# The LaTeX Net Prayerbook

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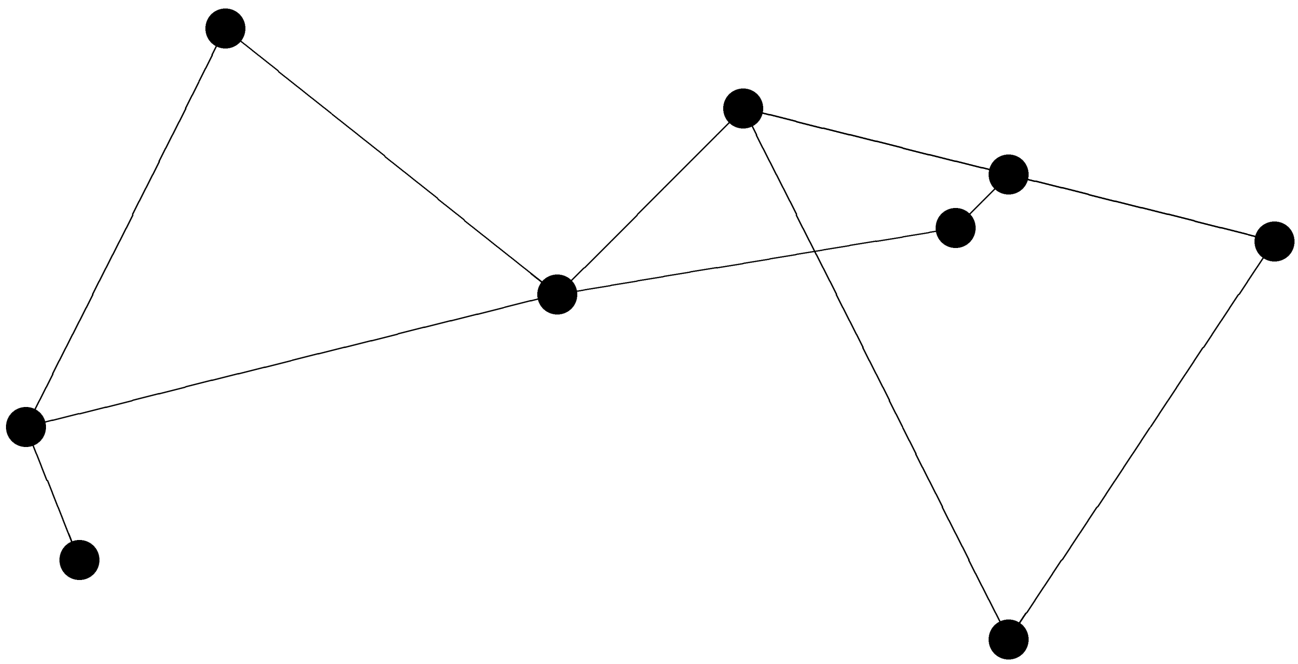

*Be wary all ye who consider opening this tome! Unathorized access will subject the offender to a most terrible daemon.*

# Introduction

The Great Net SpellBook, and its companion, The Great Net PrayerBook, were born out of a desire of many of the net people to collect all the various scattered spells that had been posted to the Net over the years. This collection of spells ranges the full gamut from serious to silly, ultra-powerful (and maybe too powerful) to hopelessly weak (though not too weak, for the imaginative priest!). All have been contributed by a wide variety of authors, whose only common trait is a desire to share their creations with others in a hope that someone else might find them fun, useful, or otherwise enlightening.

The LaTeX Net Prayerbook is an adaptation of The Great Net PrayerBook, version 5. It contains all the spells found in that version, plus a few extras. I will attempt to keep this document current with the latest GNPB version.

This collection has been formatted into the AD&D Second Edition spell format, as seen in the Tome of Magic and Player's Handbook. I know some of us still prefer the good old 1st edition, but for continuity's sake, I decided to upgrade all the old spells to the new standard. The major differences are the word "segment" has been left off all the casting times of less than one round, the old 1st Edition tendency to use inches (") to define range and area of effect has been replaced by explicit yards and feet measurements, and the addition of spheres of influence. Also, I retained the use of the word "segment" in spell descriptions rather than replace it with the phrase "one-tenth of a round," which sounds very awkward. Segment in this context retains its 1st Edition meaning.

The original LaTeX Net Spellbook was a creation of Matthew T. Presley (presley@cs.ucla.edu), and was compiled in the first half of 1990. I updated it in the fall of 1993; the LaTeX Net Prayerbook is the companion for the updated version. There are no versions 1 through 4 of this tome; the version number of this prayerbook will coincide with the GNPB version it formats.

This collection has been formatted to allow it to be printed back-to-back; that is, in standard book format to allow binding. Due to the massive size of this work, please be considerate of the trees and do not print more copies than absolutely necessary—electronic reference is easier, anyway.

All comments, suggestions, and complaints should be sent to Erik Trimble at *trims@media.mit.edu* and I'll try to respond within a reasonable amount of time. All new spell creations, please send to Boudewijn Wayers at *wsbusr1@urc.tue.nl* as he is the Keeper of the Great Net PrayerBook.

Good Luck, and Enjoy!

Erik G. Trimble

### Note to DMs

It is highly recommended that the DM read over this collection and make any adjustments necessary before allowing these spells into your campaign. The highly-individualized nature of each campaign world demands that you take nothing herein for granted. I myself have an individualized copy of this work for my own use. Adjust spell parameters, levels, and feel free to allow only certain spells from this tome into your campaign; this is only a reference work, and I'm not going to be hurt if you choose to only allow a half dozen of these spells. The spells herein have been edited for grammar, and to a certain extent balance, but due to the massive volume, I haven't been able to completely play-test more than a few dozen, to say nothing of the entire volume. Many of the spells duplicate or closely resemble the effects of others, so the careful DM may wish to allow only one of the two into the campaign; then again, maybe not. Experiment and let me know the results.


## Acknowledgements

I would like to use this space to acknowledge those who helped make this collection possible.

### Original Concept and Formatting

Matthew T. Presley (presley@cs.ucla.edu)

To Matthew I own a great debt, since the vast majority of work was done by him in creating the original version of the LaTeX Spellbook. The complete LaTeX skeleton and design of this book was inherited from this earlier edition. I have only made minor improvements and fiddled about the edges to produce (I hope) a slightly more polished tome.

### Keeper of The Great Net Spellbook

Boudewijn Wayers (wsbusr1@urc.tue.nl)

Boudewijn is the current Keeper of the Net Books. I thank him for his energy in maintaining such a large endeavor (boy, am I glad that's not me!). This book is almost exclusively full of spells that he has collected and placed into the GNPB, v5.




### FTP

Unfortunately, I have not set up a place for anonymous ftp that will be suitable for this document. Please do not place this document anywhere that restricts the possible distribution in any manner (such as `ftp.mpgn.com`). I will endeavor to create an archive here as soon as I can. For now, please distribute it yourselves.

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This subsection will disappear upon my creation of a author-spell index, but as that is currently under construction, this listing will I hope suffice for the present.

If there are any authors that I have missed please email their full name and the spells that they wrote to Erik Trimble at *trims@media.mit.edu*.

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# First Level Spells

## Animal Enmity

Sphere: Animal, Charm
School: Enchantment/Charm
Range: Touch
Components: S
Duration: 1 day
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

This spell simply causes the victim to be offensive to animals for the period of one day. Horses will shy or buck, dogs will bark, bulls will charge, birds will aim at them, etc. Note that animals with a close association to the victim won't do anything to hurt the victim, they'll just treat him like you would treat a friend who, for some reason, smelled horrible.

## Animal Tracks

Sphere: Animal
School: Alteration, Enchantment
Range: 0
Components: V, S, M
Duration: 3 turns + 1 turn per level
Casting Time: 2 rounds
Area of Effect: The priest
Saving Throw: None

This spell causes the priest to leave tracks and scents as as the animal specified during casting. The tracks have traces of magic for 3 turns, after which they are indistinguishable from normal tracks. Only non-mythical creatures can be impersonated. A holly berry and some fur from the animal to be impersonated is needed to cast this spell.

## Animal/Bird Call

Sphere: Animal, Summoning
School: Conjuration/Summoning
Range: 0
Components: V, S
Duration: 1 round per level
Casting Time: 1 round
Area of Effect: 120-yard + 10-yard per level radius
Saving Throw: None

This spell allows the priest to call all animals or birds within the spell effect. The animals or birds will converge upon the priest within 1d3 rounds. While the spell is in effect, none of the animals or birds will attack each other. While there, the priest may set one small task for the group to perform. When the spell ends, the animals or birds will peacefully disperse to whence they came.

## Battle Cry

Sphere: Combat, Vengeance
School: Enchantment/Charm
Range: 0
Components: V, S
Duration: 6 rounds
Casting Time: 2
Area of Effect: 60 yards + 10 yards per level radius
Saving Throw: None

At the culmination of this spell, the priest utters a deafening cry or shriek drawing the attentions of all hostile creatures within the area of effect. 1d6 HD of these creatures per level of the priest are stunned for 1d3 rounds; this effects creatures with the lowest hit dice first. All effected creatures will thereafter attempt to physically attack the priest, foregoing any other actions. The desire to hunt down the priest will remain for 6 rounds or until the priest is slain.

At the same time, all friendly creatures within the range of the spell receive the benefit of a *bless* spell (+1 to attack rolls and saving throws). Friendly creatures also receive a +1 to their morale checks as long as the priest remains alive.

Undead or creatures with Intelligence less than 5 are not affected by this spell.

## Coalstone

Sphere: Elemental (Fire)
School: Alteration
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 3 turns
Area of Effect: One gem
Saving Throw: None

When this spell is cast, the priest enchants a gem, turning it into a *coalstone*. The *coalstone* glows and gives of heat. It is hot enough to start a fire, ignite flammable substances and shed light in a 5-foot radius. Holding the *coalstone* will inflict 1 point of damage per round unless the wielder possesses some form of protection. The coalstone will burn for 1 day per gold piece value of the gem used for a maximum of 1 year per level of the priest, after which the *coalstone* crumbles into a fine powder. Another function of the *coalstone* is that the priest may cause it to explode. This will cause 1 point of concussion damage for every 100 days left on the duration and ignite any flammables within a 5-foot radius. The material component for the spell is the gem to be enchanted and a sprig of holly.

## Comprehend Languages

Sphere: Divination
School: Alteration
Range: Touch
Components: V, S, M
Duration: 5 rounds per level
Casting Time: 1 round
Area of Effect: Creature or object touched
Saving Throw: None

This spell is the same as the first-level wizard spell *comprehend languages*.

## Conjured Weapon

Sphere: Combat
School: Conjuration
Range: 0
Components: V, S
Duration: 1 turn per level
Casting Time: 1
Area of Effect: One weapon
Saving Throw: None

When this spell is cast, it brings into existence a weapon of the priest's choice which he can use to fight with. The weapon is a normal weapon with the holy symbol of the god engraved upon it. The weapon has a dim glow upon it which can be faintly seen. The priest, if he is to use the weapon, must be proficient in its use. The weapon can be given to another character to use.

If a striking spell is used in conjugation with the *conjured weapon* spell, then there will be an additional +1 to hit and to damage rolls because of the cumulative effects of the magic of the spells. The conjured weapon then counts as a +2 weapon for purposes of special defense.

The weapon stays into existence until the end of the spell or until the priest wishes the spell to end.

The verbal component would sound something like, "Oh Great Warrior Kos, give me a broadsword to smite down my foes!", then the gestures made are those to signify the priest's intent.

## Create Earth

Sphere: Elemental (Earth), Summoning
School: Alteration
Range: 10 yards
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

By this spell, the priest creates up to 3 pounds per level of stone or 1 cubic foot per level of sand, dirt, or dust. The stone can be solid or lose gravel. The reverse, *destroy earth*, will destroy a like amount of earth or stone. Magical creatures are allowed a save vs. magic or take 1 point of damage per level of the priest.

The material component is the priest's holy symbol.

## Daryana's Holy Shit

Sphere: Creation
School: Conjuration
Range: 10 feet
Components: V
Duration: Permanent
Casting Time: 1
Area of Effect: 3-inch radius sphere
Saving Throw: None

This spell was granted to Daryana, third-level priestess of the goddess of magic, after she had repeatedly, loudly, requested it.

Upon uttering the verbal component—already mentioned in the spell's name—two things can happen. If cast consciously, the spell can be targeted and takes effect immediately. In this case, some feces appear anywhere within the range of the spell.

If this spell was memorised, and cast unconsciously, the spell's effect is delayed for up to 1 hour while the place of impact is anywhere within 10 feet around the unfortunate priest, both at the DM's discretion.

## Detect Enemy

Sphere: Divination
School: Divination
Range: 0
Components: V, M
Duration: Instantaneous
Casting Time: 2
Area of Effect: 1-yard per level radius
Saving Throw: None

By casting this spell, the priest may determine whether there are creatures within the area of effect that bear hostile intent toward him. The spell will reveal the direction of the creatures, even if they are invisible, ethereal, astral, or out of phase. Note that this spell does not reveal anything about the alignment or motives of the creatures in concern.

## Detect Life

Sphere: Divination
School: Divination
Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: 60-foot radius
Saving Throw: None

This spell enables the priest to sense the aura of life. Diviners may also sense as will one attribute per level above third, noting such attributes as number, degree (size), concentration (power), and location. Diviners may also focus in on a particular aura and sense at will one 'colour' per level above seventh, noting such features as kingdom (animal, plant, etc...), state (live, undead, divine, etc.), form (gaseous, liquid, solid), and extension (prime-material, para-ethereal, negative-energy, etc.).

## Dieme's Forcing Hand

Sphere: Combat
School: Alteration
Range: 30 yards + 10 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: One creature
Saving Throw: 1/2

By this spell, the priest throws a stone hand at the target. The stone hand will then make a crackling noise and show blue lightning as it flies towards its target. When it hits, it will do 2 hp per level of impact damage. Upon casting this spell, the priest throws the hand and says "to arms!" This spell (like *magic missile*) always hits.

The material component is a carved (or created) stone hand.

## Dispel Fatigue

Sphere: Healing
School: Abjuration
Range: Touch
Components: V, S, M
Duration: 3 turns per level
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: None

This spell removes fatigue from the affected creature and protects it from tiring further for the spell duration. However, once the spell expires, the recipient must rest for the amount of time spent in strenuous activity (i.e., running, melee combat) while under the spell. No damage sustained is restored, including broken or sprained limbs, i.e., you still can't run on a sprained ankle. The spell is also ineffective against magically or psionically caused fatigue (such as *ray of enfeeblement*), or against subdual damage.

## Empathy

Sphere: Divination, Thought
School: Divination
Range: Sight
Components: V, S, M
Duration: 1 round per level
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

This spell enables the priest to sense the general needs, drives, and emotions generated by an individual. The material component is a lens, which is not consumed in the casting.

## Faithfulness

Sphere: Guardian, Protection
School: Abjuration
Range: 0
Components: V, S, M
Duration: 1 day
Casting Time: 1 round
Area of Effect: The priest
Saving Throw: None

This spell acts as a *phylactery of faithfulness* in that it will alert the priest to any action or item which will adversely affect his alignment and standing with his deity, if a prior moment is taken to contemplate the action. Furthermore, if the priest is forced by some form of possession or domination to act contrary to alignment, the spell bestows a 10% chance per level of breaking free of the mind control, as well as a saving throw to not carry out the offending act.

## Flame Tongue

Sphere: Charm
School: Enchantment/Charm
Range: 0
Components: V, M
Duration: 1 round per level
Casting Time: 5
Area of Effect: One or more persons listening
Saving Throw: Negates

This spell grants the priest the ability of fast talking: during the spell's duration, the priest is able to talk and talk and talk, thus gaining the undivided attention of those listening, provided they can understand the priest. Note that all hearing the priest will be affected by this fast talking: party members are affected too.

The second use of this spell is to increase the morale of hirelings, followers and henchmen: prior to a fight, the priest can encourage them by talking vividly for one round, thus increasing their morale by two points plus one for every two levels above first, up to a maximum of 5. Thus, a fifth or sixth level priest will increase the morale by 4 points.

## Git

Sphere: Charm
School: Abjuration, Enchantment/Charm
Range: 40 feet radius
Components: V, S
Duration: 3 turns per level
Casting Time: 1
Area of Effect: Special
Saving Throw: Negates

By use of this spell, the priest may frighten away two hit dice of animals per level of experience.

## Gnat Swarm

Sphere: Animal, Summoning
School: Conjuration/Summoning
Range: Sight
Components: S, M
Duration: 1d4+1 rounds
Casting Time: 1
Area of Effect: One creature
Saving Throw: None

The priest can summon a swarm of gnats to bother and harass the victim for the duration of the spell.

For example: a man is stalking Bob-the-wonder-druid through the forest. The fellow gets closer than Bob would like, and, unless he acts fast, is liable to get spotted (a situation he'd like to avoid.) The man has a 30% chance to spot Bob normally, but with the swarming gnats, his attention is elsewhere, so his chances are cut to 15%. The material component for this spell is a dead gnat.

## Grow

Sphere: Plant
School: Alteration
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 2 rounds
Area of Effect: One plant
Saving Throw: None

The priest can cause a single plant to show a week's worth of growth in one day. This spell can be cast at most once per day per plant. The material component for this spell is some furtiliser or humus, and some water, to be given to the plant (the components are not consumed by the spell, but they are by the plant). If the priest wishes to continually cast this spell, then he should be prepared to furnish additional fertiliser and water to sustain the plant.

## Guardian Watch

Sphere: Elemental (Earth), Summoning
School: Conjuration/Summoning
Range: 30 yards
Components: V, S, M
Duration: 8 hours
Casting Time: 1 round
Area of Effect: 20-yard radius sphere
Saving Throw: None

This spell summons a small quasi-earth-elemental (1d4 hp) to stand watch. If some creature moves across or under the ground into the area of effect that weighs more than 1 pound, the elemental will cause the ground to shiver and wake people up (detection of creatures is by movement and vibrations across the ground). The elemental can also form a hand and try to trip intruders (the guardian is semi-intelligent and can remember simple commands from the priest, i.e. like who the party members are). The guardian is hard to detect and will almost always trip from surprise.

Opponents get a save vs. magic to avoid tripping—a save means they just felt something trying to grab their leg.

The material components of this spell are the priest's holy symbol and a live worm.

## Itch

Sphere: Charm
School: Enchantment/Charm
Range: 30 yards
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

Causes the victim to have an irresistible urge to scratch, if it fails its saving throw. This can be cast on any sort of animal that might have to scratch, and dogs save at −4. This spell works with embarrassing effectiveness on armoured folks. The actual location of the itch is semi-random (i.e. DM rolls a dice, pretends it matters, then does whatever he likes). Most of the time, though, it's on the back, the foot, or, on the odd occasion, less appropriate places.

## Preserve

Sphere: Wards
School: Abjuration, Alteration
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: One pound or gallon per level
Saving Throw: None

By means of this spell, the priest may preserve one pound or gallon per level of any non-living, non-magical, non-animate material in its present state for an indefinite duration. Any subsequent use of the material immediately dispels the dweomer. The material component is one fluid dram liquid dust.

## Quick Step

Sphere: Charm
School: Alteration
Range: 0
Components: V, S, M
Duration: 1 hour per level
Casting Time: 1
Area of Effect: One creature
Saving Throw: None

This spell allows one creature to be able to run at full speed without getting tired over stone, dirt, or grass. At the end of the duration, the creature must stop for 1 turn for each hour it was running. During this time it can do nothing except drink liquids and small, light portions of food. At the end of this resting period, the creature will start to regain enough energy to be able to carry on normal activities (i.e. eat, walk, etc.). When the creature has stopped for a time equal to the time it ran, it will be able to carry on all activities without penalty (i.e. fight, run, etc.). This spell will work on horses, pack animals, etc.

The material component for this spell is a small piece of leather.

## Request Animal

Sphere: Animal, Charm
School: Enchantment/Charm
Range: 10 feet
Components: V, S, M
Duration: Instantaneous
Casting Time: Special
Area of Effect: One animal
Saving Throw: Special

By casting this spell, a priest can ask a particular animal for a favour. The priest must have some sort of enticement for the animal to actually perform the favour, because the animal can opt not to carry out the priest's wishes. The casting time of this spell is 1 plus the time necessary to make the request, which may take no longer than one turn. This spell does not empower the priest to actually speak the animal's language.

For example: if a priest spotted an owl, the priest could request the owl to, if it saw any other humanoids around, fly back and alert the priest. An appropriate offering might be some choice part of a rabbit, a mouse, or some other form of owl snack food. If the owl was actually required to fly patrol all night (and forego hunting, a favourite owl activity) then probably the owl would turn him down no matter what the priest offered.

## Rock-Jump

Sphere: Creation
School: Conjuration
Range: 100 yards
Components: S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: One creature
Saving Throw: None

With this spell, the priest can cause a rock to find its way into the shoe of the victim. If the victim has no shoes, the spell causes a thorn or something to stick into the foot of the victim. The material component for this spell is a small stone or thorn, that is to be thrown in the direction of the victim. It is consumed in the victim's shoe or foot.

## Seedling

Sphere: Plant
School: Alteration
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: Special
Area of Effect: Special
Saving Throw: Special

This spell causes one tree seed or seedling per level of the priest to be specially blessed by the priest's god. When the spell is cast upon a seed or seedling and planted in the ground, it will immediately start to grow at an astonishing rate. It will grow to a total height of 2 feet + 1 foot per level of the priest in the period of one turn. A tree thus 'blessed' by this spell will grow to be a large, healthy tree, highly resistant to both parasites and disease, and will have a much longer lifespan than the ordinary trees of its type.

The reverse of this spell, *tree shrink*, causes one tree to be reduced in height by the above amount. If this is cast upon a 'monster' tree then it gets a save vs. spells. If the tree saves, there is no effect. If the tree fails, then the tree is reduced in HD by the level of the priest.

The spell can be cast in two ways. The first way takes 1 round per seed or seedling to cast and be planted. The other way takes 9 segments per seed or seedling to cast. The spell is then finished at a later time by completing the final gestures (1 segment per seed or seedling) and then planting the seeds or seedlings. There is no limit to the time in between the original casting and completion in this variation. Anybody can complete the final gestures needed to complete this spell.

The seeds or seedlings are most commonly used for gifts or reforestation projects as needed. The trees around a priest's grove tend to be of this type.

## Sense Direction

Sphere: Divination
School: Divination
Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 6
Area of Effect: The priest
Saving Throw: None

By use of this spell, the priest is able to divine exactly what direction his home grove is in relation to his current position. Only direction is known, not distance. The component for this spell is a oak leaf (from the home grove) suspended by a spider silk thread.

## Sharpleaf

Sphere: Combat
School: Alteration, Invocation
Range: 20 yards
Components: S, M
Duration: 1 turn per level
Casting Time: 5
Area of Effect: Three leaves per 4 levels
Saving Throw: None

Using this spell, the priest causes oak leaves to become rigid and extremely sharp. These *sharpleaves* can now be wielded or thrown as daggers. If the leaves are crumbled before the spell is cast, then the resulting pieces are similar to caltrops, doing 1d2 hp each. One leaf can cover a 5-foot long square, with 1d4 points of damage hitting the first creature to enter.

## Striking

Sphere: Combat
School: Invocation
Range: 0
Components: V, M
Duration: 5 rounds + 1 round per level
Casting Time: 2
Area of Effect: One weapon per 4 levels
Saving Throw: None

The use of this spell calls down upon a specially consecrated weapon of a believer, the benediction of his deity. This spell only works for those of the same faith as the priest and the weapons used must have been previously dedicated to that deity through a *ceremony* spell. Once these conditions have been met, the spell endows the weapon with a glowing, magical aura that inflict an additional 1d6 points of damage per blow struck. This additional damage will affect creatures that are struck only by magic weapons of +2 or less (while the weapon itself may do no damage to these creatures). Note: this spell will not affect weapons which are +2 or better. The material components are the priest's (un)holy symbol and the consecrated weapon.

## Tracker

Sphere: Divination
School: Divination
Range: 1 foot per level
Components: V, S, M
Duration: 2 hours per level
Casting Time: 1 round
Area of Effect: One object
Saving Throw: Negates

This spell allows the priest to place an enchantment on an object. The priest will then know, for the duration, the direction and relative distance to the object. The object can be up to a mile away before the spell fades away. The spell will last until the spell duration expires or it is dispelled. If the object is on a unknowing recipient at the time of casting, then (and only then) does the carrier get a save.

The material component is the object to be tracked.

## Trance

Sphere: Divination
School: Divination
Range: 0
Components: S
Duration: 8 rounds
Casting Time: 1 round
Area of Effect: 100-yard radius
Saving Throw: None

The priest goes into a meditative trance, and, after being in this trance for one round, can feel the presence of the spirits in the area—including the spirits of the animals in the area.

For example: If, say, a troll happened to be within 100 yards of the priest, the priest would certainly know that something large and fell is in the area, but, unless the priest had come into contact with the spirit of a troll before, wouldn't know what it was.

## Trip

Sphere: Plant
School: Alteration
Range: 100 yards
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 1
Area of Effect: One 10-foot per level long square
Saving Throw: None

Actually, this is a low-power *entangle* spell. However, the effectiveness of this spell depends upon the amount of underbrush in the area of effect. In a bramble of thorn-bushes, it is as effective as an *entangle* spell. On a putting green, it has no effect at all.

## Water to Wine

Sphere: Creation
School: Alteration
Range: 0
Components: V, S, M

Duration: Permanent
Casting Time: 4
Area of Effect: Special
Saving Throw: None

This spell allows the priest to transform one glass of water per level to wine.

### Winston's Create Party Drink

Sphere: Creation
School: Conjuration
Range: 5 yards
Components: V, S
Duration: Special
Casting Time: 1 turn
Area of Effect: One cubic foot per level
Saving Throw: None

When this spell is cast, the priest causes party party drink to appear along with appropite drinking cups. The type of party is random from the suggested table below. The DM should feel free to substitute any other party drinks. Each cubic foot of the drink refreshes four human sized creatures or one horse sized creature for a half day. The liquid decays and becomes inedible within 24 hours, although it can be restored for another 12 hours by casting a *purify food and water* spell on it. For each experience level the priest has obtained, one cubic foot of drink will be created by the spell. A second-level priest could create two cubic feet of drink.

To determine the drink conjured, roll 1d8 and check on the table below:

| Roll | Type of Party | Drink Conjured |
|---|---|---|
| 1 | Kid's Birthday party | Very sweet Cool Aid |
| 2 | Barbecue | Dark beer |
| 3 | Frat party | Very low quality beer |
| 4 | Pizza party | Soda in assorted flavors |
| 5 | Society gathering | Fine wine |
| 6 | Ice Cream Sunday party | Root beer, soda water |
| 7 | Hacking party | Jolt Cola |
| 8 | Celebration party | Champagne |

## Second Level Spells

### Animate Wood

Sphere: Plant
School: Alteration
Range: Touch
Components: V, S, M
Duration: 1 round
Casting Time: 1
Area of Effect: Special
Saving Throw: None

This spell allows the priest to bend wood to his will, making it supple and flowing, altering the shape of the wood permanently (though the form created must bear some semblance to the original form of the wood). A living tree may be animated at five feet (height) per level. Dead wood may be animated at a rate of two arrow shafts per level. The wood may be made to grasp, entangle, or attack as club.

### Bat Sense

Sphere: Divination
School: Alteration, Divination
Range: Touch
Components: V, S, M
Duration: 3 turns + 1 turn per level
Casting Time: 5
Area of Effect: One creature
Saving Throw: None

When this spell is cast, it enables the recipient to be able to sense objects, creatures, etc. around him as a bat would (i.e. by the reflection of sound waves). To use this ability, the recipient must spend one round 'switching' his sensory input. While using this capability, he must keep his eyes closed. This spell will reduce a thief's move silently percentages by 50%. Invisible creatures may also be 'seen' using this spell.

The recipient can 'see' things up to 60 feet away from him.

When using this ability, if the recipient is within the effect of a *shout* spell, *horn of blasting*, or similar phenomenon, then he must make a save versus death or be stunned for 1d6 rounds and have a 40% chance of becoming deaf (eardrum ruptures).

### Command II

Sphere: Charm
School: Enchantment/Charm
Range: 30 yards + 10 yards per level (and within hearing range)
Components: V
Duration: 2 rounds
Casting Time: 2
Area of Effect: One creature
Saving Throw: None

This spell is an improved version of the *command* spell (see the first-level priest spell *command*). The differences are: the range (as noted above), the duration (as noted above), and that only those creatures with a 15 and above Intelligence or 6 HD get a save.

### Cure Moderate Wounds

Sphere: Healing
School: Necromancy
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 6
Area of Effect: Creature touched
Saving Throw: None

This spell is a more potent form of *cure light wounds*. When the priest lays his hands upon the creature to be touched the spell cures 3–17 (2d8+1) points of damage.

The reverse of this spell, *cause moderate wounds*, does the above amount of damage if the priest succeeds in touching the victim. Otherwise, this spell is the same in all respects as a *cure light wounds* spell.

### Curse I

Sphere: All
School: Necromancy
Range: Sight
Components: V
Duration: Permanent until removed or dispelled
Casting Time: 2
Area of Effect: One creature
Saving Throw: Negates

This spell allows the priest to place one of four curses on the victim:

1. Aging: +10 years to age.
2. Bane: discomfort, uneasiness, inability to sleep well.
3. Hex: −1 to hit and saves.
4. Ugliness: reduce Comeliness by half.

## Detect Invisibility, 15′ Radius

Sphere: Divination
School: Divination
Range: 0
Components: V, S, M
Duration: 5 rounds per level
Casting Time: 4
Area of Effect: 15′ radius sphere
Saving Throw: None

Except as noted above, this spell is the same as the second-level wizard spell, *detect invisibility*. Note the spell allows only the priest to see invisible creatures, and only those within the specified radius. The material component of this spell is a pinch of any fine powder such as talc.

## Detect Phase

Sphere: Divination
School: Divination
Range: 120 yards
Components: V, S, M
Duration: 1 round per level
Casting Time: 5
Area of Effect: Person touched
Saving Throw: None

When this spell is cast, the person touched can see and perceive any creature that is out of or in a different phase than that of the spell recipient. This means that the person touched will see clearly such creatures with special defenses such as displacement, blinking, *duo-dimension*, astral, or etherealness and those who can shift out of phase, such as a phase spider. Furthermore, if the person touched has means to attack such creatures, he will have none of the ill effects that normally occur when trying to attack (i.e. the person touched would know the exact location of a displacer beast, or where the phase spider is etc.). The information cannot be communicated to his fellows by words.

The material component of this spell requires, in addition to the priest's holy symbol, a lens of calcite crystal which must be viewed through for the spell to have effect. It does not disappear at the end of the spell.

## Detect Style

Sphere: Divination
School: Divination
Range: 30 yards
Components: M
Duration: Instantaneous
Casting Time: 2
Area of Effect: One or more creatures
Saving Throw: Special

This spell has two uses: if cast on more than one creature, this spell will make the one, highest in rank, known to the priest. If all creatures, which must be in sight, are of equal rank, or there is a tie for the highest rank, no one will be detected. Note that the highest in rank need not be the most powerful of the scanned creatures. In this case, there is no applicable saving throw.

The second use of this spell is to determine the exact rank of a specific creature: if the spell is cast on one creature only, the priest will know the rank of the targeted creature. If the priest is unfamiliar with the hierarchical structure of the victim's society or organisation, he will only feel a general indication: something like "no rank", "officer" or "very high rank" would be appropriate descriptions. Note that nothing is revealed about the victim's level of experience e.a. The target gets a saving throw, that will negate the spell.

## Dieme's Forceful Hand

Sphere: Combat
School: Alteration
Range: 40 yards + 10 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 2
Area of Effect: One creature
Saving Throw: Special

This spell is like the first-level spell *Dieme's forcing hand* except that the fist is a lot larger (about 6 foot high), and more forceful. The base damage is 2d6 + 1 hp per level for small or medium, and 3d6 + 1 hp per level for large creatures. The creature saves for 1/2 damage, and those that fail are affected as follows:

| **Size** | **Effect** |
|---|---|
| Large | Creature falls down |
| Medium | Creature pushed back 5–8 (1d4+4) feet, Dexterity check to stay on feet |
| Small | Creature thrown back the number of feet equal to the damage they took. They also take another 1d6 points of damage when they land. |

This spell does not insure a safe landing, and if the creature is in a position where a fall would do extra damage, like mounted on a horse for example, extra damage may occur.

The material component is a carved (or created) stone hand.

## Dispel

Sphere: Protection
School: Abjuration
Range: 30 feet
Components: V, S, M
Duration: Permanent
Casting Time: 1
Area of Effect: Special
Saving Throw: None

By use of this spell, the priest can attempt to negate the affects of any other single spell providing that at least some part of that spell's area of effect is within thirty feet of the priest. The base chance for success is 50% modified upward or downward by 5% per level the priest is above or below the caster of the spell being negated. This spell can also be used to negate the magical effects of potions (either before or after ingestion), with the level of potion maker being generally treated as 12th.

The material component of this spell is a piece of gum.

## Efembe's Spitting Image

Sphere: Protection (reversed)
School: Conjuration/Summoning
Range: Touch
Components: V, S, M
Duration: 1 week per level
Casting Time: 2
Area of Effect: One creature
Saving Throw: Negates

Upon casting this spell, the priest spits on his fingertips and smears some spittle on the target's forehead. This bestows a curse on the victim: every time he looks into a mirror or another reflecting surface during the spell's duration, his mirror image will spit into his face. Note that a *remove curse* will dispel this spell.

## Flame/Frost Blade

Sphere: Combat, Creation
School: Invocation
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 3
Area of Effect: 3-foot long, sword-like blade
Saving Throw: None

When a priest casts this spell, he causes a blazing ray or red-hot fire or a freezing icicle to spring forth from his hand. This blade is actually wielded as if it were a scimitar (but it is not a scimitar), and is the priest scores a successful hit while employing the blade, the creature struck will take 2d6 points of damage—with a damage bonus of +2 if the creature is especially vulnerable to that attack form (i.e. fire vs. undead or ice para-elementals and frost vs. red dragons or fire elementals). The flame blade will ignite combustible materials. The blade will not affect creature that can be hit by magic weapons except with respect to undead monsters. In addition to mistletoe, the priest must have a leaf of sumac in order to cast this spell.

## Heliot's Healing Sleep

Sphere: Healing
School: Necromancy
Range: 0
Components: V, S, M
Duration: 4 hours + 2 hours per level
Casting Time: Special
Area of Effect: One person
Saving Throw: None

This spell causes the healing benefits of sleep to be threefold (i.e. 3 hp per day rested). Additionally this spell causes any and all curative spells cast during its duration to have maximum effect plus 1 hp. The individual to be effected must be able to sleep, and must be asleep during the spell's effect. The casting time of this spell is 6 turns minus the priest's level, with a minimum of one turn.

## Improved Detect Good

Sphere: Divination
School: Divination
Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: 60-foot radius
Saving Throw: None

This spell enables the priest to sense the aura of goodness. Diviners of fourth level and above may also sense both the degree and location of such auras. Diviners of seventh level and above may concentrate the spell on a single individual, sensing the name of that individual's god (if good) and noting the level of devotion that person holds toward the god and the state of favour the individual has achieved.

## Inaudibility

Sphere: Protection
School: Alteration
Range: 0
Components: V, S, M
Duration: 5 rounds per level
Casting Time: 4
Area of Effect: The priest
Saving Throw: None

This spell causes the priest's movements to become completely silent for the duration of the spell. All sounds made by his equipment from the neck down are muted into inaudibility. Intentional shouting or spell casting can be heard, and will negate the inaudibility for the duration of said noise. Attacking completely negates the spell effect (cf. Invisibility). The material component is a piece of sea sponge.

## Miscount

Sphere: Numbers
School: Alteration
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: Special
Saving Throw: None

The priest who casts this spell then deliberately miscounts any number of similar objects (of a maximum weight of 5 pounds per level of the priest total). The magic of the spell causes the number of objects to actually become this new number. The priest may change the number to anything from double the original quantity to one fifth. The number of objects remains the same until one turn per level has passed or until any other creature tries to count them.

## Mystic Bolt

Sphere: Thought
School: Invocation
Range: 30 feet
Components: V, S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

This spell sends a mystical bolt of energy through the target's mind, doing 1d6 points of fatigue damage plus an additional hit point per level of priest. The spell may only be cast on sentient creatures, and creatures of 15 of higher Intelligence are allowed a saving throw vs. spell to avoid the effects entirely. The material component for this spell is a glass bottle.

## Nausea

Sphere: Charm, Healing, Protection
School: Abjuration, Enchantment/Charm
Range: 30 yards
Components: V, S, M
Duration: 1 round per level
Casting Time: 2
Area of Effect: One creature
Saving Throw: Negates

This spell causes the recipient to fall to its knees and choke, gag and vomit for 1 round per level of the priest. No actions are allowed other than crawling. The material component for this spell is a bucket.

The reverse of this spell removes nausea or protects a character from such things as *stinking cloud* and seasickness for 1 turn per level of the priest. The material component for the reverse is some food.

The reverse of this spell belongs to the Abjuration school, while *nausea* itself belongs to the Enchantment/Charm school.

## Planar Vision

Sphere: Astral, Divination
School: Divination
Range: 0
Components: V, S
Duration: 1 turn
Casting Time: 2
Area of Effect: Sight
Saving Throw: None

Using this spell, the priest can perceive creatures in the Border Ethereal, out of phase beings (i.e. phase spiders), *dimension doors*, creatures viewing his location through *colour pools*, and boundaries of plane travel-proof areas; he can also identify portals to other planes (but he cannot say what plane is on the other side).

## Protection from Charm, 10′ Radius

Sphere: Protection
School: Abjuration
Range: 0
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 5
Area of Effect: 10′ radius sphere
Saving Throw: None

While this spell is in operation, all creatures in the area of effect have a percentage immunity to all forms of charm (spell, item, or whatever) equal to 20% plus 5% per level of the priest. Thus, if cast by a fifth-level priest, any creature in the area of effect targeted by a charm spell would not need to make a saving throw if 45% or lower was rolled on percentile dice.

The material component is a miniature cloth blindfold.

## Resist Eye Contact

Sphere: Protection
School: Abjuration
Range: Touch
Components: V, S, M
Duration: 1 round per level
Casting Time: 2
Area of Effect: One creature per level
Saving Throw: None

This spell gives +4 on all saving throws versus gaze weapons for each creature touched. Note: this does not apply to beings whose gaze weapons do not require the victim to meet the attacker's gaze.

The material component is a small disc of translucent material such as mica or smoked glass.

## Resist Paralysis

Sphere: Protection
School: Abjuration
Range: Touch
Components: V, S, M
Duration: 1 turn per level
Casting Time: 4
Area of Effect: Creature touched
Saving Throw: None

For the duration of this spell, the recipient is immune to all forms of paralysis, including gaze attacks, paralytic poison, *hold* spells and dragon-induced fear paralysis.

This spell does not remove paralysis already in effect, it just prevents the recipient from being paralysed in the future.

The material component of this spell is a feather, and an infusion of tea and ginger which is consumed by the priest.

## Sethron's Fearful Braying

Sphere: Animal
School: Enchamtment/Charm
Range: 0
Components: V, S
Duration: 2 rounds per level
Casting Time: 2
Area of Effect: 60-foot cube, centred on the priest
Saving Throw: Negates

The priest initiates the spell by lifting his head, putting his hands in the air and howling. This howling causes all those in a 60-foot cube to be affected. Those affected must make a save vs. spells or flee in terror for the duration of the spell (those who have seen or heard this before save at +2). This spell will also draw any hounds and wolves to the priest in a 1-mile radius. The hounds and wolves will be friendly to the priest but communication is not guaranteed. Those who are deaf are immune to this spell.

## Specialisation

Sphere: Combat
School: Alteration, Invocation
Range: 0
Components: V, S, M
Duration: 4 rounds per level
Casting Time: 5
Area of Effect: The priest's weapon
Saving Throw: None

When the *specialisation* spell is cast, a small part of their god's power is invested into themselves. This power allows the priest to fight better in combat. The benefit the priest receives is specialisation in the god's preferred weapon, if the god has one. Otherwise the benefits apply to a weapon of the priest's choice. This specialisation occurs whether or not the priest is proficient with the weapon. There are no minuses to hit because of weapon non-proficiency penalties. (Note: priests will tend to be proficient with their god's preferred weapon.)

This spell is typical of spells given to priests of warrior gods.

## Spirit Tracker

Sphere: Astral, Divination, Vengeance
School: Conjuration/Summoning
Range: Special
Components: V, S
Duration: 1 day per level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

The spell operates by creating an ethereal presence capable of tracking an enemy with complete certainty. This *spirit tracker* is magically linked to its creator in such a way that the priest becomes aware of the direction to an enemy as soon it is located by the tracker. The tracker can find a creature in the same plane as the priest in 2d12 turns, and can find an enemy anywhere in 2d12 hours.

The enemy must have in some way, mentally or physically brought harm on the priest or someone known to the priest. At fifth level, the priest learns the exact location as well as the direction to the hunted creature. At ninth level, the priest can actually see through the eyes of the *spirit tracker*.

During the operation of this spell, the tracked creature continually has the feeling that he is being watched. If the hunted creature is sensitive to ethereal vibrations (high level wizards, certain creatures of the outer planes, etc.) then the *spirit tracker* itself may (5% chance) be seen. The third-level wizard spell *detect scrying* will reveal the location of the tracker, and a *dispel magic* cast upon the tracker will destroy it. If the tracker is dispelled, the casting priest must make a saving throw versus paralysation or sustain 1d6 points of damage and will have a tremendous headache for 3d6 hours preventing the use of another spiritual tracker during that time and placing the priest at $-1$ to hit.

## Spread Healing

Sphere: Healing
School: Necromantic
Range: 0
Components: V, S
Duration: 1 hour
Casting Time: 5
Area of Effect: The priest
Saving Throw: None

When the priest casts any *cure wounds* spell while this spell is active, he may have the spell absorb part of the healing, which he may then release on another person or people (this requiring 1 round per person). It is possible, therefore, to cure 6 hit points of wounds, spreading it between two people, one damaged by 2 and another by 4. Excess curing may be saved up to the end of the spell's duration. The priest under this spell can sense when a person is fully healed and thus when it would be wise to heal the wounds of others instead.

Priests who may cast *cause wounds* spells may reverse this spell to *spread wounds*. Either version of the spell works only for cure (or cause) wounds spells personally cast by the priest during the spell's duration.

## Stone Message

Sphere: Divination
School: Invocation
Range: Special
Components: V, S, M
Duration: 1 minute
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

The priest casts this spell directly into the prism on his holy symbol (this spell was created for a deity whose symbol is a hand grasping a prism). The priest then names (not by truename) the person he wants to talk to. If this target person is within 10 yards of a holy symbol to the same diety (thus that holy symbol also has a prism in it), then the target person will notice that the prism flashes. Only the target person will notice the flashes of light. When the target person touches the holy symbol, the prism will show the face of the priest, and the priest's prism will show the face of the target person. The priest can then talk into his prism and hold a short conversation with the target person.

If the target person is not within 10 yards of a specified holy symbol, the priest will feel like the spell was a dud. The spell will wait one minute for the person answer. If the person did not answer, the priest will know that the person did not answer.

Idle chatter is not being appreciated by the deity (noise pollution on his holy waves). Quick conversations are appreciated. There is also a 5% chance that someone or something associated with the deity (one of his priests or minions) will notice and remember the conversation. This does not mean the priest or minion will do anything, just that others may be listening in.

The material components for this spell are the two needed holy symbols, and are obviously not consumed in the casting.

## Stop

Sphere: Charm
School: Enchantment/Charm
Range: 30 yards
Components: V, S
Duration: 1 round per level
Casting Time: 1
Area of Effect: One 1-yard per level long, 2-yard per level wide cone
Saving Throw: Negates

This spell is intended for those times an army is racing toward you in a charge. Each creature in the cone will have to save vs. spell or come to a sudden full stop as if it ran into a solid wall (no damage is caused, they just stop). For the rest of the duration, those that did not save can not move towards priest. Those that did make their save can move towards the priest only at half rate.

To cast this spell, the priest puts his open hand forward and yells "stop!" (like a traffic cop).

## Strength of the Avenger

Sphere: Vengeance
School: Conjuration/Summoning
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 4
Area of Effect: The priest
Saving Throw: None

At the end of this powerful prayer, the priest's body convulses as if struck by lightning, and glows with divine radiance. Thereafter the priest's Strength ability score is raised by 1d4 hp plus 1 hp for every two levels of the priest (fractions rounded down) to a maximum of the Strength of the deity, and is given full attack and damage bonuses commensurate with the new Strength. The priest retains the augmented Strength for 1 round per level.

Use of this spell draws the attention of the deity, and the spell only succeeds if the deity is pleased with the usage (i.e. the priest is seeking to avenge some wrong done to him or his companions, the priest is a battle against dire odds, the priest is fighting an enemy of the opposite alignment of his deity, etc.) If the deity is especially pleased with the priest (5% chance), the Strength bonus may be extended for the entire length of the quest the priest is on.

When the spell ends, the supernatural energy abruptly leaves the priest's body, again causing convulsions in the priest which stun him for 1 round. The priest must then make a Constitution check, or fall comatose for 1d3 turns, during which time he can do nothing but rest.

The material component of this spell is a vial of holy water which must be swallowed during the casting and the priest's holy symbol.

## Summon Swarm

Sphere: Animal, Summoning
School: Conjuration/Summoning
Range: 10 yards per level above second
Components: V, S, M
Duration: 1 round per level above second
Casting Time: 2
Area of Effect: 1-yard per level radius sphere
Saving Throw: None

This spell is similar to *insect plague*, but the insects summoned are of a specific type (with specific effects) depending on the priest's deity, for example:

| **Deity** | **Insect** | **Effects** |
|---|---|---|
| Beelzebub | Flies | 15% + 2% per level chance of causing disease |
| Seth | Locusts | 2 hp per round to creatures caught in swarm & infestation of food. |

For other effects, see the fifth-level priest spell *insect plague*.

## Tracking

Sphere: Divination
School: Divination
Range: 0
Components: V, S, M
Duration: 1 turn + 1 turn per level
Casting Time: 2 rounds
Area of Effect: The priest
Saving Throw: None

With this spell, the casting priest is temporarily endowed with tracking ability similar to that of a ranger. However the *tracking* spell is better. Using this spell, the priest becomes not only aware of all physical traces, but psychic traces too. Thus a creature who has travelled using *pass without trace* can be tracked. This makes almost anything trackable, even aerial creatures (those who leave strong enough psychic impressions at least). There are some restrictions though. The priest must have an item that belonged to the creature being tracked. Furthermore tracking with this spell must begin at a point that the creature has been within the past half hour. The other component for the spell is mistletoe of course.

## Unentangle

Sphere: Plant
School: Alteration
Range: Touch
Components: V, S, M
Duration: 1 turn per level
Casting Time: 3
Area of Effect: One person per 2 levels
Saving Throw: Special

An *unentangle* spell is used to allow creatures to pass through an *entangle* spell cast by the same priest. If the spell is used to pass another priest's *entangle* spell then the effects are as follows: normal movement if a save vs. spells is made or $^1/_2$ normal movement if the saving throw fails.

This spell also allows normal movement through the densest of forests, briar thickets, *wall of thorns*, etc.

## Weakness

Sphere: Charm
School: Abjuration, Alteration
Range: 60 yards
Components: V, S, M
Duration: 1 turn per level
Casting Time: 5
Area of Effect: One creature
Saving Throw: None

This is a defensive spell which causes the target creature to lose 0–3 (1d4-1) + 1 per level of the priest points of Strength. The creature's Strength cannot be lowered below 3 due to the effects of the spell. If the creature has exceptional Strength, then the loss of Strength is on a 10% per point ratio. A Strength of 18/01 to 18/09 will drop to 18 before dropping to 17.

Creatures who are successfully subjected to this spell, will tend to lose the urge to attack the priest if their Strength is dropped an appreciable amount.

## Wild Deer Speed

Sphere: Animal
School: Alteration, Enchantment
Range: 0
Components: V, S, M
Duration: 1 turn + 1 round per level
Casting Time: 6
Area of Effect: The priest
Saving Throw: None

This spell confers the speed of a deer upon the priest. It allows the priest to increase his running rate (double normal movement speed, usually 18 or 24) by 1 per 2 levels of the priest. Also, while under this spell's effect, the priest does not become fatigued or winded by running at such a fast pace. Furthermore, the priest can leap forward for 10 feet + 1 foot per level when running. The material component for this spell is mistletoe plus a chip of deer's hoof.

# Third Level Spells

## Air Column

Sphere: Elemental (Air)
School: Alteration
Range: 60 feet
Components: V
Duration: 1d4 rounds
Casting Time: 1
Area of Effect: 60 feet high, 30-foot radius cylinder
Saving Throw: Negates

With the utterance of a word the priest can create a column of air that can perform two functions. One, it can be used as a cushion if the priest is falling. If the priest casts while falling a column of air supports him (and anyone in a 30-foot radius). This column slows his decent as if he had fallen 60 feet less. If the distance fallen is 60 feet or less the creatures caught in the area of effect are set down on the ground (on their feet, paws, etc.) at the end of the duration.

The second use lifts people who are on the ground and buffets them with in the column. Creatures caught within the column are unable to cast spells or use missile weapons but they can use melee weapons at −4 and creatures outside the column are at −2 to hit those trapped inside, due to the random motion of those inside. Also people outside the area of effect are not able to fire missile weapons through or into the column. If they use melee weapons on creatures within the column they must make a Strength check at +2 to hold onto their weapon.

## Air Lance

Sphere: Elemental (Air)
School: Alteration
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 4
Area of Effect: Line or cone (see below)
Saving Throw: Special

This spell creates a force of air directed by two of the priest's arms. The line version of this spell creates a 90-foot 'lance of air' which strikes the target if the priest rolls to hit AC 10 minus Dexterity adjustments for target. The force of the blow causes 3d6 points of damage and causes the target to make a Dexterity check with modifiers as below. This version opens doors as a 20 Strength.

The 'cone' version has a width of 5 feet at the base and 60 feet at the end of the cone, and a length of 60 feet. All in the area of the cone take 1d6 points of damage (save vs. petrification to avoid) and are knocked over unless they make a Dexterity check +1, using the modifiers below.

| Target is or has | Modifier |
|---|---|
| Smaller than man sized | −1 |
| Larger than man sized | +2 |
| Strength under 12 | −1 |
| Strength of 18 | +1 |
| Strength of 19 | +2 |
| Strength of 20 | +3 |
| Strength over 20 | +4 |
| 4 or more legs | +3 |
| Under 100 pounds | −2 |
| Over 1000 pounds | +2 |

Other modifiers may be applied at the DM's discretion, such as a target on a ledge, off balance, embraced, etc. This spell was originally created by a Thri-Kreen who would use his bottom two arms to "scoop" up air and use his top two arms to "aim" the lance. Similar somatic gestures should be used for two-armed creatures. The material component of this spell is a small fan which is consumed in the casting.

## Aura of Nature

Sphere: Plant
School: Abjuration, Alteration
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 1
Area of Effect: 1d12 HD of undead per level
Saving Throw: Special

When this spell is cast, it surrounds the priest with an overwhelming aura of life. This aura is comforting to woodland creatures (+25% on reaction roles) for it is the sensation of life which puts the animals at ease with the priest.

This, however, is not the principle purpose for the spell. Its primary use is to turn undead. Undead creatures find this sensation emanating from the priest's aura very distasteful. When undead encounter this sensation, they are usually repulsed. This occurs if the priest succeeds in turning undead as a priest does. If the die roll "to turn undead" does not succeed then the undead are not repulsed.

The priest's level is the level used to determine the effect of the turning. This is only the case if the priest is in natural surroundings (such as forest, underground caverns and caves, or plains etc.).

If the priest in in his own consecrated grove, then the priest gets a +4 modifier to the die roll to turn undead and in addition is allowed to turn twice the normal number of undead.

If the priest is in an unnatural surrounding (such as buildings or the astral and ethereal planes of existence) then he turns undead as a priest two levels lower then his current level. This is because the influence of nature is reduced in these surroundings (note: in some man-made surroundings there may not be a reduction because of the circumstances—a man-made garden for example).

## Berserker

Sphere: War
School: Alteration, Invocation
Range: Touch
Components: V, S, M
Duration: 1 round per level
Casting Time: 5
Area of Effect: One believer per level
Saving Throw: None

When this spell is cast, it invokes the priest's deity to instill battle madness upon his followers. This causes them to turn into berserkers. When in this state they only attack enemies and not each other or their allies.

The effects of this state gives the warriors a large moral bonus (+60), a to hit (+1) and to damage (+2) bonus, and additional attacks per round (+$^1/_2$).

The major restriction for this spell is that the recipients of this spell must be true followers of the priest's god. Also they will tend to fight until the spell finishes or there is a severe morale failure.

This spell is used exclusively by warrior priests.

## Chameleon

Sphere: Protection
School: Illusion/Phantasm
Range: Touch
Components: V, M
Duration: 1 round per level
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: None

This spell alters the coloration of the recipient's skin, clothes, and gear to match that of the surrounding background, so that he is difficult to spot and attack. The affected creature cannot normally be spotted at distances of further than 100 feet, and at closer distances, he is 20% unlikely to be seen when moving, and thieves are given a 20% bonus to hide in shadows if remaining still (even in sunlight). Further, missile weapons suffer a −4 penalty to hit. The material component for this spell is some chameleon skin.

## Cure Medium Wounds

Sphere: Healing
School: Necromancy
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 7
Area of Effect: Creature touched
Saving Throw: None

This spell is a more potent version of *cure moderate wounds*. The spell cures (or causes) 6–27 (3d8+3) hp per application. Otherwise this spell is the same in all respects as a *cure light wounds* spell.

## Dhalkuir's Diametric Abjuration

Sphere: Combat
School: Abjuration
Range: Touch
Components: V, S, M
Duration: 1 round per level
Casting Time: 1 round
Area of Effect: Weapon touched
Saving Throw: Special

By means of this spell, the priest causes a single weapon to have a to hit (+1) and to damage (+3) bonus when used against creatures whose alignment is opposed to that of the priest. Thus, if a lawful good priest cast the spell, neutral evil, chaotic evil, and chaotic neutral creatures would be affected. In the case of a neutral good priest, opposing alignments are lawful/neutral/chaotic evil, and so on for other priests. If the concerned creature attempts to touch the weapon, it takes damage equal to one hit point per level of the priest (half if a save is made). In the case of outer-plane creatures, the to hit bonus is +3, the to damage bonus +5.

## Etherealness

Sphere: Astral
School: Alteration
Range: Touch
Components: V, S
Duration: Instantaneous
Casting Time: 3
Area of Effect: Two people per 3 levels maximum
Saving Throw: Negates

The priest can take himself and others into the Border Ethereal. From there the travellers are on their own (DM's, you may want to read the Dungeon Master's Guide, second edition, or the Manual of the Planes). The reverse can force a creature out ot the Border Ethereal into your plane. Naturally this spell fails if the Ethereal Plane is not reachable. Anyone touched by the priest, as long as within the area of effect (see above), is also drawn into the Border Ethereal. Unwilling victims are allowed a saving throw.

## Heat

Sphere: Elemental (Fire)
School: Alteration
Range: 10 yards per level
Components: V, S, M
Duration: 1 round per level
Casting Time: 6
Area of Effect: 5-yard radius globe
Saving Throw: None

This spell causes excitation of air molecules so as to make them emit heat. The heat thus created is equal to that of a small fire in intensity, but its radius is limited to 1 yard in diameter. It lasts for the duration indicated, or until the priest utters a word to extinguish the heat. The heat will melt $^1/_12$ cubic foot of ice per round. The spell can take effect wherever the priest directs as long as he has a line of sight or unobstructed path for the spell.

If this spell is cast on a creature, the applicable magic resistance and saving throw dice rolls must be made. Success indicates that the the spell takes affects the area immediately behind the creature, rather than the creature itself. Failure indicates that the target creature will take 2 points of damage per melee round from the heat unless some means of protection from heat is available. The material component for the spell is a tinder box and some wood shavings. Fire resistance (spell, potion or ring) totally negates the effects of a *heat* spell, as will immersion in water or snow, or exposure to a *cold* or *ice storm* spell.

## Improved Charm Person

Sphere: Charm
School: Enchantment/Charm
Range: 80 feet
Components: V, S
Duration: Special
Casting Time: 4
Area of Effect: One humanoid
Saving Throw: Negates

This spell will cause any humanoid to regard the priest as a trusted friend and ally to be heeded and protected. Although this does not grant the priest the ability to command the affected humanoid as a robot, it does assure that anything the priest says to the affected creature will be taken in the most favourable way. If the initial saving throw is made, the creature will not realize that a spell had been cast on him. Otherwise, the affected creature must recheck his save vs. magic once per (20 − Intelligence) days until the spell is broken (creatures with a twenty or greater Intelligence are not affected).

It is, however, possible to double or triple charm creatures, so even if they break the first charm, they must still contend with others (for the purpose of saves, each charm is handled separately from the others). It has been known, however, for members of the opposite sex to on occasion become amorously attracted to the priest, thus continuing the charm indefinitely. The priest may negate the charm at any time, unless such attraction has occurred. One dispel will break all the charms on a creature, and if the priest attempts to harm the charmed creature, this will also break the magic. To further confuse matters, a creature may become charmed to more than one priest.

## Light Step

Sphere: Travellers
School: Alteration
Range: Touch
Components: V, S, M
Duration: 1 round + 1 round per level
Casting Time: 3
Area of Effect: One creature
Saving Throw: None

The recipient of this spell gains the ability to cross silently over flat surfaces at a normal pace (or still fluids at half-normal pace) without activating pressure-based traps or leaving any tangible trace. The material component is some dust to be sprinkled on the surface to be crossed.

## Lion's Claw

Sphere: Combat
School: Alteration
Range: 0
Components: V, S, M
Duration: 1d4 rounds + 1 round per level
Casting Time: 3
Area of Effect: The priest
Saving Throw: None

When this spell is cast, the priest causes his fingernails to grow and thicken into claws. He is able to attack with these claws twice a round, doing 1d4+1 points of damage each plus Strength bonuses. Damage from these claws will affect creatures that can only be hit by +3 or less magic weapons. But, the claws are not magical. Note that the claws does not affect the priest's spell casting ability or his capability to hold or manipulate objects. To cast this spell, the priest needs a sprig of mistletoe and a claw from a lion.

## Oath

Sphere: Charm
School: Enchantment/Charm
Range: Special
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: The priest plus one creature
Saving Throw: None

By means of this spell, the priest sets down a magical contract between himself and some other individual, which cannot be broken by either party except where conditions of punishment are specifically agreed upon. All that is necessary is that the two parties somehow be in communication, have full understanding of the agreement, and that both willingly accept it. Because of the nature of the magic, oaths which are not clear and well defined tend to end in disaster for both parties. The oath may only be "unbound" if the contingency was set for its unbinding within the magical contract.

## Oxen Strength

Sphere: Animal
School: Alteration
Range: 0
Components: V, S, M
Duration: 1 hour + 1 turn per level
Casting Time: 5 rounds
Area of Effect: The priest
Saving Throw: None

Through the use of *oxen strength*, the priest is able to endow himself or herself with the strength of an ox. The result is that the priest's Strength is raised 1 point for every level that he has attained, to a maximum of 18. The component for this spell is mistletoe and a strip of beef jerky made from an ox that was sacrificed during one of the priestly rites.

## Protection from Constriction

Sphere: Protection
School: Abjuration
Range: 30 yards
Components: V, M
Duration: 1 round per level
Casting Time: 1
Area of Effect: One creature
Saving Throw: None

When cast, a *protection from constriction* spell will mitigate crushing damage taken each round from a single attack form. Up to one hit point per level of the priest is deducted from crushing damage. Note that this does not mitigate damage from crushing weapons or falling; it will protect against constriction, bear hugs, *Bigby's crushing hand*, or any similar gradual compression. Example: a sixth-level priest under the effect of this spell is hugged by an owlbear on three consecutive rounds for 3, 10, and 7 points of damage. Damage accrued over each round would be zero, 4, and 1 hp, respectively. The material component is a hard-boiled egg anywhere on the spell recipient.

## Protection from Lycanthropes, 10′ Radius

Sphere: Protection
School: Abjuration
Range: Touch
Components: V, S, M
Duration: 1 turn per level
Casting Time: 4 rounds
Area of Effect: 10-foot radius sphere
Saving Throw: None

This spell is equal to the fourth-level priest spell *protection from evil, 10′ radius*, except as noted above, and that it protects only from lycanthropes. The material component of this spell is a small silver dagger.

## Protection from Petrification

Sphere: Protection
School: Abjuration
Range: Touch
Components: V, S, M
Duration: 1 round per level
Casting Time: 6
Area of Effect: One creature per level
Saving Throw: None

This spell gives a +4 bonus on all saving throws versus any petrification attack for each creature touched. The material component is a jellyfish tentacle.

## Protection from Undead, 10′ Radius

Sphere: Necromantic, Protection
School: Abjuration
Range: Touch
Components: V, S, M
Duration: 1 turn per level
Casting Time: 4 rounds
Area of Effect: 10-foot radius sphere
Saving Throw: None

This spell is equal to the fourth-level priest spell *protection from evil, 10′ radius*, except as noted above, and that it protects only from undead.

## Remove Scar

Sphere: Healing
School: Necromancy
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 6
Area of Effect: One creature
Saving Throw: Negates

The purpose of this spell is to remove scars caused by battle or other mishaps. Any Comeliness that was lost due to scarring is now restored from application of this spell. Larger scars may require several applications to remove all the effects of the disfigurement.

The reverse of this spell causes hideous scars to form on the targets face and body causing a loss of 1d3 Comeliness points. Multiple applications of this spell cannot drop Comeliness lower than 0. A save vs. spells will negate the effect.

## Revisitation

Sphere: Vengeance, Law
School: Invocation
Range: 120 yards + 10 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: One creature
Saving Throw: Special

This spell is a magical implementation of the divine edict "an eye for an eye". A single *revisitation* spell can reproduce all or part of the damage that the priest has ever suffered at the hands of the target (priest's option), but any single injury may be revisited only once. The priest must name aloud all injuries he wants revisited on the target. Only those injuries suffered by the priest which went unredressed are eligible for *revisitation*.

If, for example, a bandit's surprise sword attack has blinded the priest, then the effect of *revisitation* will be to blind the bandit. If a dragon swoops down from the sky, breaths fire on a priest for 20 points of damage, and turns to fly away, then a *revisitation* spell would produce 20 points of damage on the dragon. However, if the same dragon was on the ground and breathed fire on the priest, and if the priest responded with a *spiritual hammer* attack, doing the dragon 4 points of damage, then the breath weapon attack would be ineligible for *revisitation* purposes.

If a *revisitation* spell is used to revisit an injury which would be fatal to the target, then the target is allowed a saving throw versus death magic. Creatures making this saving throw take half damage and fall unconscious for 1d6 rounds.

The *revisitation* spell can be used as a cooperative magic spell. When two or more priests are available, the spell can be used to redress injuries received by third parties. One priest casts a *zone of truth* or *true speak* spell and the other casts the *revisitation* spell. At the crucial moment, the injured third party, under the effect of a truth spell, names the grievances to be redressed. The priest casting the *revisitation* spell then repeats the list of injuries and the *revisitation* spell is completed.

The material component is the priest's holy symbol, and a balance, or part of a broken weapon.

## Root

Sphere: Plant
School: Enchantment/Charm
Range: Touch
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 1 round
Area of Effect: Three creatures maximum
Saving Throw: Special

By means of this spell, the priest causes a willing recipient's feet, paws or hooves to be firmly rooted to the ground, becoming immovable. The creature gains an extra saving throw vs. paralysation at +4 to avoid being thrown back, picked up, knocked down or blown around. Success means the creature remains standing; failure indicates the situation is to be handled normally, with another saving throw if allowed. The recipient may "root" and "unroot" at will, as long as it occurs within the duration of the spell. Rooting or unrooting takes 1 segment. The recipient may not perform any action requiring legwork (walking, running, etc.) while rooted. At he end of the spell's duration, the recipient is automatically unrooted.

Optionally, the spell may be cast upon an unwilling subject (who must be touched by the priest and fail a save vs. spells at -2 to be affected). Unlike the priest, the victim has no control over the spell once touched and is anchored until released by the priest, the root duration expires or it is dispelled. The material components for this spell are mistletoe and a small piece of root from a large tree, preferably oak.

*Root* is one of the special prayers granted by Saint Timorel, patron of druidical groves and retreats.

## Selective Entangle

Sphere: Plant
School: Alteration, Invocation
Range: 80 yards
Components: V, S, M
Duration: 1 turn per level
Casting Time: 4
Area of Effect: One person per 2 levels
Saving Throw: $^1/_2$

This spell is very similar to the first-level priest spell *entangle* except for one major difference. It effects only the creatures targeted for the spell effects and no-one else, unlike the entangle spell.

When the creature(s), who are effected by this spell, try to walk by any form of plant life, the plants will reach out and grab the creatures much in the same manner as the *entangle* spell. Thus if they are trapped by the spell others can then walk up to the entangled creatures. In this respect the spell is similar to *hold person* in its effects.

If the creature fails its saving throw vs. spells then it is held fast by the plants. If the save is made then the targeted creature has its movement reduced to half normal.

If the creature struggles to free themselves from the plants then a new saving throw vs. spells can be made every turn (note: this is very tiring work). The Strength to hit bonus can be used as a positive modifier on these additional saves. If the creature makes one of these additional saving throws then they are 'freed' but their movement is still reduced by half. If after another turn the creature is still in an area with plant life then a save vs. spells is required with the effects outlined above occurring.

In short, a save must be made every turn when in areas of vegetation to determine the effects of the spell if the spell target is actively fighting the effects of the spell.

## Spontaneous Combustion

Sphere: Elemental (Fire)
School: Alteration, Conjuration
Range: 30 feet
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: One square foot per level
Saving Throw: None

This spell causes one square foot of flammable material per level of priest to burst into flames. Heavy burning clothing such as thick robes will cause 1d12 points of damage per round while light burning clothing will cause only 1d6 points of damage per round. Rolling on a floor with smother will stop a victim from taking any more damage and put out the flame in two rounds.

## Status

Sphere: Charm
School: Enchantment/Charm
Range: 0
Components: V, S, M
Duration: 1 week
Casting Time: 1 round
Area of Effect: The priest
Saving Throw: Negates

This spell causes an amount of damage equal to ten percent of a subject creature's current hit points (rounded down), to creatures of a level lower than the priest's level on a failed save versus magic when the creature failed to either address the priest or refer to the priest as he requests. The material component for this spell is a miniature paper crown.

## Stone Seeds

Sphere: Elemental (Earth), Plant
School: Alteration
Range: 0
Components: V, S, M
Duration: 1 month
Casting Time: Special
Area of Effect: 50-yard long square per level
Saving Throw: None

When the *stone seed* spell is cast, it causes plant seeds to become magically enchanted so as to enable them to grow in to solid stone. The seeds will grow at quadruple normal rate for 4 weeks. During this time the roots will grow down into the stone a distance of 1 inch per level of the priest in hard stone or 2 inches per level in soft stone. After this month (28 days) is over, the plants will grow normally. Thus they will require food, light, and sunlight if they are to continue growing after this point.

The effect of the plants growing into a stone structure are rather nasty, for it could remove around 10-90% of the structure's structural points, depending upon the thickness of the stone.

To cast this spell, the priest must mix a handful of seeds from whatever hardy plants are available (such as crabgrass, ivy, cactus, dandelion etc.) with the seeds to be planted. This must be then mixed in a leather pouch with sapphire dust of not less than 50gp value per 50 yard square area to be covered. The priest then "sows" the seeds as he casts the spell with the seeds magically implanting themselves in the stone.

The spell takes 1 turn per 0 yard square area to be covered to cast.

## True Speak

Sphere: Charm, Vengeance, Law
School: Enchantment/Charm
Range: 30 yards
Components: V, S, M
Duration: 1 round per level
Casting Time: 3
Area of Effect: d per level
Saving Throw: Negates

This spell is similar to the second-level *zone of truth* spell, however, *true speak* is much more powerful. *True speak* is used to force creatures to answer questions truthfully. To complete the spell, the priest presents his holy symbol in a forceful manner and demands the answers to various questions. The priest then touches the creature he wishes to question with his holy symbol. Ensorcered creatures are then compelled to answer the questions truthfully and to the best of their ability. Although information need not be volunteered, nothing relevant may be omitted in answering a direct question.

Characters of greater hit dice or levels than the priest are allowed a saving throw versus spell. Creatures making the saving throw are not forced to answer questions, however, everything they do say must be the truth. In this instance, *true speak* functions exactly like the *zone of truth* spell, and affected creatures are allowed to evade questions, answer indirectly, and refuse to answer so long as everything they do say is completely true.

In many areas, admissions made under the *true speak* spell are admissible in courts of law.

## Wings of God

Sphere: Animal, Elemental (Air), Travellers
School: Alteration
Range: 0
Components: V, S, M
Duration: 1d6 turns + 1 turn per level
Casting Time: 3
Area of Effect: One person
Saving Throw: None

This spell causes large wings to grow on the back of the priest, allowing him to fly as per the wizard spell *fly*. The spell is not affected by armour of any sort (the wings will grow through the armour, and the armour will not be destroyed).

If the deity is good-aligned, the wings are white, angel-like, and if he is evil, they will be devil-like. Druids grow eagle-like wings, and other neutral deities grant grey feather-wings.

Normally, this spell may only be cast on the followers of the same god as the priest. However, in dire needs it may be cast on any person. If cast on another person under 'non-dire' needs, the priest loses access to the spell for two days.

The material components are the priest's holy symbol, plus a white feather for good, an eagle-feather for druids, any feather for neutral and a bat wing for evil priests. The components may be reused.

Note that the word "God" in the title of this spell should be changed to the name of the priest's god.

## Winston's Create Party Food and Drink

Sphere: Creation
School: Conjuration
Range: 5 yards
Components: V, S
Duration: Special
Casting Time: 1 turn
Area of Effect: One cubic foot per level
Saving Throw: None

When this spell is cast, the priest causes party food and party drink to appear. The type of party is random from the suggested table below. The DM should feel free to substitute any other party foods and drinks. Each cubic foot of the material sustains four human sized creatures or one horse sized creature for a full day. The food decays and becomes inedible within 12 hours, although it can be restored for another 6 hours by casting a purify food and water spell on it. The liquid produced by this spell is the same as that created by the first-level priest spell *Winston's create party drink* (q.v.). For each experience level the priest has obtained, one half cubic foot of food and drink will be created by the spell. A second-level priest could create one cubic foot of food and one cubic foot of drink.

To determine the food conjured, roll 1d6 and check on the table below:

| Roll | Type of Party | Food Summoned |
|---|---|---|
| 1 | Kid's Birthday party | Very sweet Cool Aid, Birthday cake, potato chips, Chex mix, hotdish. |
| 2 | Barbecue | Dark beer, brauts hamburgers, buns, egg salad, potato chips. |
| 3 | Frat party | Very low quality beer, popcorn, peanuts. |
| 4 | Pizza party | Soda in assorted flavors, pizza. |
| 5 | Society gathering | Fine wine, shrimp, little sandwiches, brie, crackers, assorted appitizers. |
| 6 | Ice cream Sunday party | Root beer, soda water, assorted flavors of ice cream, lots of toppings. |

# Fourth Level Spells

## Adaptation

Sphere: Protection
School: Abjuration
Range: Touch
Components: V, S, M
Duration: 1 turn per level
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: None

This spell exactly duplicates the effects of a *necklace of adaptation* for the specified duration. The material component is a vial of holy or unholy water ingested by the spell recipient.

## Awake

Sphere: Healing
School: Alteration, Invocation
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 5
Area of Effect: 30-yard radius sphere
Saving Throw: None

When this spell is cast, the priest invokes the blessings of his deity and claps his hands sharply once. The sound of the clap allows all creatures within the area of effect who hears it to awaken. Sleeping (naturally or magically induced) creatures will wake up. Those under the influence of mind-affecting drugs/substances will become coherent for 1 round per level of the priest. Creatures who's minds are under some sort of foreign influence (i.e. *charmed, hypnotised, dominated, enthralled*, etc. but not possessed) get a second saving throw. In any case, all creatures within the effect will experience a temporary clarity of thought. Note, this may make the subject more vulnerable to any mind-based earsdropping such as *ESP* or *empathy*. The material component for this spell is a 1000gp gem hanging on a chain which must be wound around the priest's hand while he claps.

## Beppie's Happy Hour

Sphere: Charm
School: Enchantment/Charm
Range: 0
Components: V, S, M
Duration: 1 hour
Casting Time: 4
Area of Effect: 100-foot radius
Saving Throw: Special

Casting this spell can have quite unpredictable effects, i.e., no one can predict what will happen after the spell's duration has expired. When cast, all creatures within 100 feet of the priest are immediately overcome by an enormous feeling of joy and an unresistible desire to party. No saving throw is applicable.

For exactly one hour, everyone within the area of effect will party: they will drink, sing, dance, and otherwise rejoice. Also, all within the area of effect will feel no feelings of hatred, fear, or other "negative" feelings. All others will be considered friends, for the time being.

Anyone entering the area of effect must make a saving throw vs. spells to avoid being affected. This roll is repeated every round. Those leaving the area of effect will remain under the spell's effect, but upon noticing that they are leaving the fun place, they will probably try to return to the party, since they're really "in the mood".

Note that the area of effect moves with the priest, that the priest himself is always affected by the spell, and that those affected by the spell will probably have run out of alcohol at the end of the spell's duration.

## Chime of Opening

Sphere: Travellers
School: Enchantment/Charm
Range: 1 foot
Components: S, M

Duration: Instantaneous
Casting Time: 1
Area of Effect: One non-magical lock
Saving Throw: None

This spell causes the release of any single, mechanical, non-magical bond or lock. Any traps on the lock may go off when this spell is cast. The material component is a brass tubular chime, which must be rung and will disappear at the casting.

## Cure Serious Wounds

Sphere: Healing
School: Necromancy
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 8
Area of Effect: Creature touched
Saving Throw: None

This spell is a more potent version of *cure medium wounds*. The spell cures (or causes) 9–37 (4d8+5) hp per application. Otherwise this spell is the same in all respects as a *cure light wounds* spell.

## Detect Curse

Sphere: Divination
School: Divination
Range: 30 yards
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: One creature or object
Saving Throw: None

When cast, a *detect curse* spell enables the priest to detect the existence of a curse on the creature or object, such as a cursed sword. The spell will detect the first cursed creature or object that lies along the casting priest's line of sight (and within range) with a base chance of 50%. An extra 1% is added to the base chance for each level of experience of the casting priest. Note that stone of more than 1 foot thickness or metal of any thickness will block the spell. The material components of the spell are the priest's holy or unholy symbol and a crushed sapphire of at least 1,000gp value.

## Double Specialization

Sphere: Combat
School: Alteration, Invocation
Range: 0
Components: V, S, M
Duration: 4 rounds per level
Casting Time: 6
Area of Effect: The priest's weapon
Saving Throw: None

This spell is similar to the second-level priest spell *specialization* except for two differences. The first is that it gives the priest double specialization in the god's preferred weapon, if he has one, or the priest's weapon of choice if not. The second difference is that this spell can be used to give *specialization* to another person in any chosen weapon.

The material and somatic gestures are the same as for *specialization*.

## Fearlessness

Sphere: War
School: Abjuration
Range: 0
Components: V, S, M
Duration: 2 turns per level
Casting Time: 1 turn
Area of Effect: All followers in a 60-yard radius sphere
Saving Throw: None

When this spell is cast, it fills the followers of the priest's god with bravery. For the duration of the spell, all of the followers will be immune to any form of fear.

There is one additional material component required. The spell requires the ritual slaying of a "brave" animal such as a lion. The priest then drinks the blood of the animal and then "blesses" the followers, thus transferring the trait of bravery to them.

That material component causes some druids to be upset, so that there is sometimes friction between the religion that uses this spell and the local sect of druids.

## Fish Command

Sphere: Animal, Charm
School: Charm
Range: 90-yard radius
Components: V, S, M
Duration: Instantaneous
Casting Time: 2 rounds
Area of Effect: One fish
Saving Throw: None

This spell allows the priest to command any fish within range as long as the fish can hear him and he does not exploit it. Only normal fishes can be affected, including variants in size. Thus catfish, sharks etc. can be commanded but dolphins (mammals) or mermaids cannot. The command must be given in a short sentence of at most 25 words. The fish will automatically understand the language the priest is speaking. Since familiars are not considered to be normal animals, they cannot be commanded by this spell. The material component of this spell is a fish's fin.

## Hallucinatory Plain

Sphere: Charm
School: Illusion/Phantasm
Range: 80 yards
Components: V, S, M
Duration: Permanent
Casting Time: 6
Area of Effect: 40-yard long square per level
Saving Throw: None

This spell is identical to the *hallucinatory forest* spell (q.v.) save that the priest causes an area to appear as if it is a relatively flat plain or clearing.

The greatest uses for this spell would be to hide a forest to protect or trap others. Other uses would be to hide a chasm, mine, or to extend a cliff. . .

## Lathander's Mourning Glow

Sphere: Sun
School: Alteration

Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 4
Area of Effect: 10-foot radius per level
Saving Throw: Negates

This spell causes all undead of lower level than the priest, within the range, to glow with a pale blue radiance equivalent to a *faerie fire* spell (unless they make their save). This glow causes no damage to the undead nor does it inhibit them in any way, it simply outlines the presense of the undead to others.

The material components for the spell are the priest's holy symbol and a crystal bead which has had a *continual light* spell cast upon it, the latter component is consumed in the casting.

## Lightning Strike [1]

Sphere: Combat, Weather
School: Invocation
Range: 60 yards
Components: V, S, M
Duration: Instantaneous
Casting Time: 7
Area of Effect: One creature
Saving Throw: $^1/_2$

The *lightning strike* spell causes a bolt of lightning to streak down out of the sky and hit the target, for 6d8 points of damage, save for half. The target must either be exposed to open sky, or be separated from it by a barrier that lightning strikes can blast through: an inch of wood or half an inch of stone per level of the priest, up to a maximum of a foot of wood or half a foot of stone.

## Meandering Path

Sphere: Plant
School: Alteration, Illusion
Range: 1 mile + $^1/_2$ mile per level
Components: V, S, M
Duration: 1 day per level
Casting Time: Special
Area of Effect: 10 feet at both sides of path travelled
Saving Throw: Special

With this spell, the priest causes a path (which appears to be natural, old, man-made, etc) to appear. Any who come across this path will believe it to be what it appears. To cast the spell, the priest needs two branches from an oak tree. One is planted at the beginning of the path. The priest then walks the route that he wishes the magical path to follow. At the end of the path the other branch is planted and the spell is cast. Travel upon the path is either easy or hard (depending on the priest's choice of travel). Those who happen on the path must make a saving throw. Average the hit dice or levels of the group and roll one saving throw (DM does this without the group's knowledge). If they fail, the path then appears to be heading in the direction that they wish to travel. If the save is made, the path appears as it is (i.e. a path in the direction that the priest walked) and the group may still decide to follow it anyway.

While travelling on this path, the group will never surprise anyone or anything and suffers a penalty of on all rolls (saves, to hit, damage, Dexterity checks, etc.). Those trying to leave the path after travelling upon it find that the path is bordered by heavy thorns that block passage and writhe and grasp all who enter (cf. *wall of thorns* and *entangle*). This wall attacks as the priest doing 1d6+2 points of damage. Each 10-foot section of thorns has 3 attacks. The wall arches over the path to prevent exit by flying, leaping, etc. The spell also counters the ability of *pass without trace* of other priests.

Fire results in a double-strength *wall of fire* in that area (but it does not create a passable space, i.e. take fire damage and still be attacked by thorns). The only way to leave the path is to follow it to its end (or *teleport*, go ethereal, or *plane shift*). A *dispel magic* is possible only on the oak branches at the end of the path (either one).

## Moonlight

Sphere: Sun
School: Alteration
Range: 120 yards
Components: V, S, M
Duration: 1 hour per level
Casting Time: 8
Area of Effect: Ten thousand contiguous square feet or yards (see below)
Saving Throw: None

A *moonlight* spell produces, in the area of effect, ambient light equal to that of a full moon regardless of cloud or tree cover, although objects below tree cover or ceilings will cast normal shadows. Underground, the area of effect is in square feet, outdoors, in square yards. The material component is a 50gp moonstone.

## Neutralise Gas

Sphere: Protection
School: Alteration
Range: 60 yards
Components: V, S, M
Duration: 1 round per level
Casting Time: 6
Area of Effect: 1-foot per level radius sphere
Saving Throw: Special

This spell will detoxify any poisonous gas. Any poisonous gas within the area of effect will be turned into a fine watery mist and be completely harmless. Even green dragon breath will be rendered harmless by this spell.

If the spell is cast upon an object or creature, then the sphere will move with the target. A target creature would get a save vs. spells to avoid this effect if they are unwilling. If the target saves then the globe will center in the nearby area. Use the thrown missiles table to determine where the spell actually centers. This may mean that the target is still in the area of effect until it moves.

The reverse of this spell, *poison gas*, will create a cloud of poisonous gas which will slay outright any creatures in the area of effect that are under 2+1 HD. All other creatures must make a save vs. poison at $-2$ every round that they stay in the cloud or die in 1d3 rounds. If the creatures make their save for that round, then they only take 3d6 points of damage instead. If the target creature has the spell centered around itself, and then has a *slow poison* cast, then the target only takes 1 points of damage per round.

Regardless of what version of the spell is cast, the priest holy symbol and a sprig of belladonna is required to cast the spell. The belladonna disappears after the spell is cast.

## Offensive Summoning

Sphere: Summoning, Vengeance
School: Conjuration/Summoning
Range: 40 yards

Components: V, S
Duration: Instantaneous
Casting Time: 4
Area of Effect: One creature
Saving Throw: Special

The *offensive summoning* spell is a very specific type of summoning. The only eligible targets are those which have done the priest an unredressed wrong. The priest concentrates upon the target, the injury, or the target's name, and speaks the desired range. The target is then brought to within the 40 yards of the priest (priest's option). The first round after the *offensive summoning* is complete, the target appears and is quite surprised.

If the target has more hit dice per levels than the casting priest, the target is given a saving throw versus spell. If the saving throw is made, then the priest and anyone touching the priest is transported to the location of the target.

In order for this spell to work, the priest and target must be on the same plane. No creature of demigod or greater status is ever summoned in this fashion.

## Pacify

Sphere: Charm
School: Enchantment/Charm
Range: 120 yards
Components: V, S
Duration: Special
Casting Time: 4
Area of Effect: All creatures in a 30-yard radius sphere
Saving Throw: None

By means of this spell, the priest dispels feelings of anger and fear from the target creatures. Note that this does not produce any feelings of goodwill in the subjects: a creature engaged in premeditated homicide would be unaffected. The duration is permanent until the creatures in concern are again given cause to be angry or afraid. Note: magic resistance does not affect this spell.

## Possess Animal

Sphere: Animal, Charm
School: Enchantment/Charm
Range: 100 yards + 10 yards per level
Components: V, S
Duration: 3 turns + 1 turn per level
Casting Time: 3 rounds
Area of Effect: One natural creature
Saving Throw: Negates

By use of this spell, the priest is able to project his spirit into that of an animal, forcing the creature to behave according to his will. The creature must be a normal creature and have fewer hit dice than the priest. The animal is allowed a saving throw versus spell and if successful the spell has no effect. Once the animal is possessed, the priest can cause it to do anything within its ability, regardless of the consequences to the animal. However, for every hit point of damage suffered by the animal, the priest suffers half a hit point of damage. In addition, should the animal die while under the control of the priest, a system shock roll must be made. If the roll is failed, the priest also dies. While controlling the animal, the priest's body enters a catatonic state. If the body is disturbed or moved, the spell is disrupted. The material component for this spell is a holly leaf and some hair from the animal.

## Protection

Sphere: Protection
School: Abjuration
Range: Touch
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 2 per creature touched
Area of Effect: One creature per level
Saving Throw: None

All creatures affected by this spell are bestowed with the equivalent of a *ring of protection +1* (+1 on armour class and saving throws). This is not cumulative with bonuses given by *rings* or *cloaks of protection*. Each creature may be touched only once, i.e., the protection is not cumulative.

## Protection From Elementals, 10′ Radius

Sphere: Protection
School: Abjuration
Range: Touch
Components: V, S, M
Duration: 1 turn per level
Casting Time: 4 rounds
Area of Effect: 10-foot radius sphere
Saving Throw: None

This spell is equal to the fourth-level priest spell *protection from evil, 10′ radius*, except as noted above, and that it protects only from elementals. The material component for this spell is some substance of elementary sort (e.g., a handful of sand, some water, or even just blowing into the air). For every element supplied while casting, the appropriate elementals will be scared away.

## Remove Scars

Sphere: Healing
School: Necromancy
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: One person
Saving Throw: Special

On casting this spell, the priest is empowered to remove scars or other similar marks (burn marks, birth marks, etc.). This will enable the recipient of the spell to restore lost Charisma caused by such marks. Note that this spell will not affect Charisma lowered by other means (e.g. magical). Charisma can be restored by up to one point per 2 levels of the priest, rounded up (4 points at seventh and eighth level, 5 points at ninth and tenth level, etc.). Charisma cannot be restored above its former value by means of this spell.

Multiple applications will only succeed if the recipient makes a saving throw against spells for each application after the first. If the saving throw is unsuccessful, then no more points can be restored by the use of this spell. Future Charisma loss can, however, be restored. The reverse of the spell is not permanent, but will reduce Charisma by 1d4+1 points for a duration of 1 turn per level of the priest. The target of a *bestow scars* spell must be touched. If the victim is touched, a successful saving throw versus spells is necessary in order to negate the effects of the spell.

## Reptile Command

Sphere: Animal, Charm
School: Enchantment/Charm
Range: 90-yard radius
Components: V, S, M
Duration: Instantaneous
Casting Time: 2 rounds
Area of Effect: One reptile
Saving Throw: None

This spell allows the priest to command any reptile within range as long as the reptile can hear him and he does not exploit it. Only normal reptiles can be affected, including variants in size. Thus lizards, giant lizards etc. can be commanded but dragons cannot. The command must be given in a short sentence of at most 25 words. The reptile will automatically understand the language the priest is speaking. Since familiars are not considered to be normal animals, they cannot be commanded by this spell. The material component of this spell is a reptile's tail.

## Revive Plant

Sphere: Plant
School: Necromancy
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell allows the priest who casts it (normally a druid) to restore the life-force of any plant or any monster of vegetable nature. The spell works on any one tree or on any area of small plants or shrubs of size at most 2 square yards per level. The plant or area of vegetation may have been dead for 10 years per level of the druid. The spell regenerates all missing parts, so it may be used to restore a living tree from a decades-old tree stump, or a flower patch from a bunch of dried flowers. Plants which normally grow in soil may be revived only in soil.

The material component for this spell is a bit of dung.

## Sanctum Sigil

Sphere: Guardian
School: Abjuration, Invocation
Range: 0
Components: V, S, M
Duration: 1 day per level
Casting Time: 1 turn
Area of Effect: 100-yard radius sphere centered on the sigil
Saving Throw: None

This spell creates a magical symbol similar to that produced by a *glyph of warding*. It is inscribed in the air, does not move, and provides protection from either law, chaos, good, or evil, in the following manner: should any creature of the specified alignment enter the area of effect, the priest will be mentally alerted to its presence, even awakened from sleep, provided that the priest is himself within the area of effect. Note that the warning message to the priest gives neither its alignment nor its location, and only the priest receives said message. The material component is burning incense.

## Sex Change

Sphere: Chaos, Charm, Necromantic
School: Alteration, Invocation
Range: 2 yards per level
Components: V, S, M
Duration: Permanent
Casting Time: 7
Area of Effect: One creature
Saving Throw: Negates

Except as noted above, this spell is identical to the fifth-level wizard spell of the same name.

## Song of Courage

Sphere: War
School: Enchantment/Charm
Range: 0
Components: V, S
Duration: 1 round per level
Casting Time: 2
Area of Effect: 100-foot radius
Saving Throw: None

By use of this spell, the priest sings a song of glory, thus bestowing great courage and resolve upon his allies within the area of effect. Whilst his song is heard, his companions are immune to *fear* magic and do not need to make morale checks. The priest must place his fullest concentration on the singing for the duration of the spell.

## Spiritual Triangle

Sphere: Wards
School: Abjuration, Necromancy
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

By means of this spell the priest may inscribe a *spiritual triangle* (a triangle inscribed in a circle). While within this triangle, the priest cannot be magically influenced or controlled by any sort of charm, suggestion, or hypnosis. Nor can the priest by psychically or spiritually assaulted. The beneficiary of the spell will likewise be unable to cast such spells from within the triangle. A save versus Intelligence must be made to determine if the inscriptions were made correctly.

The material component for this spell is some incense, worth at least 400gp.

## Vamoose

Sphere: Charm
School: Enchantment/Charm
Range: 50 feet
Components: V, S, M
Duration: 2 turns per level
Casting Time: 1
Area of Effect: Four HD of humanoids per level
Saving Throw: Negates

By use of this spell, the priest may frighten away four hit dice of humanoids per level of experience. The material component for this spell is a bit of sulphur.

# Fifth Level Spells

## Animal Merge

Sphere: Animal, Charm
School: Enchantment/Charm
Range: 30 yards
Components: V, S, M
Duration: 1 turn per level
Casting Time: 3 rounds
Area of Effect: One natural creature
Saving Throw: Special

By use of this spell, the druid (this spell only functions for druids) is able to merge his body into that of an animal, forcing the creature to behave according to his will. The creature must be a normal creature and have fewer hit dice than the druid has levels. The animal is allowed a saving throw versus spell (at +4 if the druid does not know the animal, normal otherwise), and if successful, the spell has no effect. However, if the druid first assumes the form of the type of animal he wants to merge with (by using his shape changing ability), no saving throw is allowed.

Once the druid and the animal have merged, the druid can cause the animal's body to do anything within its ability, regardless of the consequences to the animal. However, for every hit point of damage suffered by the animal, the druid suffers half a hit point of damage. In addition, should the animal die while under the control of the druid, a system shock roll must be made. If the roll is failed, the druid dies as well. When the spell ends, the druid is expulsed from the body of the animal, and remains in the form he has before entering the animal. This spell functions for druids only. If an ordinary priest wants to merge into an animal, he must use the sixth-level spell *monster merge*. The material component for this spell is the animal itself.

## Avian Command

Sphere: Animal, Charm
School: Enchantment/Charm
Range: 90-yard radius
Components: V, S, M
Duration: Instantaneous
Casting Time: 2 rounds
Area of Effect: One avian
Saving Throw: None

This spell allows the priest to command any avian within range as long as the avian can hear him and he does not exploit it. Only normal avians can be affected, including variants in size. Thus eagles, sparrows, doves etc. can be commanded but pegasi and phoenixes cannot. The command must be given in a short sentence of at most 25 words. The avian will automatically understand the language the priest is speaking. Since familiars are not considered to be normal animals, and they cannot be commanded by this spell. The material component of this spell is a feather.

## Cure Critical Wounds

Sphere: Healing
School: Necromancy
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 9
Area of Effect: Creature touched
Saving Throw: None

This spell is a more potent version of *cure serious wounds*. The spell cures (or causes) 13–48 (5d8+8) hp per application. Otherwise this spell is the same in all respects as a *cure light wounds* spell.

## Cure Insanity

Sphere: Healing
School: Abjuration
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Creature touched
Saving Throw: None

The casting of this spell cures one mental malady in the subject. Insanity applies to any form of temporary or permanent mental illness, even those brought on by psionic attack or spell, such as *feeblemind*.

## Dariod's Vestigial Vine

Sphere: Plant
School: Alteration
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 8
Area of Effect: The priest
Saving Throw: None

This spell will allow the priest to grow forth from one of his fingers a vine. While any finger from either of the priest's hands is usable, the index finger of the priest's primary hand is generally chosen. The vine, while a magical extension of the priest's body, is treated as a separate physical entity, therefore having an AC 5 and 30 hp (plus an additional 2 hp per level of the casting priest).

The spell will end when either the maximum duration is reached or the vine takes more damage than it has hit points. The vine moves in a snaking fashion and is usable in most ways that an arm is. It uses up one of the priest's actions to use the *vestigial vine*, so, if the priest had only 1 attack per round and he chose to attack a creature with the vine then he would be incapable of performing another action until the following round.

The vine can attempt to retrieve an object, wield a sickle or similar weapon (although at a penalty of −2 to hit due to the unwieldiness of a man-made weapon in the vine's clutches), or it may be used to whip opponents. Whipping is the primary form of attack of the vine and, assuming a successful to hit roll (no adjustments), the target will receive 1d10 points of damage.

The material component for the spell is a small strand of vine and the juice from half a dozen holly berries (squeezed from said berries).

## Divine Attributes of the Avenger

Sphere: Vengeance
School: Conjuration/Summoning
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 5

Area of Effect: The priest
Saving Throw: None

The priest begins this spell by describing in full the quest he is on. Naming the conclusion he desires, and imploring his deity to take notice of the urgent nature of the mission. When this description is completed, if the priest is successful is persuading his deity, the priest's body is surrounded by a majestic glow which grows in brilliance until the priest radiates the same illumination as the midday sun. This illumination lasts for 1 round during which the priest's body undergoes a miraculous transformation. After the light fades, the priest emerges with grey hair and a look of awe on his face. The awe fades in 1 round and the priest's mood is serene. Thereafter all of the priest's ability scores are raised to 19, and the appropriate bonuses as described in the Player's Handbook are applied. Note that the priest does not gain any divine abilities with this spell.

Use of this spell draws the attention of the deity, and the spell only succeeds if the deity is pleased with the usage (i.e. the priest is on a quest of overwhelming danger and is seeking vengeance for a terrible wrong, the priest is fighting in the name of the God against a special enemy of the deity, etc.) If the deity is pleased with the priest, then the bonuses are applied to the priest for the entire length of the quest the priest is on.

When the quest ends, the priest falls to his knees, announces to his deity that the quest is over, and falls comatose for 1d4 turns.

The material component of this spell is a vial of holy water which must be swallowed during the casting and the priest's holy symbol.

## Entreaty

Sphere: Combat
School: Conjuration/Summoning
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 5
Area of Effect: 60-yard radius
Saving Throw: None

This spell exactly duplicates the effect of a *chant* spell, except that the priest need not continue chanting. Its effects are cumulative only with a *chant* spell, and not *bless, prayer*, or *protection*.

## Fear

Sphere: Charm
School: Enchantment/Charm
Range: 0
Components: V, S, M
Duration: 1 round per 2 levels
Casting Time: 1
Area of Effect: 60-foot long, 60 degrees wide arc
Saving Throw: Negates

This spell causes all creatures within the area of effect of the spell to either save vs. spell or flee in panic. Creatures affected are (65% − 5% per level) likely to drop whatever they are holding. This spell requires as its material component a single nail from the foot of a sheep.

## Godrage

Sphere: Combat
School: Alteration, Enchantment
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 4
Area of Effect: The priest
Saving Throw: None

By casting this spell, the priest calls down the attention of his divinity and invokes the righteous wrath of the deity. As the earthly consequence of this *godrage*, the priest goes berserk. He will for the duration of the spell, instinctively attack in melee combat any unbelievers (creatures of a differing alignment) within a 60-yard radius, giving preference to the most extreme alignments first. The spell does not give knowledge of specific alignments, only a feeling of who is the most worthy of being punished. Note use of this spell may result in the priest attacking his own party members.

While under the effects of the spell, the priest attacks on the fighter table and gains a temporary skill level with his weapons (note: in my world, specialization is more developed and certain priests can specialise to some degree, those who are not specialised, gain the basic level of specialisation for the duration of this spell). Furthermore, the presence of the divinity surrounds the priest in the form of an aura that reduces all damage taken by the priest by 2 hp (1 hp minimum). *Godrage* is a state not unlike the berserkering, but it differs in that while the priest engages solely in physical combat, he is still able to make intelligent decisions on how combat is to be conducted. After the spell ends, the priest must rest 1 round for every 2 rounds under the spell's effect. The components for this spell is the priest's body, a short verbal sermon given to the unbelievers and a consecrated weapon.

## Hidden Champion

Sphere: Necromantic
School: Alteration, Enchantment
Range: Touch
Components: V, S, M
Duration: 1 day per level
Casting Time: 1 hour
Area of Effect: One sentient creature
Saving Throw: Negates

Through the use of this spell, the priest establishes a link between his lifeforce and the subject creature's. The effect of this link is that one-half the damage sustained by one, is transferred to the other. This link is evidenced by a golden, pulsing thread connecting the two through the ethereal plane. When the link is in existence, the two creatures cannot be more than 1 mile per level of the priest apart or the link will snap, ending the spell. Those able to perceive the ethereal plane can see this link. Note that the damage transfer is two way. A duly consecrated alter, holy or unholy water, an appropriate sacrifice (DM's discretion) and the creature to be linked with are the material components for this spell.

Side note: I used this for an evil priest the party was trying to kill. The priest kidnapped the betrothed of the paladin and performed this ceremony upon her. This really messed up the party since, now they couldn't just rush in and hack up the priest in an orgasm of hack-n-slash. They had to capture the priest and remove him from his sanctuary alive. (I run consecrated grounds as being "home field" for priests and very disadvantageous for would be desecrators. Example: −1 penalty on everything per alignment difference, cumulative bless for the priests and generally "bad luck" for the attackers)

## Improved Forget

Sphere: Charm
School: Enchantment/Charm
Range: 30 feet
Components: V, S, M
Duration: Permanent
Casting Time: 1

Area of Effect: One creature
Saving Throw: Negates

This spell causes one creature to forget past memories according to the following table based on the level of priest. Memories may be regained by a *remove curse, dispel magic*, or *wish*.

| Priest's Level | Time Forgotten |
|---|---|
| 1 | last minute (round) |
| 2 | last 3 minutes (3 rounds) |
| 3 | last 5 minutes (5 rounds) |
| 4 | last 20 minutes (2 turns) |
| 5–6 | last hour (6 turns) |
| 7–8 | last day |
| 9–10 | last week |
| 11–12 | last month |
| 13+ | any 240 hours of past year |

The material component for this spell is a piece of gum.

## Improved Lion's Claw

Sphere: Animal, Combat
School: Alteration
Range: 0
Components: V, S, M
Duration: 1d6 rounds + 1 round per level
Casting Time: 5
Area of Effect: The priest
Saving Throw: None

This spell functions the same as the Lion's Claw spell, but in addition the druid's feet's toenails grow, and thicken into claws. If the druid scores two finger claw hits during melee he gains the advantage of raking with its two foot claws that turn, each rake causing 1d8+3 points of damage.

## Karma

Sphere: All
School: Alteration
Range: 0
Components: V, S, M
Duration: 1 turn
Casting Time: 5
Area of Effect: The priest
Saving Throw: None

With each casting of this spell, the priest raises his effective level by one, to a maximum of two additional levels of effectiveness. The increase applies to all the priest's actions: spell effects, turning undead, saving throws, hit probability, etc. Not affected by this spell are hit points, number of spells known and level of spells known.

## Kiss of Death

Sphere: Necromantic
School: Necromancy
Range: Touch
Components: S, M
Duration: Permanent
Casting Time: 3
Area of Effect: One person
Saving Throw: None

This spell will instantly kill the target. In order for the spell to take effect, the priest must kiss the victim. Note that this spell grants the victim no saving throw, but has an important prerequisite: the victim of the spell must be in love with the priest. This love must be non-magical in nature. Furthermore, the victim may not be under the influence of any spell from the Enchantment/Charm school.

This spell may only be cats by a good-aligned priest if he himself is also im love with the victim, and commits suicide immediately after the casting.

The material component for this spell are the priest's holy symbol and some icewater, which is to be smeared upon the priest's lips.

## Lightning Strike [2]

Sphere: Combat
School: Invocation
Range: 120 yards
Components: V, S, M
Duration: Instantaneous
Casting Time: 8
Area of Effect: 1-foot wide, 120-yard long beam
Saving Throw: $^1/_2$

This spell is similar in use and effect to a *flame strike*, except that the effect is, of course, lightning. Damage is 6d8, half if a save is made.

## Mammal Command

Sphere: Animal, Charm
School: Enchantment/Charm
Range: 90-yard radius
Components: V, S, M
Duration: Instantaneous
Casting Time: 2 rounds
Area of Effect: One mammal
Saving Throw: None

This spell allows the priest to command any mammal within range as long as the mammal can hear him and he does not exploit it. Only normal mammals can be affected, including variants in size. Thus polar bears, whales, etc. can be commanded but sphinxes and xorn cannot. The command must be given in a short sentence of at most 25 words. The mammal will automatically understand the language the priest is speaking. Note that for this purpose, humans, demihumans and humanoids are not considered mammals. Since familiars are not considered to be normal animals, they cannot be commanded by this spell. The material component of this spell is a nail of a mammal.

## Mental Grunt

Sphere: Thought
School: Alteration
Range: 0
Components: V, S
Duration: Special
Casting Time: 1
Area of Effect: The priest
Saving Throw: None

This spell causes the priest to give a special "oomph!" to any single action he is performing, regardless of its nature. In combat (magical, melee, or missile) it has the affect of either improving the damage, duration, area of effect, or otherwise of any spell or attack. Whatever the situation, however, its effects can only be felt for a short (often instantaneous) duration. It cannot be used to help the priest go several days without sleep, but it might allow the priest to double his maximum pace for a round. Occasionally, the spell backfires, causing some sort of catastrophic fumble. In order to determine the general affect of the spell, role a 1d20, and consult the following table.

| **Roll** | **Result** | **In game terms** |
|---|---|---|
| 1 | Oops... | Catastrophic Fumble |
| 2 | Uh oh... | Normal Fumble |
| 3 | Dud... | No effect |
| 4–7 | Fizz... | +10% |
| 8–10 | Eeehh... | +20% |
| 11–13 | So-So. | +30% |
| 14–15 | Not too bad. | +40% |
| 16 | Yea! | +50% |
| 17 | Wow! | +75% |
| 18 | Kick Ass! | ×2 |
| 19 | Take that! | ×3 |
| 20 | Did I do that? | DM's option |

All effects are rounded down, should this be necessary.

## Oathbreaker

Sphere: Summoning, Vengeance
School: Conjuration/Summoning
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: One creature
Saving Throw: None

The *oathbreaker* spell is a powerful method of obtaining vengeance for a fallen comrade. The deceased person must have been known to the priest, and must have been killed through the treachery of the intended target of the spell. That is, the target must have violated an oath or agreement with the deceased person (king to subject, guest to host, etc.), or conspired to bring about the death of the deceased.

The *oathbreaker* spell begins with the priest naming the deceased and detailing the treachery which resulted in his death. Thereafter, two huge columns appear in front of the priest. Between the columns appears a great door. The priest then knocks three times on the door, names the deceased, and pulls the doors open. The deceased person then steps through the door as a special undead creature.

The deceased comes back in a near corporeal form which mimics his form in life. The spirit has the same hit points as it did in life, and appear as it did in life. Although the spirit appears unarmoured, is affected only by magical weapons of +2 or better enchantment. The spirit has 50% magical resistance, and is unaffected by *sleep, charm*, and other forms of mental control. It can attack adversaries as a spectre, and can cast the *revisitation* spell any time it comes within range of the person responsible for its death. In any case, the spirit's only purpose is to seek out and destroy the person responsible for its death; the spirit will exist only as long as the target remains alive.

If the spirit is slain with magical weapons, or is dispelled (for which it gets a saving throw versus spell as it would have in life) it can never be raised from the dead again, except by a *wish*.

## Ostracise

Sphere: Protection (reversed)
School: Charm
Range: 10 feet
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: One person
Saving Throw: Negates

Upon casting this spell, the victim is effectively ostracised from his community: everyone knowing the victim will look upon him with disregard, or even disgust. Even good friends and close relatives will start neglecting and avoiding the character, eventually resulting in total isolation of the victim.

This spell only affects reactions of those that knew the character before the spell was cast; the victim can, for example, move to another town and start a "new life" there. People meeting him there will react normally, unless the outcast's reputation has somehow reached them, in which case they may act prejudiced.

This spell can be removed by a *remove curse* spell, provided it is cast by someone of at least two levels higher than the caster of *ostracise*. Also, a *limited wish* or *wish* will remove the effects.

To cast this spell, the priest must point at the victim and order him to leave the community, informing him that his presence there is no longer appreciated. The victim must be able to understand the words of the priest. The victim receives a saving throw vs. spells, modified for Wisdom, with a $-1$ penalty to the die roll for every three levels of experience he has less than the priest. If the victim is of higher level, he receives a $+1$ bonus for every level of difference.

## Quench Flame

Sphere: Elemental (Fire), Elemental (Water)
School: Invocation
Range: 60 yards
Components: V, S, M
Duration: Special
Casting Time: 8
Area of Effect: Special
Saving Throw: Special

When this spell is cast, all normal fires in the area of effect (a 10-yard per level long, 10-yard per level wide, 10-yard high block) are permanently extinguished. All magical fires in the area of effect or cast into that area within one round have a percent chance of being extinguished equal to the priest's percent chance to dispel magic. Any permanently enchanted fire items (i.e., a *flame tongue* sword) will have the above chance of being extinguished for one round. The material component is holy or unholy water.

## Raise Energy

Sphere: Charm
School: Alteration, Invocation
Range: 30 yards
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 8
Area of Effect: One creature
Saving Throw: None

When the priest uses this spell, he invokes a powerful sort of blessing on the spell recipient. The recipient will experience a level increase of 1 level for every 5 levels of the priest and all the abilities that come with the new levels for the duration of the spell.

Use of the spell will require special sacrifice afterwards at the earliest opportunity.

## Scram

Sphere: Charm
School: Enchantment/Charm
Range: 60 feet radius
Components: V, S
Duration: 1 turn per level
Casting Time: 1
Area of Effect: Up to 5 HD of creatures per level
Saving Throw: Negates

By use of this spell, the priest may frighten away five hit dice of creatures, animals, or people per level of experience. Those affected will avoid physical contact for at least 1 turn per level of priest.

## Stonewood

Sphere: Elemental (Earth), Plant
School: Alteration
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 3 turns
Area of Effect: One object
Saving Throw: None

When the priest casts a *stonewood* and touches a wooden object, the wood in that object is magically enhanced and given a stone-like strength. The altered wood is in every way the same as untreated wood (i.e. texture, colour, weight, flexibility, etc.) except for the stonelike strength and hardness. An object of up to 100 square feet and a thickness of no more than 1 inch per level of the priest of wood can be affected by this spell. To cast this spell, the priest needs mistletoe and a gemstone of at least 500gp.

## Vindicator's Quest

Sphere: Charm, Vengeance
School: Enchantment/Charm
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: Special
Saving Throw: Negates

The *vindicator's quest* spell is similar to the fifth-level priest spell *quest* with the following difference: The *vindicator's quest* spell is cast upon oneself. Following the casting, every person that the priest comes in contact with is subject to the quest. The priest need only explain the quest, argue for its moral correctness, and whoever listens to the story must save versus spell or be drawn into the quest. Creatures of the priest's religion are not allowed a saving throw, and creatures of the priest's alignment save at $-4$. The spell has no effect on creatures whose alignment differs with that of the priest with respect to Good and Evil.

All creatures subject to the quest spell are unable to do anything but follow the leader of the quest. Failure to follow the priest will result in a $-1$ penalty applied to saving throws for each day that the quest is ignored. The priest casting the spell himself can never ignore the quest, and is single-mindedly devoted to its completion. A higher level priest of the priest's religion can remove the quest, as can some artifacts and relics.

*Vindicator's quest* also has the requirement that the nature of the quest be one of vengeance. The priest must be certain of the moral correctness of the quest, and it must be looked on favourably by the priest's deity.

The material component of this spell is the priest's holy symbol.

## Viper's Bite

Sphere: Animal
School: Alteration
Range: 0
Components: V, S, M
Duration: 1 round per 3 levels
Casting Time: 4
Area of Effect: The priest
Saving Throw: None

The *viper's bite* spell causes the priest's teeth to become exceptionally sharp and hollow like the fangs of a viper. He is able to bite for 1d4+1 points of damage and inject the victim with a nerve poison. The effects of this poison is to paralyse the victim for 3d4 rounds if a save versus poison is failed. If the save is successful, the victim still becomes lethargic and woozy ($-1$ on Strength, Dexterity and initiative rolls). The effects of the poison are cumulative for multiple bites. Like the *lion's claw* spell, this spell allows the priest to bite those creatures hit only by $+3$ magical weapons. Again, the bite is not considered a magical weapon attack. To cast this spell the priest needs mistletoe and a charm made from a poisonous snake's fang.

## Warp Metal

Sphere: Elemental (Earth)
School: Alteration
Range: 10 yards per 4 levels
Components: V, S, M
Duration: Permanent
Casting Time: 7
Area of Effect: Five pounds per level
Saving Throw: None

This spell is similar to the second-level priest spell *warp wood* except that metal is the substance affected. For those objects that possess structural strength, this spell does 1 point of structural damage per 3 levels of the priest. Against metal creatures (i.e. iron golems) the spell inflicts 1d4 points of damage + 1 per level of the priest (save for $^1/_2$ damage).

# Sixth Level Spells

## Adaptation, 10′ Radius

Sphere: Protection
School: Abjuration
Range: 0
Components: V, S, M
Duration: 1 turn per level
Casting Time: 1 round
Area of Effect: All creatures within 10-foot radius sphere
Saving Throw: None

All those in the area of effect of this spell are affected as per the fourth-level spell *adaptation*, up to a maximum of 2 persons per level of the priest (excluding the priest, and rounding upwards).

## Conjure Air Elemental

Sphere: Elemental (Air)
School: Conjuration/Summoning

Range: 60 yards
Components: V, S
Duration: 1 turn per level
Casting Time: 6 rounds
Area of Effect: Special
Saving Throw: None

This spell is in all aspects the same as the spell *conjure fire elemental* in the Player's Handbook (q.v.), except that it opens a gate to the plane of Air, and that either an air elemental or 2–8 invisible stalkers are summoned. 87% of the time, an air elemental will appear. The stalkers will appear when the roll would indicate salamanders or an efreeti.

## Dedi's Invisible Poison Swamp

Sphere: Chaos, Creation, Elemental (Earth, Water)
School: Alteration, Illusion/Phantasm
Range: 40 yards
Components: S, M
Duration: $10' \times 10'$ area per level, $10'$ deep
Casting Time: 1 round per level
Area of Effect: 1 day + 1 hour per level
Saving Throw: Special

This prayer causes the area of effect to turn into a poisonous swamp. Even worse, the swamp is not visible. However, a *true seeing* spell or similar magic will detect the swamp. Since it is not just a large trap, thieves can not detect it (supposing they have no *true seeing* ability or the like).

The priest first chooses the area of effect. Then, he drops the poison and water to the ground. During this, he utters the prayer. The ground now turns to swamp (anyone can detect it as being a swamp at this time) and starts looking as it was before 1 round later (no-one can recognize it as a swamp from now on).

To successfully chant this prayer, the ground must be at least 10 feet thick (so you can't build a swamp in a castle's third floor if the great hall of the knights is below one foot of stone).

Only stone, earth, rock, mud or other similar material can be used to create a swamp on. A swamp cannot be created in a marsh or on another swamp area.

The priest can choose a swamp size from a minimum of $10' \times 10'$ up to the maximum (e.g., a priest of 15th level could create a $10' \times 150'$ or a $100' \times 15'$ swamp, always being 10 feet deep, but he also could create a $13' \times 67'$ feet swamp).

A victim who didn't see the swamp and steps into it falls into it (no saving throw allowed). If the victim succeeds a swimming check (at a $-4$ modifier, since it's a swamp and not water) it only suffers 2 points of damage from the poison. The poison enters the body of the victim through the skin. If the victim fails, it suffers additional 1–8 points of damage and gets a cumulative $-1$ penalty to its next swimming check (in the next round). Victims without the swimming proficiency automatically suffer 3–10 (1d8+2) points of damage each round.

If a victim spends 5 rounds in the swamp it loses Strength (reduced to 3) and sinks to the swamp's ground. There, it suffers double damage (2d8+4) each round. After another 5 rounds down there it will finally die.

Victims can be pulled out of the swamp by others very simply: by using a rope, a branch, a long weapon (lance or the like) and succeeding a Strength check (both the one who pulls and the one who is being pulled must succeed). It is not possible to cast spells while held in the swamp.

If the swamp is turned back to its former condition, turned to stone or rock by magic, or a similar action takes place, then all who are in it are thrown out and suffer 4–32 (4d8) points of damage.

The material components for this spell are a drop of poison from a giant scorpion and some water.

## Hammer of Retribution

Sphere: Vengeance, War
School: Invocation
Range: 10 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: 5-foot radius per level
Saving Throw: $^1/_2$

This powerful spell is invoked primarily against invading armies or in siege warfare. The spell's primary effect is to destroy troops or fortifications of creatures who have done unredressed damage to a priest or his companions. The spell begins with the priest describing the atrocities an army or band of marauders is guilty of. The priest must have first-hand knowledge of these crimes, or must have heard testimony from a witness under the effect of a *zone of truth* or *true speak* spell.

The spell strikes as a great column of force that descends from the sky. The area of effect is a circle whose radius is 5 feet per level of priest. All creatures within the area of effect take 1–6 hp per level of priest in damage. Creatures making a saving throw versus spell take half damage. Small objects must save versus crushing blow or be destroyed. Structures suffer damage as if hit by a heavy catapult (2d12). Any creature unfortunate enough to be flying over the area of effect takes 1d6 points of damage for every 10 feet above the ground the creature was flying to a maximum of 10d6 plus the normal damage due to the crushing blow of the spell.

When cast over water the spell raises a wave 10 feet high per level of priest traveling 30 feet per minute in a circle that grows outward from the area of effect. On land, the force of this spell often crushes trees and rends the earth producing a great cloud of dirt and dust, obscuring the area for 2–5 rounds.

The material component of this spell is the priest's holy symbol and a war hammer which the priest throws into the air as the spell is cast. The hammer is destroyed in the casting.

## Hold

Sphere: Charm
School: Enchantment/Charm
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 1
Area of Effect: 60-foot long, 60 degrees wide arc
Saving Throw: Negates

This spell immobilizes its victims, causing creatures affected to stop all activity and freeze in position. The creatures affected may be allowed to talk (this often includes spellcasting) as desired by the priest, but no other actions than non-magical thinking may proceed during the duration of the spell. *Hold* may be cast on one creature per every two levels of priest, but for every additional creature above one, all creatures to be affected save at $+1$. The material component for this spell is a miniature silver cage, which is not consumed in the casting.

## Improved Animate Dead

Sphere: Necromantic
School: Necromancy
Range: 10 feet

Components: V, S, M
Duration: Permanent
Casting Time: 1 hour
Area of Effect: Special
Saving Throw: None

This spell causes the bones or lifeless bodies of animals, humanoids, or monsters to become animated as skeletons or zombies, capturing the spirits of the slain and enslaving them into an existence which lies in a nether sphere between life and death. These "undead" can be controlled by the priest through short, simple commands. Note that once the spell is cast, the priest no longer needs to concentrate to maintain control over the undead, and further note that there is no upper limit on the number of undead which may be controlled by a single priest once animated.

The number of undead created, the necessary materials, and the exact type of undead created vary by level:

- 6th level: Skeletal animals and non-combative servants
  Material component: Unanimated skeletons of animals of humanoids
  Number affected: 1
- 7th level: Traditional skeletons
  Material component: Freshly slain warriors
  Number affected: 1d8 + 1 per level
- 8th level: Zombies
  Material component: Unblessed corpses
  Number affected: 1d6 + 1 per level
- 9th level: Zombie monsters
  Materials component: Freshly slain monsters
  Number affected: 1 HD per level

## Mass Cure

Sphere: Healing
School: Necromancy
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 7
Area of Effect: 10-yard per level radius sphere
Saving Throw: None

When this spell is cast, every creature in the area of effect (including the priest) up to one creature per level of the priest is cured of damage equal to 1d8 plus $1/2$ hp per level of the priest. This is as per *cure light wounds* spell (q.v.). The limitations on what creatures can be thus affected is as per that spell. If more creatures than can be affected are within the spell radius, preference is given to those closest to the priest. Also, if a nearer creature is not affectable by the spell, it still counts towards the total number of possible creatures cured.

The reverse of the spell does the same amount of hit points of damage to all within the spell radius. The material component for this spell is a vial of holy or unholy water that must be sprinkled into the air above the priest's head while the spell is cast.

## Monster Merge

Sphere: Animal, Charm
School: Enchantment/Charm
Range: 30 yards
Components: V, S, M
Duration: 1 turn per level
Casting Time: 3 rounds
Area of Effect: One monster
Saving Throw: Special

This spell functions the same as the fifth-level priest spell *animal merge*, but functions for all creatures, in stead of only animals. The material component for this spell is the monster itself.

## Pass via Water

Sphere: Elemental (Water), Travellers
School: Alteration
Range: 0
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 8
Area of Effect: The priest
Saving Throw: None

The first effect of this spell is to allow the priest to walk on water, as per the third-level spell *water walk*. The spell's major effect, however, is to allow the priest to transport himself via any moving body of water in a distance of up to $1/8$ mile per level; the priest walks on the water, takes a step upstream or downstream, and is instantly transported the desired distance; those along the way can see a fleeting image of the priest if they happen to be looking at the body of water at the time.

The priest may only transport himself once during the spell duration, though he may walk on the water surface until it ends. If the current starts or ends before the specified distance, the priest's travel ends there. The material component for this spell is a miniature bucket, which is consumed in the casting.

## Polymorph into Tree

Sphere: Plant
School: Alteration, Enchantment
Range: 60 yards
Components: V, S, M
Duration: Permanent
Casting Time: 8
Area of Effect: One creature per 2 levels
Saving Throw: Special

This spell is similar to the *polymorph other* spell except that target creatures can only be turned into trees (usually oak). All creatures get a saving throw to avoid the effects of this spell. Those who fail turn into trees with their minds trapped within. Clothing, possession, etc. are not transformed as part of the spell. Those who save, feel their limbs turn wooden and stiff (effects as if a *slow* spell were cast upon them, with duration 2 rounds per level of the priest). To cast this spell, the priest needs a sprig of holly and tree sap from the tree type to which the targets are being *polymorphed* into. Only a *wish* or a higher level priest can reverse the effects of this spell.

## Protection from Undead

Sphere: Protection
School: Abjuration
Range: V, S, M
Components: 0
Duration: 1 round
Casting Time: 2 rounds per level
Area of Effect: None
Saving Throw: 30-yard radius sphere

This spell duplicates an effect of a *helm of brilliance*, causing the priest's holy symbol to glow a bright blue when undead are within 30 yards. All undead within this area and exposed to the light will take 1d6 points of damage per round, no saving throw. Any creature under the effects of this pain cannot cast offensive spells. In addition, the priest receives a +1 bonus on a 1d20 roll to turn undead in the area of effect.

The reverse of the spell, *protect undead*, is cast on a single undead creature (or paladin; see rules for evil priests) and will either nullify the effects of a *protection from undead* spell, or move the spell recipient into one higher category for purposes of turning. Example: a lich in spell combat with a 13th-level priest casts *protect undead* on himself. He is immune to the effects of any *protection from undead* spell the other priest casts, and requires that the priest roll a 19 on a 1d20 roll to turn him.

## Sacrifice

Sphere: Necromantic
School: Necromancy
Range: Touch
Components: V, S
Duration: Special
Casting Time: 3 hours
Area of Effect: The priest plus one other creature
Saving Throw: Negates

This spell allows the priest to give up some of his hit points to another character in order that he can be better able to complete a *quest*. This is not "current hit points" but "maximum hit points". The condition is reversed when the character returns from the *quest* successfully. If the character fails, the hit points return to the priest at the rate of 1 per week.

For example: Suppose a high level priest (with 78 hp) wants Sir Belvedere (80 hp) to retrieve a magical mace that was stolen. Sir Belvedere agrees, but only if the priest *sacrifices* 70 of his hit points, to ensure good faith and to help complete the mission. The priest agrees, and Sir Belvedere goes out in search of the mace. At this point Sir Belvedere effectively has 150 hp, and, for all intents and purposes his maximum hp is now 150. Likewise the, priest's maximum hp total is 8.

Now suppose Sir Belvedere is successful in his mission. When he delivers the mace to the priest, they both immediately return to their normal maximum hp value. (Although maybe not their current hp value, if Sir Belvedere is wounded. Current damage to the spell recipient is split evenly among the two when hp are returned.)

But suppose Sir Belvedere was killed before the mission was complete. That means that the priest will have to wait 70 weeks until he returns to his normal maximum hp total.

## Word of Passage

Sphere: Travellers
School: Alteration
Range: 3 feet
Components: V, S, M
Duration: 1 round per level
Casting Time: 1
Area of Effect: $10'$ per level long, $5'$ diameter cone
Saving Throw: None

By use of this spell, the priest causes a passage five feet in diameter to be bored into any single non-living substance. The passage will extend ten feet per level of priest, and may be closed behind the priest or allowed to exist for the duration of the spell. Note that stone, metal, water, gas, or even fire are affected, though magical substances, sanctified areas and magically locked objects cannot be penetrated. The material component for this spell is an awl, which is consumed in the casting.

# Seventh Level Spells

## Avatar

Sphere: Charm
School: Invocation
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: The priest
Saving Throw: None

The use of this spell brings forth very potent energies to the priest's disposal. The spell actually causes part of the priest's deity to inhabit the priest. The priest will then become an avatar of the god with one of the god's aspects.

The avatar will have the powers of a demi-power and will have the priest's choice of one of the classes the deity has experience in (one of the deity's aspects). In addition to these powers, the priest will still retain his own powers and abilities. If the class chosen is the same as one of the classes that the priest has, then he will have the higher of the two levels.

The priest will retain the power until the situation no longer requires it (plus a couple of rounds for mopping up), or the *avatar* is killed. If the *avatar* is killed, the deity loses the abilities of the class for one-tenth of the time that the god would normally be "dead" as if slain on his home plane.

In order to receive this spell at all, the priest must exemplary in his faith. The spell, if used, would require special sacrificing afterwards. Exactly when and how much depends on the god.

If the spell is used to confront another avatar or deity, then rather than having a confrontation, the deity may decide to do something else instead, such as any form of indirect help. If the deities involved are traditional enemies . . .

If the privilege of having this spell is misused in any way, then the offending priest will be severely punished, maybe losing the opportunity to cast this spell forever, or in a more serious transgression, losing all priest abilities as well forever.

The deity is not enslaved by this spell and thus does not have to answer the spell's partial summons. If the need is there, then more than likely, the spell will be answered.

## Awaken Forest

Sphere: Plant
School: Enchantment/Charm, Divination
Range: 0
Components: V, S, M
Duration: 1 hour per level
Casting Time: 2 hours
Area of Effect: 10-mile + 1 mile per level radius
Saving Throw: None

With this ceremony, the priest call upon and wakens the spirit of the forest. The effects are that the priest becomes one with the trees in the area of effect. Whatever happens in that area, the priest instantaneously knows. He has the power to cause 1 tree per level within that area to animate as if it were a treant. Any real treants in the area become aware of him and are receptive to any suggestions made by the priest. A *changestaff* (cf. *changestaff* spell) is needed to if any trees are animated. Each tree animated reduced the Changestaff by one hit die.

## Black Storm of Vengeance

Sphere: Elemental, Vengeance, War, Weather
School: Invocation
Range: 400 yards
Components: V, S
Duration: 1 round per level
Casting Time: 1 round per level
Area of Effect: 120 yard radius circle
Saving Throw: Special

This powerful spell is invoked primarily against invading armies or in siege warfare. The spells primary effect is to destroy or prevent the passage of troops who have attacked the priest or his comrades. This spell requires the priest to concentrate for the full duration of the spell. The casting time and duration are simultaneous.

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 rock the area, and creatures within the area of effect must save versus paralysation of be deafened for 1–4 turns.

On the second round, the priest calls six lightning bolts down from the cloud. Each is directed at a specific target, and each bolt does 8–64 (8d8) points of damage. (A successful saving throw indicates half damage).

On the third round, hail stones pound those in the area of effect for 3–30 (3d10) points of damage (no saving throw).

On the fourth and fifth rounds tornadoes sweep through the area of effect toppling 1 creature in 4, and doing 3–18 (3d6) points of damage to 1 creature in 6.

On the sixth and seventh rounds, acid rains down on the area of effect inflicting 2–5 (1d4+1) points of damage. No saving throw is allowed.

On the eighth and subsequent rounds, violent rain and wind gusts reduce visibility to five feet and movement is reduced 75%. Missile fire and spell casting from within the area of effect are impossible.

The sequence of effects ceases immediately if the priest is disrupted from spell casting at any time. The priest may opt to cancel the effects at any time.

## Conjure Water Elemental

Sphere: Elemental (Water)
School: Conjuration/Summoning
Range: 40 yards
Components: V, S
Duration: 1 turn per level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell is in all aspects the same as the spell *conjure earth elemental* in the Player's Handbook (q.v.), except that it opens a gate to the plane of Water, and that an equal-strength water elemental will appear.

## Death Wail

Sphere: Necromancy, Vengeance
School: Necromancy
Range: 0
Components: V
Duration: Instantaneous
Casting Time: 9
Area of Effect: 30 foot radius sphere
Saving Throw: Negates

At the culmination of this dreadful spell, the priest utters a deafening cry or shriek which is heard by one creature within area of effect per level of the priest. Those hearing the spell must save versus death magic or die instantly. Creatures who cannot hear (due to ear plugs, deafness, etc.) can be targets, but are considered to automatically make their saving throws.

This spell is most often cast over the body of a slain comrade in an effort to slay those responsible for the death and in mourning for the lost friend. Since the use of this spell attracts the attention of the priest's deity, and because the deaths result from the deity sharing in the grief of the priest, the spell works only if the priest is truly mourning the lost friend, and only if the deity approves and joins the priest. Those creatures most directly responsible for the death of the comrade are slain first, thereafter, victims are chosen at random. The priest is never the victim of his own *death wail*.

This spell need never be prayed for by the priest, however, seven spell levels of available spells are drained from the priest's mind (beginning with the highest level spells available). If the priest has fewer than 7 spell levels remaining, he takes 1–6 points of damage for every spell level less than 7 currently memorised.

## Death Warrior

Sphere: Combat
School: Invocation
Range: 0
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 1
Area of Effect: The priest
Saving Throw: None

It is only a god of War, Death or a deity that is perverse who will allow his followers to use a spell such as this.

The spell is cast when the priest has been struck his death blow. The spell cannot be cast if the priest is knocked below his level in negative hit points in any one round. The spell can be cast even if the priest had already cast a spell in the combat round. It is very difficult for the priest not to get the spell off.

The effects of the spell occur immediately. The priest has all his spells memorised, and his level and hit points are doubled for the duration of the spell. The priest will not have any more spells than his normal level would allow. The priest will fight insanely and attack all foe in sight until the spell ends, the priest dies again, the priest casts another *death warrior* spell, or the spell duration ends.

When the spell finally ends, the priest immediately dies, and the body vanishes, not to be found. The deity personally collects the soul of the priest.

The priest will use the spell if he thinks that there is a battle that he will not survive in and will thus try to use this spell for a last revenge.

The priest cannot be brought back to life, but if a group of adventurers went and petitioned the deity of the priest, then the deity may decide to free the priest's soul in exchange for a service (a suitably long quest will do...).

The spell, when cast, causes the priest's holy symbol to destroy itself in a dramatic manner (blows up in a flash of light and sound, melts, etc.) but causes no other effect. If the spell is to be cast a second time, then the priest will require a second symbol.

## Divine Visage of the Avenger

Sphere: Summoning, Vengeance
School: Conjuration/Summoning

Range: 0
Components: V, S, M
Duration: 1 hour
Casting Time: 3 turns
Area of Effect: The priest
Saving Throw: None

The priest begins this spell by describing in full the quest he is on. Naming the conclusion he desires, and imploring his deity to take notice of the urgent nature of the mission. When this description is completed, if the priest is successful is persuading his deity, clouds form over the priest and the priest's body is struck by a tremendous lightning bolt. The lightning flashes for one full round during which time the priest's body undergoes a glorious transformation. After the flashing subsides, the priest emerges as a fully empowered avatar of the his deity.

Use of this spell draws the attention of the deity, and the spell only succeeds if the deity is pleased with the usage (i.e. the priest is on an urgent quest in the service of the deity). When the priest casts this spell, he gives over his will completely to that of his deity. The priest can, for the most part make his own decisions, however, if the priest ever varies from the alignment of the deity or ever acts out of character for a divine being, the priest is instantly and irrevocably struck dead, and the deity assumes control of the avatar. The deity can, of course, at any time take over the body of the priest or avatar.

At the end of the one hour period, the deity can decide to keep the priest in the form of the avatar for another hour, or can choose to end the spell. The deity can even choose to keep the priest as the avatar for life. In this case, the deity assumes control of the avatar and the character of the casting priest is irrevocably gone.

If the deity chooses to release the priest, the avatar's body will glow with a pure white radiance and vanish. The priest will then be teleported to a location of the deity's choice, and will fall comatose for 1d4 turns. Thereafter, the priest will be unable to cast spells until the next day, and will be under the influence of a *quest* spell placed upon the priest by the deity. The *quest* is the price of calling on the deity for direct aid.

The material component of this spell is a sacrifice appropriate to the deity as determined by the DM.

## Final Strike

Sphere: Vengeance
School: Invocation
Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 5
Area of Effect: 5-foot radius per level sphere
Saving Throw: $1/2$

*Final strike* is the ultimate spell cast in a priest's career. The spell is cast when the priest believes that he is facing imminent death. The object of the spell is to allow the priest to terminate his life quickly and to take his would be killer's to their graves as well. At the culmination of the powerful spell, the priest's body explodes with the power of his deity doing 1d4 $\times$ 100 points of damage to all creatures within the area of effect. A saving throw versus spell results in half damage. Further, all creatures within twice the area of effect are stunned for 3–18 (3d6) rounds.

Structures within the area of effect take 10–60 (10d6) in structural damage. Smaller objects must save versus disintegration of be vapourised. All plant life within the area is destroyed, and water or other liquids within the area of effect are vapourised. Any creatures viewing the explosion at up to 10 times the area of effect must save versus spell or be permanently blinded. Those making their saving throws are blinded for 2–16 (2d8) days. The bodies of all those killed by the blast are disintegrated, as are all their possessions (magical devices save versus disintegration). The body of the priest and all his possessions are *disintegrated*, and the spirit of the priest moves on to its final reward. Neither *raise dead*, nor *resurrection*, nor any magic short of a *wish* could ever bring the priest back to life.

The use of this spell calls the attention of the priest's deity. If the deity considers the priest's actions with favour, there is a 5% chance that the God will grant the priest maximum damage for a *final strike*. Ever after, the ground in the area of effect is considered *sanctified*.

This spell is the maker of legends. Its use is never trivial or without purpose, and if fact, the spell will fail if the deity does not approve of its use. But no deity ever considers the proper use of this spell with anything but the utmost respect. Use of this spell in the service of one's comrades is considered the highest form of valour, and use in the service of one's deity is thought of as the highest form of worship and devotion. Exceptional use of this spell has even raised priests to demigod status.

## Henley's Digit of Disruption

Sphere: Combat
School: Invocation
Range: 5 yards per level
Components: V, S
Duration: Instantaneous
Casting Time: 7
Area of Effect: One undead
Saving Throw: Special

This spell is a powerful weapon against undead creatures. When it is cast, a thin ray about 1 inch in diameter springs forth from the priest's pointing finger and strikes the selected target. Any undead creature so struck must save versus magic or take 6–48 (6d8) points of damage and roll on percentile dice as if hit with a *mace of disruption*. If the save is made, the affected creature takes 4–32 (4d8) points of damage, with the remaining 2–16 (2d8) striking the priest in a backlash of energy.

## Lifeforce

Sphere: Combat
School: Alteration, Invocation
Range: 90 yards
Components: V, S, M
Duration: Permanent
Casting Time: 8
Area of Effect: The priest and one target creature
Saving Throw: None

Through the use of this spell, the priest is pitting his lifeforce against that of the target creature. This is the pure confrontation of two being's will to live. Each rolls 1d20 and adds it to his or its current hit points. This can be modified by *bless, chant, prayer, ring of protection, cloak of protection, luckstone, luck sword*, Wisdom bonus, etc.

If the target creature's total is less than $1/2$ the priest's total, then the target creature is overwhelmed and dies (in this case, the priest suffers fatigue equal to $1/2$ the target's roll in hit points). If the target creature's total is less than the priest's total but more than $1/2$ the priest's total, then the target is stunned for 2–8 (2d4) rounds ($-5$ to AC, initiatives, saves, to hit and damage rolls) and the priest suffers fatigue equal to the difference in totals. If the target's total is more than the priest's, then the priest dies and the target suffers damage equal to the difference in totals. Fatigue is recovered at a rate of 1 hp per round. The material component for this spell is the priest's holy or unholy symbol, a pair of ivory six-sided dice (worth 200gp) and a drop of the priest's blood.

## Razorwind

Sphere: Combat, Elemental (Air)
School: Alteration, Invocation
Range: 5 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 8
Area of Effect: One creature
Saving Throw: Special

By means of this spell, the priest brings about a transformation of the air about himself, compressing large volumes of it into a minute area and sending it at a target. Though this wind has no actual edge, it is highly effective when it strikes its target, causing 1–8 points of damage per level of the priest. In addition, the victim of the *razorwind* must make a saving throw vs. Rods or an extremity will be severed (as per a blow from a *sword of sharpness*)! This saving throw is modified by +1 for each plus of magical armour the target is wearing (only armour: not shields, rings, bracers, etc). In addition persons wearing plate mail or better receive an extra +1 on the saving roll.

Because such a large volume of air is needed to create the *razorwind*, this spell can only be cast outdoors or in a chamber of vast size (DM's discretion). If it is cast in a smaller, confined area (e.g., indoors or underground passage), it will not function and everyone in the area will suffer a momentary loss of air.

The material components for this spell are the holy symbol of the priest, a bloodstone, and a small, flat piece of steel.

## Stop the Sun

Sphere: Sun, Time
School: Alteration, Illusion
Range: 0
Components: V, S, M
Duration: 1 turn per level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

When the priest casts this spell, the sun immediately seems to stop in the sky, over any populated area which the priest can see the major part of. The area actually experiences extra turns of daytime; as far as those outside the area are concerned, the whole period of extra time happened in one instant.

The material component for this spell is the priest's holy symbol.

## Treegrowth

Sphere: Plant
School: Alteration
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 7 rounds
Area of Effect: One HD per level, one creature, or one building
Saving Throw: Negates

Causes a plant of desired type to start growing upon the target, which can be a person, building ... whatever. This plant shall feed on the life force of the target creature, or if cast on something that has none, then on whatever other energy it can find and use.

If the target is a building, then the plant shall simply grow in/on/around it, possibly causing structural damage, as specified by the priest. It takes seven hours for the plant to grow to full size, so this spell shall not work as an instant ladder. It can, on the other hand, be used to hide an entrance or make a treasure cache quite undetectable.

If the target is a creature with life force (or other energy, undeads and golems are not immune), the plant shall feed on the life force of the target creature, draining one level of energy until the target is dropped to −1 HD, and dies. The abilities fall as fast as the hit dice. So, a ninth-level character with Strength 18 and Intelligence 9 would lose 2 points of Strength, 1 HD, and 1 point of Intelligence, among other things, for nine rounds, and then die. The corpse of the target creature shall then turn into parts of the plant. For this, *raise dead* etc. is not possible, having Intelligence zero makes *speak with dead* impossible. On the other hand, such a victim can *reincarnate*, and *speak with plants* is not hindered, as the mind remains within the plant.

This is a spell that is very seldom used by druids because of its long casting time and obvious evilness. It is used on old druids that feel that their life is at an end and wish to live on in the grove, or as a partial retribution on those who destroy plant life needlessly or violate any dryad, supposing either is within the protection of a druid.

# Spell Lists by Sphere

## All

Curse I (2nd)
Karma (5th)

## Animal

Animal Enmity (1st)
Animal Tracks (1st)
Animal/Bird Call (1st)
Gnat Swarm (1st)
Request Animal (1st)
Sethron's Fearful Braying (2nd)
Summon Swarm (2nd)
Wild Deer Speed (2nd)
Oxen Strength (3rd)
Wings of God (3rd)
Fish Command (4th)
Reptile Command (4th)
Animal Merge (5th)
Avian Command (5th)
Improved Lion's Claw (5th)
Mammal Command (5th)
Viper's Bite (5th)
Monster Merge (6th)

## Astral

Planar Vision (2nd)
Spirit Tracker (2nd)
Etherealness (3rd)

## Chaos

Sex Change (4th)
Dedi's Invisible Poison Swamp (6th)

## Charm

Animal Enmity (1st)
Flame Tongue (1st)
Git (1st)
Itch (1st)
Quick Step (1st)
Request Animal (1st)
Command II (2nd)
*Nausea* (2nd)
Stop (2nd)
Weakness (2nd)
Improved Charm Person (3rd)
Oath (3rd)
Status (3rd)
True Speak (3rd)
Beppie's Happy Hour (4th)
Fish Command (4th)
*Hallucinatory Plain* (4th)
Pacify (4th)
Possess Animal (4th)
Reptile Command (4th)
Sex Change (4th)
Vamoose (4th)
Animal Merge (5th)
Avian Command (5th)
Fear (5th)
Improved Forget (5th)
Mammal Command (5th)
Ostracise (5th)
Raise Energy (5th)
Scram (5th)
Vindicator's Quest (5th)
Hold (6th)
Monster Merge (6th)
Avatar (7th)

## Combat

Battle Cry (1st)
Conjured Weapon (1st)
Dieme's Forcing Hand (1st)
Sharpleaf (1st)
Striking (1st)
Dieme's Forceful Hand (2nd)
Flame/Frost Blade (2nd)
Specialization (2nd)
Dhalkuir's Diametric Abjuration (3rd)
Lion's Claw (3rd)
Double Specialization (4th)
Lightning Strike [1] (4th)
Entreaty (5th)
Godrage (5th)
Improved Lion's Claw (5th)
Lightning Strike [2] (5th)
Death Warrior (7th)
Henley's Digit of Disruption (7th)
Lifeforce (7th)
Razorwind (7th)

## Creation

Daryana's Holy Shit (1st)
Rock-Jump (1st)
Water to Wine (1st)
Winston's Create Party Drink (1st)
Flame/Frost Blade (2nd)
Winston's Create Party Food and Drink (3rd)
Dedi's Invisible Poison Swamp (6th)

## Divination

*Comprehend Languages* (1st)
Detect Enemy (1st)
Detect Life (1st)
Empathy (1st)
Sense Direction (1st)
Tracker (1st)
Trance (1st)
Bat Sense (2nd)
Detect Invisibility, 15′ Radius (2nd)
Detect Phase (2nd)
Detect Style (2nd)
Improved Detect Good (2nd)
Planar Vision (2nd)
Spirit Tracker (2nd)
Stone Message (2nd)
Tracking (2nd)
Detect Curse (4th)

## Elemental

Coalstone (1st)
*Create Earth* (1st)
Guardian Watch (1st)
Air Column (3rd)
Air Lance (3rd)
*Heat* (3rd)
Spontaneous Combustion (3rd)
Stone Seeds (3rd)
Wings of God (3rd)
Quench Flame (5th)
Stonewood (5th)
Warp Metal (5th)
*Conjure Air Elemental* (6th)
Dedi's Invisible Poison Swamp (6th)
Pass via Water (6th)
Black Storm of Vengeance (7th)
*Conjure Water Elemental* (7th)
Razorwind (7th)

## Elemental Air

Air Column (3rd)
Air Lance (3rd)
Wings of God (3rd)
*Conjure Air Elemental* (6th)
Razorwind (7th)

## Elemental Earth

*Create Earth* (1st)
Guardian Watch (1st)
Stone Seeds (3rd)
Stonewood (5th)
Warp Metal (5th)
Dedi's Invisible Poison Swamp (6th)

## Elemental Fire

Coalstone (1st)
*Heat* (3rd)
Spontaneous Combustion (3rd)
Quench Flame (5th)

## Elemental Water

Quench Flame (5th)
Dedi's Invisible Poison Swamp (6th)
Pass via Water (6th)
*Conjure Water Elemental* (7th)

## Guardian

Faithfullness (1st)
Sanctum Sigil (4th)

## Healing

Dispel Fatigue (1st)
*Cure Moderate Wounds* (2nd)
Heliot's Healing Sleep (2nd)
*Nausea* (2nd)
*Spread Healing* (2nd)
*Cure Medium Wounds* (3rd)
*Remove Scar* (3rd)
Awake (4th)
*Cure Serious Wounds* (4th)
*Remove Scars* (4th)
*Cure Critical Wounds* (5th)
Cure Insantity (5th)
*Mass Cure* (6th)

## Law

Revistation (3rd)
True Speak (3rd)

## Necromantic

Protection from Undead, 10′ Radius (3rd)
Sex Change (4th)
Hidden Champion (5th)
Kiss of Death (5th)
Improved Animate Dead (6th)
Sacrifice (6th)
Death Wail (7th)

## Numbers

Miscount (2nd)

## Plant

Grow (1st)
*Seedling* (1st)
Trip (1st)
Animate Wood (2nd)
Unentangle (2nd)
Aura of Nature (3rd)
Root (3rd)
Selective Entangle (3rd)
Stone Seeds (3rd)
Meandering Path (4th)
Revive Plant (4th)
Dariod's Vestigial Vine (5th)
Stonewood (5th)
Polymorph into Tree (6th)
Awaken Forest (7th)
Treegrowth (7th)

## Protection

Faithfulness (1st)
Dispel (2nd)
Efembe's Spitting Image (2nd)
Inaudibility (2nd)
*Nausea* (2nd)
Protection from Charm, 10′ Radius (2nd)
Resist Eye Contact (2nd)
Resist Paralysis (2nd)
Chameleon (3rd)
Protection from Constriction (3rd)
Protection from Lycanthropes, 10′ Radius (3rd)
Protection from Petrification (3rd)
Protection from Undead, 10′ Radius (3rd)

Adaptation (4th)
*Neutralize Gas* (4th)
Protection (4th)
Protection From Elementals, 10′ Radius (4th)
Ostracise (5th)
Adaptation, 10′ Radius (6th)
*Protection from Undead* (6th)

## Summoning

Animal/Bird Call (1st)
*Create Earth* (1st)
Gnat Swarm (1st)
Guardian Watch (1st)
Summon Swarm (2nd)
Offensive Summoning (4th)
Oathbreaker (5th)
Divine Visage of the Avenger (7th)

## Sun

Lathander's Mourning Glow (4thy)
Moonlight (4th)
Stop the Sun (7th)

## Thought

Empathy (1st)
Mystic Bolt (2nd)
Mental Grunt (5th)

## Time

Stop the Sun (7th)

## Travellers

Light Step (3rd)
Wings of God (3rd)
Chime of Opening (4th)
Pass via Water (6th)
Word of Passage (6th)

## Vengeance

Battle Cry (1st)
Spirit Tracker (2nd)
Strength of the Avenger (2nd)
Revisitation (3rd)
True Speak (3rd)
Offensive Summoning (4th)
Divine Attributes of the Avenger (5th)
Oathbreaker (5th)
Vindicator's Quest (5th)
Hammer of Retribution (6th)
Black Storm of Vengeance (7th)
Death Wail (7th)
Divine Visage of the Avenger (7th)
Final Strike (7th)

## War

Berserker (3rd)
Fearlessness (4th)
Song of Courage (4th)
Hammer of Retribution (6th)
Black Storm of Vengeance (7th)

## Wards

Preserve (1st)
Spiritual Triangle (4th)

## Weather

Lightning Strike [1] (4th)
Black Storm of Vengeance (7th)