or thought. While the spell is in effect, the subject is totally immovable and cannot be affected by any physical or magical forces. Weapons simply bounce off the subject as they would bounce off the hardest stone. Spells, including *dispel magic*, are totally incapable of affecting the subject in any way. The subject does not age.

Aside from the fact that the subject remains visible, frozen in place like a statue, he is effectively no longer part of the universe.

When the priest casts the spell, he states the duration for which the spell will remain in effect (the maximum is one full day per

level of the caster). Once the spell is cast, this duration cannot be changed.

If the subject is unwilling to be affected by the spell, the priest must touch the victim for the spell to take effect; the subject receives a normal saving throw to resist the effects. A willing subject need not roll a saving throw. The priest may cast this spell on himself if desired.

This is an exceptionally powerful spell. Casting it puts a significant strain on the priest. Each time he casts *timelessness*, the priest must make a system shock roll. If the priest fails this throw, he permanently loses 1 point of Constitution.

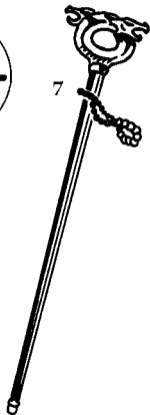
The material component is a gem worth at least 1,000 gp and a small cylinder of obsidian. Both are crushed during the casting.

## Transmute Metal to Wood

Alteration  
Sphere: Elemental (Earth)  
Level: 7  
Range: 80 yards  
Components: V, S, M  
Duration: Permanent  
Casting Time: 1 round  
Area of Effect: One metal object  
Saving Throw: Special  
Reference: *PHB*, page 236



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The *transmute metal to wood* spell enables the caster to change one object from metal into wood. The volume of metal cannot exceed a maximum weight of 10 pounds per experience level of the priest. Magical objects made of metal are 90% resistant to the spell, and those on the person of a creature receive the creature's saving throw as well. Artifacts and relics cannot be transmuted. Note that only a *wish* spell or similar magic can restore a transmuted object to its metallic state. Otherwise, for example, a metal door changed to wood would be forevermore a wooden door.

# Uncontrolled Weather

Conjuration/Summoning

Sphere: Chaos

Level: 7

Range: 0

Components: V, S

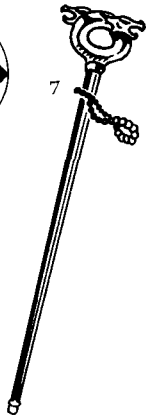
Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: 4d4 square miles

Saving Throw: None

Reference: *TOM*, page 111



This spell allows the caster to summon weather that is either appropriate or inappropriate to the climate and season of the region. The summoned effects are always dramatic.

The spellcaster has no influence over the weather pattern that emerges. He cannot control the area of effect or the duration.

Four turns after the spell is cast, the trend of the weather will become apparent—a sudden chill, gust of wind, overcast sky, etc. The uncontrolled weather arrives on the fifth turn. Once the weather has arrived, it cannot be dispelled. If the spell is cancelled by the caster before the beginning of the fifth turn, the weather slowly reverts to its original condition.

The effects of the spell are the decision of

the DM. The effects should be grand and impressive. Following are suggested effects of the weather.

*Torrential Rain/Blizzard:* Visibility is reduced to 100 yards or less; travel is nearly impossible.

*Storm/Hurricanes:* All flying creatures are driven from the skies; trees are uprooted; roofs are torn off; ships are endangered.

*Heat Wave:* Intense heat immediately causes ice bridges to melt; avalanches of snow and ice roll down mountains.

The DM determines the area of effect randomly. The maximum duration of the spell is one turn per level of the caster; however, the DM may cancel the effect after a shorter time.

## Unholy Word

Conjuration/Summoning

Sphere: Combat

Level: 7

Range: 0

Components: V

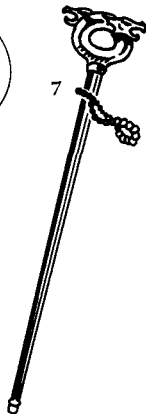
Duration: Special

Casting Time: 1

Area of Effect: 30-foot radius

Saving Throw: None

Reference: *PHB*, page 234





Uttering an *unholy word* spell creates magic of tremendous power. It drives off good creatures from other planes, forcing them to return to their own planes of existence, provided the speaker is in his home plane. Creatures so banished cannot return for at least a day. The spell further affects

creatures of differing alignment as shown on the table. Affected creatures are those within the 30-foot-radius area of effect, which is centered on the priest casting the spell. The side effects are negated for deafened or silenced creatures, but such are still driven off if other-planar.

### Effects of Unholy Word

#### Creature's Hit Dice

#### or Level

Less than 4

4 to 7 +

8 to 11 +

12 or more

#### General

Kills

Paralyzes 1d4 turns

Slows 2d4 rounds

Deafens 1d4 rounds

#### Move

—

—

-50%

-25%

#### Attack

#### Dice

—

—

-4\*

-2

#### Spells

—

—

—

50% chance of  
failure

\*Slowed creatures attack only on even-numbered rounds until the effect wears off.

## Wind Walk

Alteration

Sphere: Elemental (Air)

Level: 7

Range: Touch

Components: V, S, M

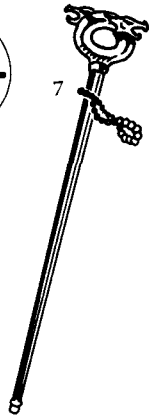
Duration: 1 hour/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Reference: *PHB*, page 236



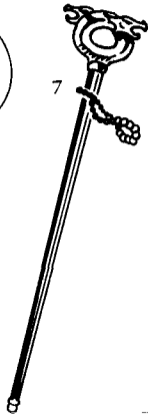
This spell enables the priest, and possibly one or two other persons, to alter the substance of his body to a cloudlike vapor. A magical wind then wafts the priest along at a speed of 60, or as slow as 6, as the spellcaster wills. The *wind walk* spell lasts as long as the priest desires, up to a maximum duration of six turns (one hour) per experience level of the caster. For every 8 levels of experience the priest has attained, up to 24, he is able to touch another and carry that person, or those persons, along on the wind walk. Persons wind walking are not invis-

ble, but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, etc. The priest can regain his physical form as desired, each change to and from vaporous form requiring five rounds. While in vaporous form, the priest and companions can only be hit by magic or magical weaponry, though they may be subject to high winds at the DM's discretion. No spellcasting is possible in vaporous form.

The material components of this spell are fire and holy water.

## Wither

Necromancy  
Sphere: Necromantic  
Level: 7  
Range: Touch  
Components: V, S, M  
Duration: Permanent  
Casting Time: 3 rounds  
Area of Effect: Creature touched  
Saving Throw: None  
Reference: *PHB*, page 234



When a *wither* spell, the reverse of the *regenerate* spell, is cast, body members (fingers, toes, hands, feet, arms, legs, tails, or even the heads of multi-headed creatures), bones, or organs shrivel and cease functioning in one round, dropping off into dust in 2d4 turns. Creatures must be touched for the harmful effects to occur. A successful saving throw vs. death magic will negate this effect.

The material components of this spell are a prayer device and unholy water.

## Priests' Quest Spells

- |                        |                        |
|------------------------|------------------------|
| 1 Abundance            | 18 Robe of Healing     |
| 2 Animal Horde         | 19 Siege Wall          |
| 3 Circle of Sunmotes   | 20 Shooting Stars      |
| 4 Conformance          | 21 Sphere of Security  |
| 5 Elemental Swarm      | 22 Spiral Degeneration |
| 6 Etherwalk            | 23 Stalker             |
| 7 Fear Contagion       | 24 Storm of Vengeance  |
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| 10 Imago Interrogation | 27 Warband Quest       |
| 11 Implosion/Inversion | 28 Ward Matrix         |
| 12 Interdiction        | 29 Wolf Spirits        |
| 13 Mindnet             |                        |
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| 15 Preservation        |                        |
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## Abundance

Alteration

Sphere:

Creation, Plant

Level:

Quest

Range:

0

Duration:

Permanent

Casting Time:

1 turn

Area of Effect:

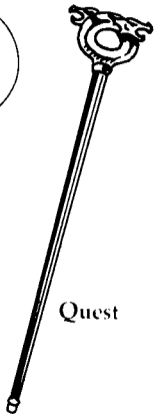
Special

Saving Throw:

None

Reference:

*TOM*, page 112



Quest

By casting an *abundance* spell, the priest quickens the ripening of a harvest or the growth of woodland. Fields of crops in the affected area will grow, ripen and be ready for harvest in a single day. Seed must be sown anytime before the casting of the spell.

An area of woodland will grow as if it had grown for 25 years in one day plus five years per day for another three days. There must be soil capable of supporting the

woodland for the growth to remain healthy.

The priest must stand anywhere within the area to be affected. The priest designates the exact size and shape of the area in the casting.

The area of effect is 10 square miles for ripening a harvest and 25 square miles for woodland growth. This spell does not create effects such as entanglement or enlargement of the flora within the area of effect.



## Animal Horde

Conjuration/Summoning

Sphere: Animal,  
Summoning

Level: Quest

Range: 0

Duration: 1 day

Casting Time: 1 turn

Area of Effect: 10-mile radius

Saving Throw: None

Reference: *TOM*, page 112



Quest

This potent spell summons a number of animals to the priest. For each level of the priest, a number of animals totalling 10 Hit Dice will appear.

The Power who grants the spell enables the priest to know exactly what types and numbers of animals are within the area of effect. The priest may specify the numbers of animals he wants; for instance, a 16th-level priest could summon 60 HD of wolves, 40 HD of bears, and 60 HD of wolverines. The animals will begin arriving in one round and will be assembled at the priest's location at the end of three turns.

The animals will not fight among each other even if they are natural enemies. Mon-

sters (dragons, gorgons, hell hounds, etc.) cannot be summoned with this spell.

The summoned animals will aid the priest in any means of which they are capable. They will enter battle, protect the priest and his companions, or perform a specified mission until the priest dismisses them or the spell expires. During this time, the priest can automatically communicate with his animals.

At the end of the spell, the animals instinctively return to their lairs. For the first three turns after the spell expires, the animals will not attack the caster, his companions, or other summoned animals. After this time, the animals will behave normally.

## Circle of Sunmotes

Alteration, Invocation/Evocation,  
Necromancy

Sphere: Sun  
Level: Quest  
Range: 200 yards  
Duration: 3 turns  
Casting Time: 1 round  
Area of Effect: 60-foot-radius  
hemisphere  
Saving Throw: None  
Reference: *TOM*, pages 112-3



The priest creates a hemispherical shell filled with sparkling, glowing motes of bright sunlight. A one-foot-radius globe of sunlight appears at the height of the caster's head in the center of the circle.

Creatures friendly to the priest in the effect are healed for 1d2 hit points, gain the benefit of an *aid* spell for one turn, gain +1 bonuses to attack and damage rolls, and gain a +2 bonus to morale.

Enemies of the priest must save vs. spell or be blinded for one turn. Each enemy is struck by a small fiery mote, causing 1d4 +1 points of damage (no saving throw, creatures with magical fire resistance suffer only half damage), and suffers a -2 penalty to morale.

Companions of the priest who step within 10 feet of the glowing miniature sun at the

center of the effect are healed of 1d8 + 2 hit points. This affects each creature once during the spell's duration.

Enemies of the priest who come within 10 feet of the mini-sun are burned for 1d8 + 2 points of fire damage. No saving throw is allowed, but creatures possessing magical resistance against fire suffer only half damage.

Companions of the priest who are outside the area of effect view enemies within the circle as if they are affected by golden *faerie fire*. Creatures affected by the *faerie fire* suffer a -2 penalty to Armor Class from attacks by creatures outside the circle.

Enemies of the priest outside the circle view the priest's allies as if obscured by a blinding light and suffer a -2 penalty to missile attacks against them.

## Conformance

Conjuration/Summoning

Invocation

Sphere: Law

Level: Quest

Range: 0

Duration: 6 turns

Casting Time: 1 round

Area of Effect: 80-foot-diameter  
sphere

Saving Throw: None

Reference: *TOM*, page 113



Quest

The *conformance* spell has a simple principle with a profound effect: probable events always manifest.

In game terms, this means that events with a probability of 51 % or better always occur. Thus, if a saving throw of 9 is required to avoid an effect, no roll is necessary; the save is automatically successful. If a warrior must roll 10 or better to hit an enemy, he automatically hits.

Conversely, improbable actions (those with less than a 50% chance) always fail. If a warrior must roll 12 or better to hit an enemy, he automatically fails. If a thief's chance to hide in shadows is 49%, he automatically fails.

There are two conditions that affect this spell. First, a *prayer* spell is continuously operative in the area of effect, shifting the balance of combat probabilities toward the favor of the priest who casts this spell and his companions. Second, probabilities of exactly 50% always shift in favor of the spellcasting priest. For example, if a roll of 11 or better is needed to save against a spell effect, this is a 50% chance for success. In such cases, the priest and his friends always make the save and enemies always fail.

This spell is particularly potent if *bless* and *chant* spells are cast in the area of effect.

# Elemental Swarm

Conjuration/Summoning  
Sphere: Elemental,  
Summoning  
Level: Quest  
Range: 240 yards  
Duration: 6 turns  
Casting Time: 3 turns  
Area of Effect: Special  
Saving Throw: None  
Reference: *TOM*, page 113



Quest

This spell enables the caster to open a portal to one elemental plane of his choice (as appropriate for his patron Power). He can then summon elementals from that plane.

After the first turn of casting, 3d3 elementals of 12HD each appear; after the second turn, 2d3 elementals of 16HD each appear; after the third turn, 1d3 elementals of 20HD each appear. Each elemental has at least 5

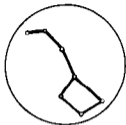
hit points per Hit Die. The elementals remain for six turns from the time they first appear.

These elementals will obey the priest explicitly and cannot be turned against the caster. The priest does not need to concentrate to maintain control over the elementals. They cannot be dismissed with spells such as *dismissal*; the elementals remain for the duration of the spell.



# Etherwalk

Alteration	
Sphere:	Astral, Travelers
Level:	Quest
Range:	Special
Duration:	Special
Casting Time:	5 rounds
Area of Effect:	Special
Saving Throw:	Negates
Reference:	<i>TOM</i> , page 113



Quest

By casting this spell, the priest transports himself and as many as 50 followers (who must join hands at the time of casting) to the Border Ethereal. Unwilling creatures are allowed a saving throw at a -4 penalty to avoid the transportation.

The spell then allows the priest and his party to make as many as three round-trip journeys to and from the Inner planes. It then allows them to return to the Prime Material plane.

Travel rates in the Ethereal plane are at four times normal speed. Travel times for locating or searching along curtains are all at the minimum time possible. Encounters with monsters occur at one-fifth the normal frequency. The priest and his party are not affected by the ether cyclone.

The spell expires when the priest and his party return to the Border Ethereal from an inner plane for the third time. They are then instantly transported to the Prime Material plane.

## Fear Contagion

Abjuration

Sphere:

Charm, War

Level:

Quest

Range:

240 yards

Duration:

Special

Casting Time:

1 round

Area of Effect:

Special

Saving Throw:

Special

Reference:

*TOM*, page 114



Quest

A creature is affected by magical fear and receives no saving throw to avoid the effect. All creatures within 10 yards of the target creature must roll a saving throw vs. spell with a -4 penalty; failure indicates that they are also affected by fear.

If BATTLESYSTEM" rules are used, the spell forces the affected unit to make a Morale Check at a -6 penalty. If this roll fails, the unit automatically routs.

Creatures affected by fear will flee in a direction away from the spellcaster for as long as they are able to run (refer to Chapter 14 of the *Player's Handbook* for rules). Such creatures will then spend one full turn cowering after being forced to rest. During this time, affected creatures suffer -4 penalties to attack rolls, and all Dexterity bonuses are negated.

When using BATTLESYSTEM rules, fear-struck creatures are permitted rally tests with a -3 penalty and must engage in rout movement until they rally. However, a rally test is not permitted until two turns of rout movement have been completed.

As creatures run in fear, their fear is contagious. Any creature that comes within 10 yards of a creature affected by this spell must roll a saving throw (no penalties) or be forced to flee from the spellcaster. In BATTLESYSTEM rules, creatures make a standard Morale Check with a -3 penalty.

Creatures affected by fear no longer cause fear in others after they have passed one mile from the original center of the spell effect.

## Health Blessing

Necromancy  
Sphere: Healing,  
Necromantic  
Level: Quest  
Range: 100 yards  
Duration: 1 day/level  
Casting Time: 1 round  
Area of Effect: 50 creatures  
Saving Throw: None  
Reference: *TOM*, page 114



Quest

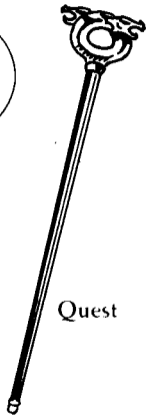
*Health blessing* provides a number of human, demi-human, or humanoid creatures with protection against ill health; it also enables subjects to heal others.

Recipients of a *health blessing* are immune to nonmagical disease, gain a +4 bonus to saving throws vs. poison and death magic, and can cast *cure light wounds* on themselves once per day for the duration of the spell. In addition, a recipient of *health blessing* can heal one other creature per day, as a paladin does, by laying hands. The healing conferred is 1 hit point per level or Hit Die of the healer.

# Highway

Alteration/Evocation

Sphere: Travelers  
Level: Quest  
Range: 0  
Duration: 1 day  
Casting Time: 1 turn  
Area of Effect: 1,000 square yards  
Saving Throw: None  
Reference: *TOM*, page 114



The *highway* spell creates a shimmering plane of force which acts as a magical conveyor for the priest. By standing at the forward edge of the 10-yard x 100-yard plane, the priest and as many followers as can fit onto the square can travel as outlined below.

The *highway* travels 30 miles per hour (MV 88) over all terrains. The priest sets the height of the *highway* in a range from one foot to 100 yards above ground level. The *highway* moves as the priest wills; if the priest wishes to fix a destination in his mind, the *highway* will take the shortest route to that destination unless the priest changes the course in his mind.

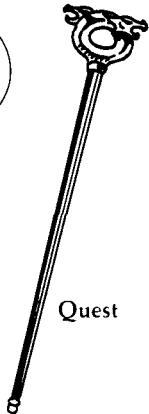
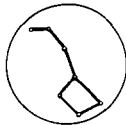
The *highway* cannot be used offensively. It will automatically travel over or around obstacles such as buildings and large creatures. It protects creatures traveling on it from adverse effects of the elements (ice, rain, gales, etc.). The *highway* can hover in place, but hovering can be achieved only at a height of 12 inches above ground level.

When the spell expires or the destination is reached, the highway gently lowers the priest and his party to the ground. The priest may order the *highway* to drop off creatures and collect others at intermediate destinations, although the priest who cast the spell must remain on the *highway* or it will disappear.



## Imago Interrogation

Divination, Enchantment/Charm  
Sphere: Astral, Divination,  
Time  
Level: Quest  
Range: 0  
Duration: Special  
Casting Time: 1 turn  
Area of Effect: The caster  
Saving Throw: None  
Reference: *TOM*, page 116



Quest

The imago is a mental image—a form of mental magical body. After casting this spell (requiring one turn), the caster falls asleep. After 1d6 turns of sleep, the imago of the priest begins to travel. The imago is not subject to any forms of attack and has no effective attacks.

The imago may travel to as many as four different locations separated by any distance, even across the planes and/or backward in time. At these locations, the imago may interrogate the imagoes of as many as 10 other sentient creatures (other than Powers), compelling them to reply truthfully to its questions. A maximum of 40 questions may be asked during the spell duration.

Asking one question and listening to the reply takes four rounds of time in the caster's world. Each planar/time jump lasts three turns in that world.

Imago communications are telepathic. The questions must be able to be answered in a sentence of reasonable length, or the interrogated creature becomes confused and cannot answer.

The imagoes of interrogated creatures will have no recollection of their interrogations. As a result, history cannot be changed through backward time travel using this spell.

## Implosion/Inversion

Invocation

Sphere: Numbers, Combat

Level: Quest

Range: 120 yards

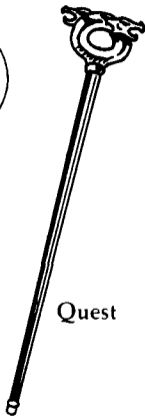
Duration: Special

Casting Time: 1 round

Area of Effect: One or more  
creatures

Saving Throw: Negates

Reference: *TOM*, page 116



Quest

By use of this spectacular spell, the priest rearranges the extradimensional and spatial geometries of the molecules of one or more creatures. The result is that the rearrangement of the target creature causes it to implode (collapse inward upon itself) or invert (its insides become its outsides and vice versa).

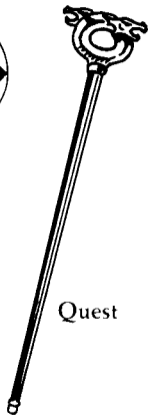
The result is usually inversion, unless the target would not be adversely affected by this process (*e.g.*, a slime, ooze, golem, elemental, etc.). In this case, implosion takes place. In either case, the effect kills/

destroys the target instantaneously unless it makes a successful saving throw vs. death magic at a -4 penalty.

The priest can affect one creature per round with this spell. After each round, the priest must make a Constitution check. If this fails, the priest is overwhelmed with the effort of sustaining the spell, at which time the spell terminates, leaving the priest fatigued (the equivalent of being stunned) for 1d4 rounds. The maximum possible duration of the spell is three turns.

## Interdiction

Abjuration  
Sphere: Chaos, Law, Wards  
Level: Quest  
Range: 240 yards  
Duration: 1 day  
Casting Time: 2 turns  
Area of Effect: 200-foot cube/level  
Saving Throw: Special  
Reference: *TOM*, pages 116-7



Quest

This spell inflicts a -2 penalty on saving throws, a -1 penalty to Armor Class, and a -1 penalty to attack and damage rolls on all enemies. Creatures friendly to the priest gain corresponding bonuses.

*Wards:* Each hostile creature entering the area of effect rolls a successful saving throw vs. spell with a -4 penalty or suffers 4d6 points of damage. An affected creature must then flee the area. The creature must make a second saving throw vs. spell with a -4 penalty as it leaves the area or be blinded until magically cured.

*Law:* A hostile creature rolls a saving throw every time it wishes to change an action. Thus, if a creature wishes to stop running and draw a weapon, a successful save is needed or the creature continues to run. Actions which cannot be continued

(e.g., firing an arrow if the archer has no more arrows) are repeated as empty automatisms. In addition, creatures hostile to the priest automatically fail saving throws against Enchantment/Charm spells cast by the priest.

*Chaos:* Hostile creatures must make successful saving throws vs. spell at -4 or be affected by confusion (as per the spell). Affected creatures have a 5% chance per round of suddenly being attacked by a *phantasmal killer*.

All creatures who enter the area of effect are subject to the effects of the spell. All effects except blindness cease three rounds after an affected creature leaves the area. Creatures reentering the area of effect must make new saving throws.

# Mindnet

Divination, Enchantment/Charm

Sphere: Thought

Level: Quest

Range: 0

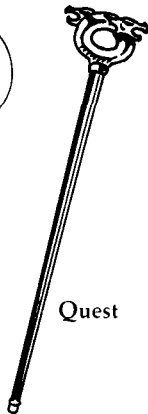
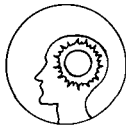
Duration: 12 turns

Casting Time: Special

Area of Effect: Special

Saving Throw: Special

Reference: *TOM*, page 117



Quest

The priest casting a *mindnet* spell establishes a telepathic link with as many as 10 other creatures who may be separated from each other by as much as 10 miles.

The Power has the final word on the individuals who may be included. Unwilling creatures must roll a saving throw at a -4 penalty to avoid being included. Casting the spell requires one round per two creatures in the *mindnet*. The spell's duration begins after all affected creatures have been linked. Characters of any class may take part in this linkage.

Each member of the *mindnet* benefits from Intelligence, Wisdom, and Dexterity bonuses equal to the bonuses held by the member with the highest ability score.

Spells may be pooled among the spell-

casters within the *mindnet*, with two conditions: the priest with the spell must allow its use and a priest may only use spells of levels he could normally cast.

Each member of the *mindnet* is in constant mental communication.

Twice per turn, the priest casting this spell can instantly teleport any person linked by the *mindnet* to any other person who is also a part of the spell. This massive effort results in a +4 penalty to Constitution checks made by the priest.

The priest casting the spell cannot perform any other actions. The priest must make a Constitution check at the end of each turn in order to sustain the spell. A failed check cancels the *mindnet*. The spell can last a maximum of 12 turns.



# Planar Quest

Alteration

Sphere:

Astral

Level:

Quest

Range:

Touch

Duration:

Special

Casting Time:

5 rounds

Area of Effect:

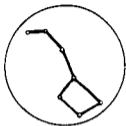
Special

Saving Throw:

Negates

Reference:

*TOM*, pages 117-8



Quest

The priest transports up to 12 in his party to any other plane of existence. The priest and his party may arrive at a specific location in a plane (if one is known) or at an unknown destination. Travel time to the destination, whether known or unknown, will always be at the minimum listed in the *Manual of the Planes*. In an Inner plane, a friendly guide will always be available to the priest (as described in the *Manual of the Planes*). Hostile encounters occur at one-fifth normal frequency. Unwilling creatures are allowed a saving throw at a -4 penalty to avoid being transported.

In the Inner planes, the party is magically protected by any means necessary for survival. The party does not need to eat, drink, or rest. Party members are immune to fire in the elemental plane of Fire, and similar im-

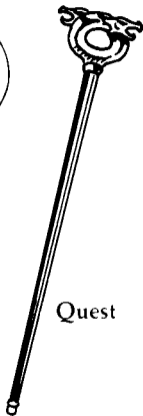
munities are granted by the Power in other planes as necessary. The party can move through any terrain (including the elemental plane of Earth) at its normal movement rate.

In the Outer planes, similar immunities apply. The priest is also granted a *power compass* (described in *Manual of the planes*). Hostile encounters in an Outer plane occur only half as often as normal.

The duration of this spell is decided by the Power who grants it. Normally, it is sufficient to allow the priest and his party to undertake the quest which the Power has set forth. When the quest has been completed successfully or has failed beyond recovery, the priest and his party are returned to the Prime Material plane.

## Preservation

Abjuration  
Sphere:           Wards  
Level:            Quest  
Range:            480 yards  
Duration:         Special  
Casting Time:    1 turn  
Area of Effect:   One structure  
Saving Throw:    None  
Reference:        *TOM*, page 118



Quest

This spell creates a powerful set of protective wards which operate on a single fortified building, temple complex, tower, or similar structure. These wards protect the physical integrity of the structure and prevent magical access.

A building protected by *preservation* suffers only 25% of normal structural damage from sources such as siege engines, earthquakes (both natural and magical), and powerful weather-affecting spells. Spells which directly affect the physical integrity of the structure (*e.g.*, *passwall*, *stone shape*, *transmute rock to mud*) simply fail when cast on the protected building.

*Preservation* creates a permanent *protec-*

*tion from evil* spell on the affected building. Every surface of the building benefits from the effects of the spell.

Magical spells allowing access to the building fail. Thus, creatures attempting to *teleport* or *fly* into the building are stopped. Birds and creatures with natural flight may enter the building normally.

If the building is a temple (or other consecrated building) dedicated to the Power that granted the spell, all priests inside it gain the benefit of a *sanctuary* spell for the duration of the *preservation*.

The *preservation* spell expires if the building is destroyed or after 60 days.

## Revelation

Divination  
Sphere: Divination  
Level: Quest  
Range: Special  
Duration: 1 day  
Casting Time: 1 turn  
Area of Effect: Special  
Saving Throw: None  
Reference: *TOM*, page 118



Quest

The *revelation* spell grants the priest extraordinary divination powers. He gains the following abilities that are effective to a range of 240 yards.

- The priest gains *true seeing* as per the 5th-level priest spell.
- The priest can see and identify all priest spell effects in the area (assume a line of sight in a 60° arc).
- The priest is instantly aware of any creature's attempt to lie to him.
- The priest can communicate with ani-

mals, creatures, and monsters of all types. He can communicate with any number of creatures, but may converse with only one at a time.

- The priest can communicate telepathically with humanoids.
- The priest may use a suitable item as a *crystal ball* once per hour, as per the magic item described in the *DMG* (including range). He gains a +20% bonus to all rolls to determine success.

# Reversion

Alteration, Invocation

Sphere: Time

Level: Quest

Range: 0

Duration: Instantaneous

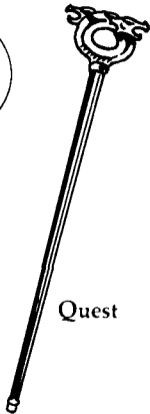
Casting Time: 1

Area of Effect: 10-foot-radius

sphere

Saving Throw: None

Reference: *TOM*, pages 118-9



Quest

By casting this spell, the priest reverses certain recent events in the area of effect. The spell affects only creatures friendly to the priest. The magic takes effect immediately after the spell is completed, rather than at the end of the round.

All damage suffered by the priest's allies during the previous turn is undone. This includes energy drains, poison, and all special attack forms *unless* these resulted in instantaneous death. Death from cumulative physical damage is undone, however. Any creature brought back to life by the *reversion* spell is not required to make a resurrection survival roll.

Any spells cast by the priest's allies during the previous turn are restored and may be used again. This does not apply to magical or spell-like effects from magical items or scrolls. Material components consumed in spellcasting during this time are also restored.

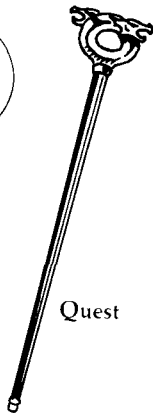
The *reversion* spell affects only creatures and characters. Equipment and magical items are not affected.

Casting this potent spell ages the priest one year.



## Robe of Healing

Enchantment, Necromancy  
Sphere: Healing  
Level: Quest  
Range: Touch  
Duration: 1 hour  
Casting Time: 1 round  
Area of Effect: One robe  
Saving Throw: None  
Reference: *TOM*, page 119



Quest

This spell enchants the priest's robe or cloak, enabling him to walk among wounded creatures and heal them. By touching the robe, a wounded creature is cured of  $1d4 + 4$  hit points. As many creatures as can physically touch the robe within the spell duration can be healed. A reasonable maximum is 20 creatures per round, allowing a total of 1,200 creatures to be healed. A creature can be affected only once per week by the *robe of healing*.

## Shooting Stars

Conjuration, Invocation

Sphere:            Combat, Sun,  
                      Weather

Level:             Quest

Range:            120 yards

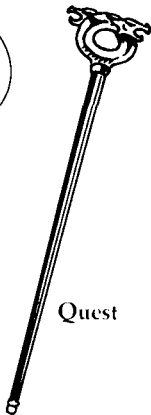
Duration:         Instantaneous

Casting Time:    1 round

Area of Effect:   40-yard radius

Saving Throw:   1/2

Reference:        *TOM*, page 119



Quest

A priest casting *shooting stars* creates a violent turbulence in the air above the area of effect, from which a number of fiery-orange, electrically-charged miniature fireballs erupt and shower onto the ground below. Within the area of effect, all creatures suffer 6d10 points of combined fire and electrical damage. A successful saving throw at a -4 penalty indicates half damage.

In addition, four large shooting stars ma-

terialize within the area of effect. The priest can individually target these at specific creatures. If creatures are not specified, the targets are randomly selected. Each shooting star causes 48 points of damage on impact (no saving throw is allowed). Any creature within 10 feet of impact suffers 24 points of fire damage (half-damage if a saving throw at -4 is successful).

# Siege Wall

Alteration, Invocation

Sphere: Creation, Guardian

Level: Quest

Range: 480 yards

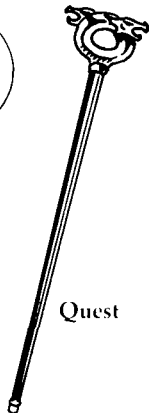
Duration: Special

Casting Time: 1 turn

Area of Effect: One building

Saving Throw: None

Reference: *TOM*, page 119



Quest

A *siege wall* uses magical energy to fortify all external areas of a fortified building, such as walls, battlements, drawbridges, and gates. External surfaces to be protected must be contiguous.

The protective effects of the *siege wall* are compatible with BATTLESYSTEM™ rules (see Chapter 7). Creatures assaulting the protected building have their movement rates reduced by half when trying to scale the exterior surfaces (scaling ladders, etc.). Attackers suffer a -2 penalty to damage rolls for missile fire.

Damage or AD caused by war machines is reduced by 2 die levels (if normal damage is 1d12, 1d8 is rolled instead; if damage is

1d10, 1d6 is rolled; ballista has AD8). Damage caused by crushing engines is rolled at -2 to the damage roll or ADs. Hits or hit points of crushing engines are reduced by half.

All enemies attacking a building protected by *siege wall* who enter an enclosed wall space are out of command unless they are in the line of sight of their commander, regardless of his control diameter.

All exterior areas of the fortification have their hit points or Hits doubled (see *Hits of Building Features* in BATTLESYSTEM rules).

The *siege wall* expires if the building is destroyed; it lasts a maximum of 24 hours.

# Sphere of Security

Abjuration

Sphere:

Protection

Level:

Quest

Range:

0

Duration:

6 turns

Casting Time:

Special

Area of Effect:

10-foot-radius

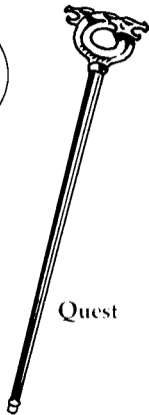
sphere

Saving Throw:

None

Reference: .

*TOM*, pages 119-20



Quest

*Sphere of security* protects the priest who casts the spell (and his companions within the area of effect). Enemy creatures within the area are unaffected.

The sphere grants affected creatures a -2 bonus to Armor Class, a +2 bonus to all saving throws vs. magic, and 50% magic resistance. Casting this portion of the spell requires one round.

In addition, the priest can specify as many as four additional specific protection effects from the List of Protection Scrolls in Appendix 3 of the *DMG*. Each additional protection lengthens casting time by one round. The priest may create one effect per 5 levels of his experience, to a maximum of four effects.



# Spiral of Degeneration

Enchantment/Charm, Invocation  
Sphere: Chaos, Thought  
Level: Quest  
Range: 0  
Duration: 6 turns  
Casting Time: 1 round  
Area of Effect: 50-foot-diameter  
sphere  
Saving Throw: Special  
Reference: *TOM*, page 120



Quest

The effects on the victims of this spell are the same for both variations. Each round, there is a 50% chance that a degeneration effect will occur in the area of effect. When this occurs, two events take place. First, spellcasters lose one spell from each level of spells currently memorized. Lost spells may be regained normally through rest and memorization. Second, magical items are affected in the following ways: weapons and armor lose one level of enchantment; magical items which carry charges are drained of 1d10 charges; magical items without pluses or charges must roll a saving throw vs. spell (using the saving throw of their owners) or become nonmagical; potions lose all magic and scrolls lose one random spell.

Permanent magical items temporarily

lose all effects until the spell expires or until the items leave the area of effect, and for 1d10 rounds thereafter.

Single use and charged items are permanently affected by this spell. A potion destroyed by this spell remains useless even after the spell ends.

Within the area of effect, magical communication is impossible; any spellcaster trying such a spell will be stunned for one round per level of the spell. A reverse of the *tongues* spell operates continuously in the area of effect. Telepathic communication is not possible.

In the Chaos variation of the spell, the center of the area of effect moves 10 feet per round. The radius of the spell effect will never exclude the priest who cast the spell.

# Stalker

Conjuration/Summoning

Sphere: Creation,  
Guardian, Plant

Level: Quest

Range: 30 yards

Duration: Special

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Reference: *TOM*, page 120



Quest

A priest casting this spell conjures  $1d4 + 2$  plant creatures which have statistics identical to shambling mounds of 11 HD. These creatures will aid the caster in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with the priest for seven days unless he dismisses them. If the stalkers are summoned only for guard duty, however, the duration of the spell is seven months. In this case, the stalkers can only be ordered to guard a specific site or location.

The stalkers gain resistance to fire as per shambling mounds *only* if the terrain is suitable (marshy, close to a body of water, etc.).

# Storm of Vengeance

Evocation

Sphere: Elemental, War,  
Weather

Level: Quest

Range: 400 yards

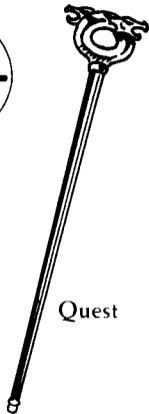
Duration: 1 turn

Casting Time: 1 turn

Area of Effect: 120-yard-radius  
circle

Saving Throw: Special

Reference: *TOM*, page 121



Quest

This spell requires the priest to concentrate and cast for the full duration of the spell. The casting time and duration are simultaneous; both activities occur in the same turn.

In the first round of casting, the priest summons an enormous black storm cloud over the area of effect. Lightning and crashing claps of thunder occur within the storm; creatures in the area of effect must roll a successful saving throw or be deafened for 1d4 turns.

On the second round, acid rains down in the area, inflicting 1d4 + 1 points of damage. No saving throw is allowed.

On the third round, the caster calls six lightning bolts down from the cloud. Each is directed at a target by the priest (all may be directed at a single target or they may be di-

rected at six separate targets). Each lightning bolt strike causes 8d8 points of damage (a successful saving throw indicates half damage).

On the fourth round, hailstones rain down in the area, causing 3d10 points of damage (no saving throw).

On the fifth through tenth (and final) rounds, violent rain and wind gusts reduce visibility to five feet. Movement is reduced 75%. Missile fire and spellcasting from within the area of effect are impossible.

The sequence of effects ceases immediately if the priest is disrupted from spellcasting during the one-turn duration of the spell. The priest may opt to cancel the effects at any time.

# Transformation

Alteration, Enchantment, Illusion

Sphere: Numbers

Level: Quest

Range: 0

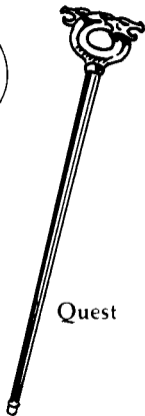
Duration: 3 turns

Casting Time: 1 round

Area of Effect: 100-yard-radius  
sphere

Saving Throw: None

Reference: *TOM*, page 121



Quest

The *transformation* spell allows the priest to alter extradimensional and relative geometries within the area of effect. This enables the priest and his companions to use extradimensional links to facilitate rapid movement as follows.

All allies of the priest are able to *blink* (as per the 3rd-level wizard spell) once per round, with the ability to select the direction of movement.

As many as 10 creatures (designated by the priest at the time of spellcasting) can use the *teleport without error* spell. They may teleport anywhere within the area of effect

of the *transformation* spell once during the duration of the spell.

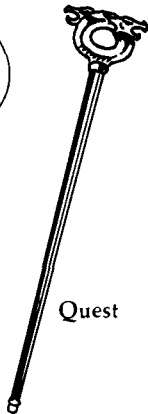
As many as 10 creatures (specified by the priest at the time of spellcasting) gain abilities as if wearing *boots of striding and springing* for the spell duration.

At any time during the spell, the priest and as many as 10 other creatures can be affected as per a *shadow walk* spell. Creatures to be affected must stand in a circle and touch hands. As soon as the priest who cast the *transformation* spell leaves the area of effect via the *shadow walk*, all other effects of the *transformation* are cancelled.



# Undead Plague

Necromancy  
Sphere: Necromantic  
Level: Quest  
Range: 1 mile  
Duration: Special  
Casting Time: 2 rounds  
Area of Effect: 100-yard  
square/level  
Saving Throw: None  
Reference: *TOM*, page 121



Quest

By means of this potent spell, the priest summons many ranks of skeletons to do his bidding. The skeletons are formed from any and all humanoid bones within the area of effect. The number of skeletons depends on the terrain in the area of effect; a battle site or graveyard will yield 10 skeletons per 100 square yards; a long-inhabited area will yield three skeletons per 100 square yards; and wilderness will yield one skeleton per 100 square yards.

The spell's maximum area of effect is 10,000 square yards. Thus, no more than 1,000 skeletons can be summoned by this spell.

The skeletons created by this spell are turned as zombies and remain in existence until destroyed or willed out of existence by the priest who created them.

# Warband Quest

Enchantment/Charm

Sphere: Charm, War

Level: Quest

Range: 240 yards

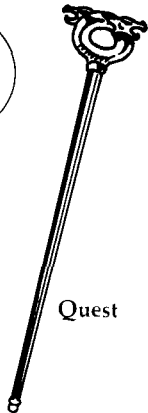
Duration: Special

Casting Time: 1 round

Area of Effect: 200 creatures

Saving Throw: Negates

Reference: *TOM*, page 122



A priest may cast *warband quest* on any group of 200 creatures who are capable of understanding his commands. The creatures are then affected in a manner similar to the 5th-level priest spell, *quest*. Unwilling creatures are allowed a saving throw with a -4 penalty to avoid the effects.

The specified quest must be directly related to the reason that the Power granted this spell (perhaps a quest to slay or overcome a specified enemy).

*Warband quest* gives subjects of the spell a bonus of 2 hp per level of the caster (maximum 20 hp). Subjects also gain the effects of a *prayer* spell and have Morale of 18 while on the quest. These benefits last for the duration of the spell; the spell ends when the specified task is completed. A creature who abandons the quest is subject to the wrath of his deity.

## Ward Matrix

Invocation/Evocation

Sphere:           Wards  
Level:            Quest  
Range:            Special  
Duration:         60 days  
Casting Time:     6 turns  
Area of Effect:   Special  
Saving Throw:     None  
Reference:        *TOM*, page 122



Quest

The *ward matrix* spell links as many as six locations within the Prime Material plane. Only locations that have a functioning *Wards* spell may be linked. *Ward matrix* conjoins the different *Wards* spells so that each linked site gains the protection of all other wards in the network.

From the place where the *ward matrix* is cast, magical connections spread to the other designated sites. These can be seen with a *true seeing* or similar spell as tendrils of magical energy running through the air just above ground level. The connections target their destinations and move toward them at

a rate of 40 miles per turn. They can evade barriers such as *anti-magic shells* by moving above or around them. When the connections reach their destinations, they multiply and spread to connect all other locations in the network; this secondary linkage is established at a rate of 20 miles per turn.

The conjoining of Wards lasts for 60 days unless a linked area is destroyed or a *wards* spell is dispelled. Any location that is destroyed or has its *wards* spell dispelled is removed from the matrix; other connections remain intact for the duration.

# Wolf Spirits

Conjuration/Summoning  
Invocation

Sphere: Animal, Guardian,  
Summoning

Level: Quest

Range: 30 yards

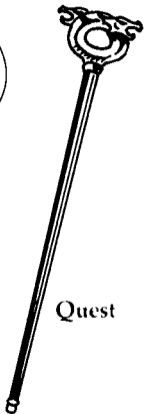
Duration: Special

Casting Time: 2 turns

Area of Effect: Special

Saving Throw: None

Reference: *TOM*, page 122



Quest

The priest casting this spell calls upon the "spirits" of wolves (or another animal, if appropriate). The notion of wolf spirits is akin to the Wild Hunt of Celtic mythology: a pack of enormous magical wolves, led by a human master, who range Celtic lands seeking to destroy evil. The *wolf spirits* spell summons 2d4 + 2 such entities to serve the priest as master.

Wolf spirits' statistics are as follows: AC -4; MV 36 Fl 36 (B); HD 5 + 5; (#AT 1; Dmg 3d6; AL N; SZ M; ML 20; THAC0 14

They are immune to all forms of mind control, illusions, gases, paralyzation, and spells which affect only corporeal creatures. They cannot be harmed by weapons of less than +2 enchantment.

Wolf spirits can be instructed to perform a service in the manner of the *animal summoning* spells. In this variation, the spell does not expire until the spirits have performed their commanded service, to a maximum duration of 14 days. In the Guardian variation of this spell, the spirits can only be commanded to keep watch over an area or creature. The spell lasts 100 days for this type of service.