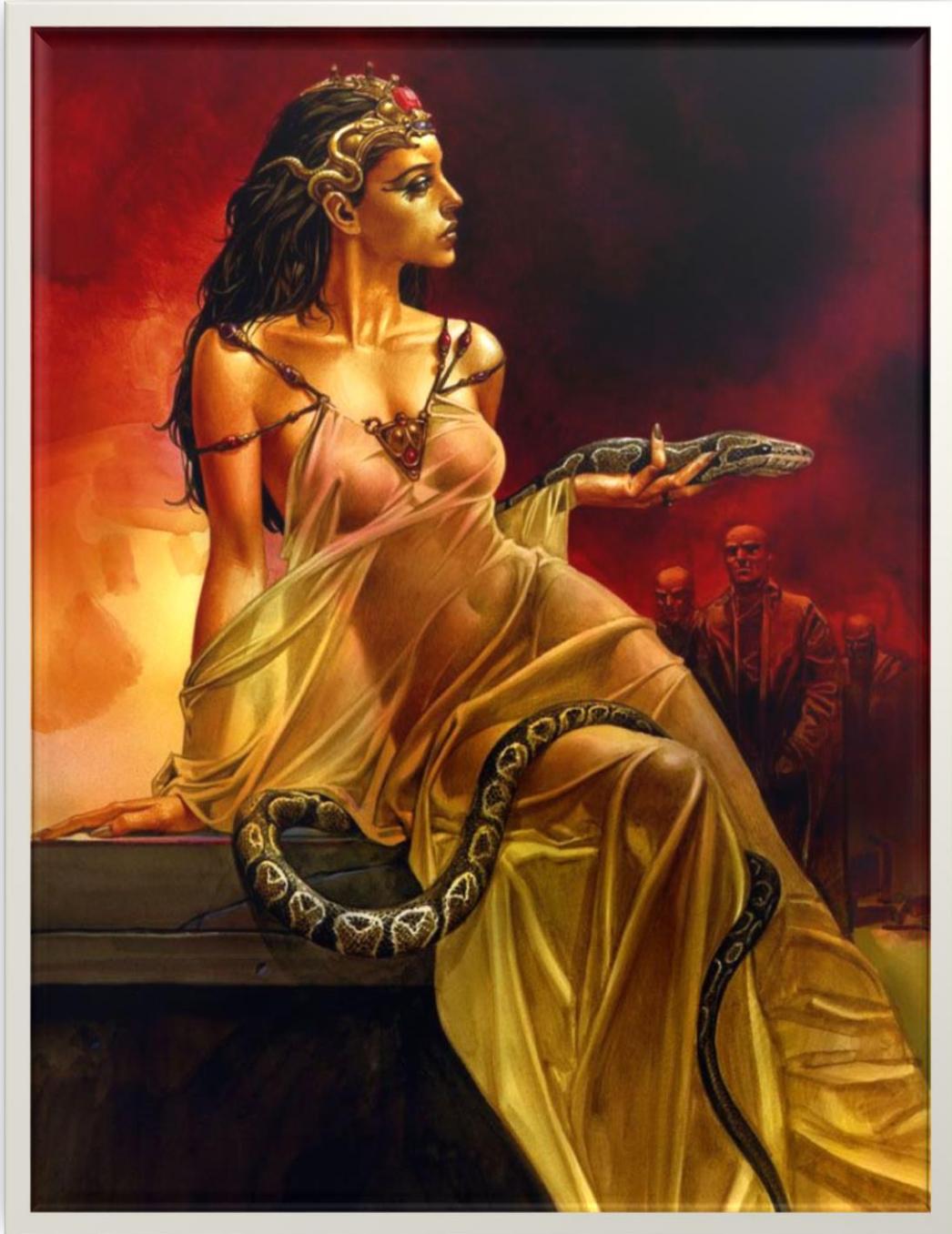


The Complete Book of Cleric Spells



Introduction

For use with the Age of Hyboria: D&D 2nd Edition

Introduction

In the world of Hyboria, the manipulation of magic is not as easy as it was in days long ago in the time of the elves and dwarves. Men have forgotten much of the ancient knowledge. Spellcasters have lost the insulation, if you wish to think of it that way, which their forefathers had, and thus, at times, spell surges take a taxing toll on the body. Constitution points are drained sometimes very quickly.

All spellcasters are limited to the number of spells they have access to cast as per their respective charts below. In the Age of Hyboria version of D&D, they may cast a spell as many times as they wish as long as they have the CON for it (see below). Constitution is regained at a rate of 1 CON point for every 2 uninterrupted hours of rest (not sleep necessarily, but not walking around either).

All spellcasters must make a CON check every time they cast a spell. The CON check is modified adversely by the tier of spell being cast. Failure indicates that the spell was completed but the spellcaster loses temporary CON points equal to the spell tier cast. Any future checks the spellcaster wants to cast before resting will be more difficult as his CON is even lower now.

For example: A cleric with a CON of 14 casts a 4th tier spell that is within his God's Sphere of Influence, so he would have to roll a 10 or lower on a d20 or temporarily lose 4 CON points (CON – Spell Level of 4 = 10).

Clerics must first choose a god that fits their race and/or culture. Each god has a Sphere of Influence. It is easier for clerics to cast spells from that sphere.

Gods

Crom

Worshippers: Cimmeria
Cleric Sphere: Combat
A distant god of strength; he made man and then left him alone.

At 5th level, gains the use of the fighter Thac0 table.

Dagon

Worshippers: Males in Zembabwean
Cleric Sphere: Necromancy
A dark god worshipped in the form of a golden idol. His consort is Dekerto.
At 4th level, may *Speak with Dead* innately 1/day.

Derketa

Worshippers: Kush
Cleric Sphere: Necromancy
A death goddess and Queen of the Dead
At 5th level, may *Cause Light Wounds* at will.

Derketo

Worshippers: Females in Shem and Zembabwean
Cleric Sphere: Charm
A goddess of fertility of the land and of sexual orgies and debauchery; girls are trained in sex
At 1st level, Derketo clerics gain the *Allure* trait. At 2nd level, they gain the *Sex proficiency*. At 5th level, they gain the ability to *Charm Man I* innately 1/day.

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Erlík

Worshippers: Hyrkania, Turan

Cleric Sphere: Combat

A dark god whose clerics commit violent acts and some even file their teeth.

For every dark violent act, a 3-5% cumulative chance exists to gain a “Dark Power.” DM is encouraged to reference such powers in Ravenloft.

Mitra

Worshippers: Aquilonia, Brythunia
Corinthia, Nemedra, Ophir, Zingara

Cleric Sphere: Healing

A god of law, order, and even forgiveness;
god of the civilized people

At 3rd level, adds +1 to *Cure Wounds* rolls.

At 5th level, may innately cast *Cure Blindness* and *Cure Deafness* 1/week

Set

Worshippers: Stygia

Cleric Sphere: Necromancy

A dark god of death and serpents

At 3rd level, may cast *Sticks to Snakes* 1/day. At 5th level, gains the *Anatomy* and *Mummification* proficiencies. May cast *Conjure Animals* (always will be poisonous snakes) 1/day



Ymir

Worshippers: Vanaheim, Asgard,
Hyperborea

Cleric Sphere: Combat

Frost giant god of the northern barbarians; a
god of blood sacrifice and war

At 2nd level, gains +1 to hit and damage with the broadsword. At 4th level, gains +1 to Strength or Constitution, player’s choice.

Yog

Worshippers: Darfar

Cleric Sphere: Combat

Lord of Empty Abodes such as deserts.

Worship involves cannibalism and bone
immolation

At 1st level, gains +2 to strength as long as cleric partakes in cannibalism once per week. At 4th level, can chant a *Prayer* for self only for every battle.

Yogah

Worshippers: Khitai

Cleric Sphere: Protection

The elephant-headed god from the stars; his
memory is still worshipped in Khitai.

At 3rd level, given a heart-shaped talisman at a temple in Khitai. If worn, provides *Protection from Evil*. At 5th level, gains +1 to wisdom.

Zath

Worshippers: Zamora

Cleric Sphere: Summoning

A spider god is pre-eminent among
Zamorian gods. Temple dominates in
Yezud

At 3rd level, may summon a 1 HD spider as a familiar. At 5th level, may conjure a 5 HD spider once per week.

Introduction

Clerics gain one additional spell from their god's Sphere of Influence at every spell tier. Any other spells from the Cleric Spell Progression (CSP) Table can be from any sphere allowed for clerics respectively. Casting a spell from outside their god's Sphere of Influence incurs an additional -1 to their CON check. If failed, clerics lose CON equal to the spell's tier. No bonus spells are allowed for high Wisdom scores.

Unlike pure 2nd edition rules, once a spell is chosen and learned, it cannot simply be "unlearned" and swapped out after the next rest period. Players should carefully choose their spells as they will have them for the rest of their character's life.

Clerics have access to the following spheres: Charm, Combat, Divination, Healing, Necromancy, and Protection

All good clerics can turn undead. Evil clerics can control undead.

Cleric Spell Progression Table

Level	1 st Tier	2 nd Tier	3 rd Tier	4 th Tier	5 th Tier	6 th Tier
1	2 (1)					
2	2 (2)					
3	2 (2)	1 (1)				
4	2 (3)	1 (2)				
5	2 (3)	1(3)	1 (1)			
6	2 (3)	1 (3)	1 (2)			
7	2 (3)	1 (3)	1(2)	1 (1)*		
8	2 (3)	1 (3)	1 (3)	1 (2)*		
9	2 (4)	1 (4)	1 (3)	1 (2)*	1 (1)**	
10	2 (4)	1 (4)	1 (3)	1 (3)*	1 (2)**	
11	2 (5)	1 (4)	1 (4)	1 (3)*	1 (2)**	1 (1)***
12	2 (6)	1 (5)	1 (5)	1 (3)*	1 (2)**	1 (2)***

*Usable only by Clerics with a 16 Wisdom or greater

**Usable only by Clerics with a 17 Wisdom or greater

***Usable only by Clerics with an 18 Wisdom or greater

Note: read each cell as number of Sphere of Influence spells + (any spell); for example, a first level Cleric worshipping Mitra would have 2, 1st Tier Healing spells + any 1 other 1st Tier spell

Cleric Spell Lists

1st Tier

Battlefate (C)
Bless (P)
Call Upon Faith (S)
Cause Fear (Ch)
Cause Light Wounds (N)
Charm Man I (Ch)*
Command (C/Ch)
Dark Flame (S)
Detect Evil (D)
Detect Good (D)
Detect Poison (D)
Impotence (Ch)
Invisibility to Undead (N)
Magical Stone (C)
Orison (H)
Protection from Evil (P)
Protection from Good (P)
Remove Fear (Ch)
Sacred Guardian (Ch)
Sanctuary (P)
Spell Immunity I (P)
Stop Bleeding (H)
Torch Light (S)

4th Tier

Abjure (S)
Cause Serious Wounds (N)
Chaotic Sleep (N)
Charm Man IV (Ch)*
Cloak of Bravery (S)
Cloak of Fear (S)
Divination (D)
Font of Sight (D)
Genius (D)
Neutralize Poison (H)
Poison (N)
Protection from Evil 10' rd (P)
Protection from Good 10' rd (P)
Recitation (C)
Spell Immunity IV (P)
Suspended Animation (N)

2nd Tier

Augury (D)
Cause Deafness (N)
Cause Moderate Wounds (N)
Chant (C)
Charm Man II (Ch)*
Charm Person (Ch)
Cure Deafness (H)
Cure Wounds (H)
Defile (S)
Draw Upon Holy Might (S)
Enthrall (Ch)
Hesitation (Ch)
Idea (D)
Remove Paralysis (P)
Resist Acid and Corrosion (P)
Sanctify (S)
Silence Person (N)
Slow Poison (H)
Spell Immunity II (P)
Spiritual Weapon (C)
Wyvern Watch (P)

5th Tier

Atonement (D)
Cause Critical Wounds (N)
Charm Man V (Ch)*
Commune (D)
Dispel Evil (P)
Dispel Good (P)
Energy Drain (N)
Flame Strike (C)
Insect Plague (S)
Quest (Ch)
Raise Dead (H)
Restoration (H)
Slay Living (N)

3rd Tier

Adamantite Mace (C)
Animate Dead (N)*
Berserk (C)*
Cause Blindness (N)
Cause Disease (N)
Charm Man III (Ch)*
Cure Blindness (H)
Cure Disease (H)
Dispel Magic (P)
Feign Death (N)
Fortify (H)*
Glyph of Warding (P)
Hold Person (Ch)
Hold Poison (H)
Impervious Sanctity of Mind (P)*
Inflict Injury (N)
Locate Object (D)
Magical Vestment (P)
Negative Plane Protection (P)
Prayer (C)
Repair Injury (H)
Speak with Dead (N)
Spell Immunity III (P)
Summon Spirit (S)
Unfailing Premonition (D)*

6th Tier

Aerial Servant (S)
Animate Object (S)
Anti Animal or Plant Shell (P)
Blade Barrier (C)
Command Monster (Ch)
Exaction (S)
Harm (N)
Heal (H)
Speak with Monsters (D)
Stone Tell (D)
Symbol (C)
Word Strike (C)

*Denotes a spell usable by only certain clerics

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1st Tier

Battlefate

Sphere: Combat
Range: 20 yds.
Components: V, S, M
Duration: 2 rds./level
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: None

This spell alters combat probabilities for the recipient by +1 for every 3 levels of the cleric up to +5

Roll every round to determine the benefit.

d6 Effect

- 1 Nothing happens
- 2 Defenses enhanced, bonus to AC
- 3 Luck enhanced, apply bonus to saves
- 4 Accuracy enhanced, apply to "to hit" rolls
- 5 Damage enhanced, apply to damage rolls
- 6 Lucky opening! +1 attack with either enhanced accuracy or damage (subject's choice)

Bless

Sphere: Protection
Range: 60 yds.
Components: V, S, M
Duration: 6 rds.
Casting Time: 1 rd.
Area of Effect: 50-ft. cube
Saving Throw: None

This spell raises the morale, saves, to hit and damage by +1. A blessing, however, affects only those **not** already engaged in melee combat. Multiple *bless* spells are not cumulative.

The *bless* spell requires holy water.

Call Upon Faith

Sphere: Summoning
Range: 0
Components: V, S, M
Duration: 1 round
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

The cleric gains a +3 (or +15%) bonus to one die roll (his choice) needed to complete a task. The bonus may be used to affect a saving throw, attack roll, ability check, etc. For example, if a priest were about to cross a narrow log high above a chasm, he could cast this spell and gain a +3 bonus to his Dexterity ability check. The material component is the priest's holy symbol.

Cause Fear

Sphere: Charm
Range: 10 yds.
Components: V, S
Duration: Special
Casting Time: 1
Area of Effect: 1 creature/4 levels
Saving Throw: Special

Cause Fear, causes one creature to flee in panic at maximum movement speed away from the caster for 1d4 rounds. A successful saving throw against the reversed effect negates it, and any Wisdom adjustment also applies. The cleric casting this spell can affect 1 additional creature for every 4 levels of experience. Of course, *Cause Fear* can be automatically countered by *Remove Fear* and vice versa.

This spell has no effect on undead of any sort.

Cause Light Wounds

Sphere: Necromancy
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1
Area of Effect: Creature touched
Saving Throw: None

This spell delivers d8 +Wisdom Defense Adjustment upon touching the recipient (maximum 8 damage).

Charm Man I

Sphere: Charm
Range: 15' radius
Components: V, S
Duration: 1d4+1 turns
Casting time: 1
Area of Effect: 1d4+4 males of 1 HD/level or lower
Saving Throw: see below

This spell is only usable by clerics who worship a god whose Sphere of Influence is Charm.

The caster must have a Charisma score of at least 13 to cast this spell.

The spell affects victims the same as a charm person spell. If there is a leader with a group of men, he may dispel the charm if his Charisma plus a roll of 1d8 is six points or more higher than the caster's Charisma. If the spell is not dispelled by a leader, each man within the area of effect must attempt a save vs. spells. A successful save negates the effect of the spell for that man only. If

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there are more men within range than a maximum number who can be affected, the spell is directed against the lower-level men first. The spell won't work on any man who has taken damage from any other action by the same cleric during the current encounter.

Command

Sphere: Combat/Charm
Range: 30 yds.
Component: V
Duration: 1 rd.
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: Negates

Command enables the priest to command another creature with a single word. The command must be uttered in a language understood by the creature. The subject will obey to the best of his/its ability only as long as the command is absolutely clear and unequivocal; thus, a command of "Suicide!" is ignored. A command to "Die!" causes the creature to fall in a faint or cataleptic state for one round, but thereafter the creature revives and is alive and well. Typical commands are back, halt, flee, run, stop, fall, go, leave, surrender, sleep, rest, etc. No command affects a creature for more than one round; undead are not affected at all.

Dark Flame

Sphere: Summoning
Range: 10 yds.
Components: V, S
Duration: 1 turn/level
Casting Time: 4
Area of Effect: 20-ft.-radius
Saving Throw: Special

This spell causes a magical flickering darkness with a 20 foot radius around the spell's center. The spell must be centered on any staff, stick, or even an unlit torch, and the caster must have a line of sight or unobstructed path to that point when the spell is cast. Any normal light source or magical light source of lesser intensity than full daylight does not function in magical darkness. A darkness spell cast directly against a Torch Light spell cancels both, and vice versa.

Detect Evil

Sphere: Divination
Range: 0
Components: V, S, M
Duration: 1 turn + 5 rds./level
Casting Time: 1 rd.
Area of Effect: 10 ft. x 120 yds.
Saving Throw: None

This spell discovers emanations of evil or good in any creature, object, or area. Character alignment, however, is revealed only under unusual circumstances: characters who are strongly aligned, who do not stray from their faith, and who are of at least 9th level might radiate good or evil *if intent upon appropriate actions*. Powerful monsters, such as rakshasas or ki-rin, send forth emanations of evil or good, even if polymorphed. Aligned undead radiate evil, for it is this power and negative force that enable them to continue existing. An evilly cursed object or unholy water radiates evil, but a hidden trap or an unintelligent viper does not. The degree of evil (dim, faint, moderate, strong, or overwhelming) and possibly its general nature (expectant, malignant, gloating, etc.) can be noted. If the evil is overwhelming, the priest has a 10% chance per level of detecting its general bent (lawful, neutral, or chaotic). The priest must concentrate--stop, have quiet, and intently seek to detect the aura--for at least one round to receive a reading.

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

Detect Good

Sphere: Divination
Range: 0
Components: V, S, M
Duration: 1 turn + 5 rds./level
Casting Time: 1 rd.
Area of Effect: 10 ft. x 120 yds.
Saving Throw: None

This spell discovers emanations of good in any creature, object, or area. Character alignment, however, is revealed only under unusual circumstances: characters who are strongly aligned, who do not stray from their faith, and who are of at least 9th level might radiate good or evil *if intent upon appropriate actions*. Powerful monsters, such as rakshasas or ki-rin, send forth emanations of evil or good, even if polymorphed. Aligned undead radiate evil, for it is this power and negative force that enable them to continue existing. A holy object or holy water radiates good, but a hidden

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trap in a holy temple or animal intelligence does not. The degree of good (dim, faint, moderate, strong, or overwhelming) and possibly its general nature (expectant, humble, etc.) can be noted. If the good is overwhelming, the priest has a 10% chance per level of detecting its general bent (lawful, neutral, or chaotic). The priest must concentrate--stop, have quiet, and intently seek to detect the aura--for at least one round to receive a reading.

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

Detect Poison

Sphere: Divination

Range: 0

Components: V, S, M

Duration: 1 turn + 1 rd./level

Casting Time: 4

Area of Effect: Special

Saving Throw: None

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

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

Impotence

Sphere: Charm

Range: 5 yards

Components: V, S, M

Duration: 10 rounds/level

Casting time: 1

Area of Effect: One creature

Saving Throw: Neg.

This spell enables the spell caster to render one creature, himself or otherwise, impotent (incapable of sexual intercourse). During the period of impotence, the creature will attack at -2 and make morale and saving throws at -2. Wisdom, Constitution, and Charisma scores will be lowered by 1-3 points each for the duration of the spell. Also, during this time the creature will feel downright miserable.

The material component is a flask of wine or cold water.

Invisibility to Undead

Sphere: Necromantic

Range: Touch

Components: V, S, M

Duration: 6 rds.

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: Special

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

The material component is the priest's holy symbol.

Magical Stone

Sphere: Combat

Range: Touch

Components: V, S, M

Duration: ½ hour, max

Casting Time: 4

Area of Effect: 3 pebbles

Saving Throw: None

By using this spell, the priest can temporarily enchant up to three small pebbles, no larger than sling bullets. The magical stones can then be hurled or slung at an opponent. If hurled, they can be thrown up to 30 yards, and all three can be thrown in one round. The character using them must roll normally to hit, although the magic of the stones enables any character to be proficient with them. The stones are considered +1 weapons. Each stone that hits inflicts 1d4+1 points of damage (2d4+1 points against undead). The magic in each stone lasts only for half an hour, or until used.

The material components are the priest's holy symbol and three small pebbles.

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Orison

Sphere: Healing

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 1

Area of Effect: Creature touched

Saving Throw: None

Orison allows the cleric to heal 1 hp of wounds per round. The maximum number of hp the cleric can restore is 3 hp per casting.

Protection from Evil

Sphere: Protection

Range: Touch

Components: V, S, M

Duration: 3 rds./level

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: None

When this spell is cast, it creates a magical barrier around the recipient at a distance of 1 foot. The barrier moves with the recipient and has three major effects: First, all attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll, and any saving throws caused by such attacks are made by the protected creature with a +2 bonus.

Second, any attempt to exercise mental control over the protected creature (if, for example, it has been charmed by a vampire) or to invade and take over its mind (as by a ghost's magic jar attack) is blocked by this spell. Note that the protection does not prevent a vampire's charm itself, nor end it, but it does prevent the vampire from exercising mental control through the barrier. Likewise, an outside life force is merely kept out, and would not be expelled if in place before the protection was cast.

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

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

Protection from Good

Sphere: Protection

Range: Touch

Components: V, S, M

Duration: 3 rds./level

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: None

When this spell is cast, it creates a magical barrier around the recipient at a distance of 1 foot. The barrier moves with the recipient and has three major effects: First, all attacks made by good or goodly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll, and any saving throws caused by such attacks are made by the protected creature with a +2 bonus.

Second, any attempt to exercise mental control over the protected creature (if, for example, it has been charmed by a Ki-rin) or to invade and take over its mind is blocked by this spell. Note that the protection does not prevent the charm itself, nor end it, but it does prevent the creature from exercising mental control through the barrier. Likewise, an outside life force is merely kept out, and would not be expelled if in place before the protection was cast.

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

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

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Remove Fear

Sphere: Charm
Range: 10 yds.
Components: V, S
Duration: Special
Casting Time: 1
Area of Effect: 1 creature/4 levels
Saving Throw: Special

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

This spell has no effect on undead of any sort.

Sacred Guardian

Sphere: Charm
Range: Touch
Components: V, S, M
Duration: 1 day/level
Casting Time: 1
Area of Effect: Creature touched
Saving Throw: None

By use of this spell, a priest becomes instantly aware when the recipient of the spell is in danger, regardless of the distance between the priest and the recipient. The recipient may be on a different plane of existence than the priest. When this spell is cast by a priest of at least 3rd level, he receives a mental image of the endangered person's situation. At no time, however, does the priest know the person's location through the use of this spell.

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

Sanctuary

Sphere: Protection
Range: Touch
Components: V, S, M
Duration: 2 rds. + 1 rd./level
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: None

When the priest casts a *sanctuary* spell, any opponent attempting to strike or otherwise directly attack the protected creature must roll a saving throw vs. spell. If

the saving throw is successful, the opponent can attack normally and is unaffected by that casting of the spell. If the saving throw is failed, the opponent loses track of and totally ignores the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. Note that this spell does not prevent the operation of area attacks (ice storm, etc.). While protected by this spell, the subject cannot take direct offensive action without breaking the spell, but may use non-attack spells or otherwise act in any way that does not violate the prohibition against offensive action. This allows a warded priest to heal wounds, for example, or to bless, perform an augury, chant, cast a light in the area, and so on.

The components of the spell include the priest's holy symbol and a small silver mirror.

Spell Immunity I

Sphere: Protection
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 rd.
Area of Effect: 1 creature
Saving Throw: None

By means of this spell, the priest renders a creature touched immune to the effects of a specified spell of 1st level. It protects against spells, spell-like effects of magical items, and innate spell-like abilities of creatures. It does not protect against breath weapons or gaze attacks of any type.

The spell has two additional limitations. First, the caster must have directly experienced the effect of the specified spell. For example, if the caster has been attacked by a *fireball* spell at some time, he can use the *spell immunity* spell to provide protection from a fireball. Second, only a particular spell can be protected against, not a certain sphere of spells or a group of spells that are similar in effect; thus, a creature given immunity to the *lightning bolt* spell is still vulnerable to a *shocking grasp* spell.

The material component for spell immunity is the same as that for the spell to be protected against.

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Stop Bleeding

Sphere: Healing
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: None

This spell stops severe, major, or minor bleeding. Normally, an adventurer can bind wounds but can only reduce severe bleeding to major or major to minor.

The cleric casting this spell stops all bleeding from a creature. Thus, the bleeding from a severed limb, and bleeding out (going from -5 to -6 e.g.), even magical bleeding can be stopped. Additionally, if cast on a character at Death's Door (-1 to -9), it also heals a d6 hit points.

Torch Light

Sphere: Summoning
Range: 10 yds.
Components: V, S
Duration: 1 turn/level
Casting Time: 4
Area of Effect: 20-ft.-radius
Saving Throw: Special

This spell causes a flickering glow within 20 feet of the spell's center. The area of light thus caused is equal in brightness to torchlight. Objects in darkness beyond this sphere can be seen, at best, as vague and shadowy shapes. The spell must be centered on any staff, stick, or even an unlit torch,

and the caster must have a line of sight or unobstructed path to that point when the spell is cast. The caster can extinguish the light at any time by uttering a single word. Torch Light spells are not cumulative--multiple castings do not provide a brighter light. A Dark Flame spell cast directly against a Torch Light spell cancels both, and vice versa.



Cleric Spells 2nd Tier

2nd Tier

Augury

Sphere: Divination
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 2 rds.
Area of Effect: Special
Saving Throw: None

The priest casting an *augury* spell seeks to divine whether an action in the immediate future (within one-half hour) will benefit or harm the party. For example, if a party is considering the destruction of a weird seal that closes a portal, an *augury* spell can be used to find if weal or woe will be the immediate result. If the spell is successful, the DM yields some indication of the probable outcome: "weal," "woe," or possibly a cryptic puzzle or rhyme. The base chance for receiving a meaningful reply is 70%, plus 1% for each level of the priest casting the spell; for example, 71% at 1st level, 72% at 2nd, etc. Your DM determines any adjustments for the particular conditions of each augury. For example, if the question is "Will we do well if we venture to the third level?" and a terrible troll guarding 10,000 sp and a *shield +1* lurks near the entrance to the level (which the DM estimates the party could beat after a hard fight), the augury might be: "Great risk brings great reward." If the troll is too strong for the party, the augury might be: "Woe and destruction await!" Likewise, a party casting several auguries about the same action in quick succession might receive identical answers, regardless of the dice rolls. The material component for an *augury* spell is a set of bones or fortune cards which are not expended.

Cause Deafness

Sphere: Necromantic
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 rd.
Area of Effect: 1 creature
Saving Throw: Neg

Cause Deafness, requires a successful attack roll on the victim. If the victim rolls a successful saving throw, the effect is negated. If the saving throw is failed, a non-damaging magical deafness results. A deafened creature can react only to what it can see or feel, and suffers a -1 penalty to surprise rolls, a -1 penalty to its initiative rolls, and a 20% chance of spell failure for spells with verbal components.

Cause Moderate Wounds

Sphere: Necromancy
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1
Area of Effect: Creature touched
Saving Throw: None

This spell delivers d10+1 +Wisdom Defense Adjustment upon touching the recipient (maximum 11 damage).

Chant

Sphere: Combat
Range: 0
Components: V, S
Duration: Time of chanting
Casting Time: 2 rds.
Area of Effect: 30-ft. radius
Saving Throw: None

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

Charm Man II

Sphere: Charm
Range: 15' radius
Components: V, S
Duration: 1d4+1 turns
Casting time: 1
Area of Effect: 1d4+4 males of 2 HD/level or lower
Saving Throw: see below

This spell is only usable by clerics who worship a god whose Sphere of Influence is Charm.

The caster must have a Charisma score of at least 13 to cast this spell.

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The spell affects victims the same as a charm person spell. If there is a leader with a group of men, he may dispel the charm if his Charisma plus a roll of 1d8 is six points or more higher than the caster's Charisma. If the spell is not dispelled by a leader, each man within the area of effect must attempt a save vs. spells. A successful save negates the effect of the spell for that man only. If there are more men within range than a maximum number who can be affected, the spell is directed against the lower-level men first. The spell won't work on any man who has taken damage from any other action by the same cleric during the current encounter.

Charm Person

Sphere: Charm

Range: 80 yds.

Components: V, S

Duration: Special

Casting Time: 5

Area of Effect: 1 person

Saving Throw: Neg.

This spell affects any single person it is cast upon. The creature then regards the caster as a trusted friend and ally to be heeded and protected. The term *person* includes any bipedal human, demi-human or humanoid of man size or smaller. The spell does not enable the caster to control the charmed creature as if it were an automaton, but any word or action of the caster is viewed in the most favorable way. Thus, a charmed creature would not obey a suicide command, but might believe the caster if assured that the only chance to save the caster's life is for the creature to hold back an onrushing red dragon for "just a minute or two" and if the charmed creature's view of the situation suggests that this course of action still allows a reasonable chance of survival. The subject's attitudes and priorities are changed with respect to the caster, but basic personality and alignment are not. A request that a victim make itself defenseless, give up a valued item, or even use a charge from a valued item (especially against former associates or allies) might allow an immediate saving throw to see if the charm is thrown off. Likewise, a charmed creature does not necessarily reveal everything it knows or draw maps of entire areas. Any request may be refused, if such refusal is in character and does not directly harm the caster. The victim's regard for the caster does not necessarily extend to the caster's friends or allies. The victim does not react well to the charmer's allies making suggestions such as, "Ask him this question. . .," nor does the charmed creature put up with verbal or physical abuse from the charmer's associates, if this is out of character. Note also that the

spell does not empower the caster with linguistic capabilities beyond those he normally has. The duration of the spell is a function of the charmed creature's Intelligence, and it is tied to the saving throw. A successful saving throw breaks the spell. This saving throw is checked on a periodic basis according to the creature's Intelligence, even if the caster has not overly strained the relationship.

Intelligence Score Period Between Checks

3 or less: 3 months

4-6: 2 months

7-9: 1 month

10-12: 3 weeks

13-14: 2 weeks

15-16: 1 week

17: 3 days

18: 2 days

19 or more: 1 day

If the caster harms, or attempts to harm, the charmed creature by some overt action, or if a *dispel magic* spell is successfully cast upon the charmed creature, the charm is broken automatically. If the subject of the *charm person* spell successfully rolls its saving throw vs. the spell, the effect is negated.

Cure Deafness

Sphere: Healing

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 1 rd.

Area of Effect: 1 creature

Saving Throw: None

By touching the creature afflicted, the priest employing the spell can permanently cure deafness. This spell does not restore or repair auditory organs damaged by injury or disease. It does counter *Cause Deafness* (and vice versa), and will restore hearing to those born deaf and those who have been non-permanently damaged by sound.

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Cure Wounds

Sphere: Healing

Range: Touch

Components: V, S

Duration: Permanent turns

Casting time: 1

Area of Effect: Creature Touched

Saving Throw: None

This spell will heal d8 X 10% of the wounds of a creature, rounded down. So, a fighter with 60 damage will be healed 30 damage if a 5 is rolled on the d8. A farmer with 4 damage will be healed 2 damage with the same roll. Note that it is impossible to heal 100% of a creature's wounds. Natural healing must occur to be fully refreshed.

Defile

Sphere: Summoning

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: 10 yard X 10 yard square/priest

Saving Throw: None

This cooperative spell allows the priests to create a beneficial atmosphere within a specified area. Companions of similar alignment to the casters will feel fortified and encouraged while in the sanctified area. The spell can be cast by a single priest or a group of priests. After casting *Defile*, the affected area is imbued with the deity's majesty. For followers of that deity, the area radiates an unholy aura. These followers gain a +2 bonus to saving throws against all fear- and charm-based powers. Persons of the same alignment as the caster but of different faiths gain a +1 to saving throws. The effect applies only as long as the characters remain in the sanctified area. Creatures intent on harming the priest or his followers suffer a -1 on saving throws vs. fear and charm when on unsanctified ground.

Undead creatures within the area are harder to turn; any priest standing on sanctified ground turns undead as if he were one level lower.

Although this spell can be cast by a single priest, it is most effective when cast by several priests at once. The duration of the spell is equal to one round per level of the caster. When several priests cast the spell, the level of the most powerful priest is used, with two rounds added for every contributing priest. Thus, one 8th-level

and three 6th level priests would give the spell a duration of 14 rounds (8+2+2+2).

The material components are the priest's holy symbol and a handful of earth from a grave.

Draw Upon Holy Might

Sphere: Summoning

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 2

Area of Effect: The caster

Saving Throw: None

When this spell is cast, the priest's body shudders and glows with a shimmering aura as it becomes a vessel for the power of his god. As a result, the caster may choose to increase one ability score (only Strength, Dexterity, Constitution, and Charisma are eligible) by +1 per three levels of his experience (+1 at 3rd level, +2 at 6th, etc.). Only one attribute may be increased. The effect lasts for the duration of the spell. Attributes may be increased above the normal restrictions due to race and class, to a maximum of +6. For example, an 18th-level priest with Strength 15 could increase his Strength to 21 for 18 rounds, granting him a +4 attack bonus, a +9 damage adjustment, etc.

When the spell ends, the energy abruptly leaves the priest's body, leaving him physically and mentally drained. The priest automatically loses 2 Constitution points (thus no need for a CON check when casting)

The material components are the priest's holy symbol and a vial of holy water that has been blessed by the high priest of the character's faith.

Enthrall

Sphere: Charm

Range: 0

Components: V, S

Duration: Special Casting Time: 1 rd.

Area of Effect: 90-ft. radius

Saving Throw: Neg.

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

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or Hit Dice, or with a Wisdom of 16 or better, are unaffected.

To cast the spell, the caster must speak without interruption for a full round. Thereafter, the enchantment lasts as long as the priest speaks, to a maximum of one hour. Those enthralled take no action while the priest speaks, and for 1d3 rounds thereafter while they discuss the matter. Those entering the area of effect must also successfully save vs. spell or become enthralled. Those not enthralled are 50% likely every turn to hoot and jeer in unison. If there is excessive jeering, the rest are allowed a new saving throw. The speech ends (but the 1d3 round delay still applies) if the priest is successfully attacked or performs any action other than speaking. If the audience is attacked, the spell ends and the audience reacts immediately, rolling a reaction check with respect to the source of the interruption, at a penalty of -10.

Hesitation

Sphere: Charm

Range: 30 yards

Components: V, S, M

Duration: 1 round/level

Casting Time: 2

Area of Effect: 20-foot-radius circle

Saving Throw: Neg.

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

The spell affects 2-8 Hit Dice or levels of creatures. All possible victims are allowed saving throws vs. spells; those failing their saving throws modify their initiative rolls by -4 for a number of rounds equal to the caster's level.

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



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Idea

Sphere: Divination
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: The caster
Saving Throw: None

This spell stimulates the priest's mind to experience a flash of insight. In game terms, the DM reminds the priest's player of a fact or event that has been forgotten, overlooked, or discounted. Thus, the DM might remind the player about an important clue that the priest discovered but the player did not consider significant. If there are no forgotten facts, the DM may, at his discretion, tell the player of new information relevant to the condition at hand. The reminder can be cryptic, depending on the DM's campaign.

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

Remove Paralysis

Sphere: Protection
Range: 10 yds./level
Components: V, S
Duration: Permanent
Casting Time: 6
Area of Effect: 1d4 creatures in 20-ft. cube
Saving Throw: None

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

Resist Acid and Corrosion

Sphere: Protection
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 4
Area of Effect: Creature Touched
Saving Throw: None

This spell imparts to a creature complete protection against mild acids and corrosives and provides +3 to saves and ½ damage versus more potent acids such as black dragon's breath, *Melf's Acid Arrow*, and various acids from puddings, jellies, and slimes.

Sanctify

Sphere: Summoning
Range: 10 yards
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: 10 yard X 10 yard square/priest
Saving Throw: None

This cooperative spell allows the priests to create a beneficial atmosphere within a specified area. Companions of similar alignment to the casters will feel fortified and encouraged while in the sanctified area. The spell can be cast by a single priest or a group of priests. After casting *sanctify*, the affected area is imbued with the deity's majesty. For followers of that deity, the area radiates a holy aura. These followers gain a +2 bonus to saving throws against all fear- and charm-based powers. Persons of the same alignment as the caster but of different faiths gain a +1 to saving throws. The effect applies only as long as the characters remain in the sanctified area. Creatures intent on harming the priest or his followers suffer a -1 on saving throws vs. fear and charm when on sanctified ground.

Undead creatures within the area are easier to turn; any priest standing on sanctified ground turns undead as if he were one level higher.

Although this spell can be cast by a single priest, it is most effective when cast by several priests at once. The duration of the spell is equal to one round per level of the caster. When several priests cast the spell, the level of the most powerful priest is used, with two rounds added for every contributing priest. Thus, one 8th-level and three 6th level priests would give the spell a duration of 14 rounds (8+2+2+2).

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

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

Silence Person

Sphere: Necromantic
Range: 120 yds.
Components: V, S
Duration: 2 rds./level
Casting Time: 5
Area of Effect: 15-ft.-radius
Saving Throw: Neg

Upon casting this spell, the cleric is able to silence a person preventing him from uttering any sound. Conversation is impossible and spells cannot be cast (or at least not those with verbal components, if the optional component rule is used). The spell lasts two rounds for each level of experience of the priest. An unwilling creature receives a saving throw against the spell.

Slow Poison

Sphere: Healing
Range: Touch
Components: V, S, M
Duration: 1 hr./level
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: None

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

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

Spell Immunity II

Sphere: Protection
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 rd.
Area of Effect: 1 creature
Saving Throw: None

By means of this spell, the priest renders a creature touched immune to the effects of a specified spell of 2nd level or lower. It protects against spells, spell-like effects of magical items, and innate spell-like abilities of creatures. It does not protect against breath weapons or gaze attacks of any type.

The spell has two additional limitations. First, the caster must have directly experienced the effect of the specified spell. For example, if the caster has been attacked by a *fireball* spell at some time, he can use the *spell immunity* spell to provide protection from a fireball. Second, only a particular spell can be protected against, not a certain sphere of spells or a group of spells that are similar in effect; thus, a creature given immunity to the *lightning bolt* spell is still vulnerable to a *shocking grasp* spell.

The material component for spell immunity is the same as that for the spell to be protected against.

Spiritual Weapon

Sphere: Combat
Range: 10 yds./level
Components: V, S, M
Duration: 3 rds. + 1 rd./level
Casting Time: 5
Area of Effect: Special
Saving Throw: None

By calling upon his deity, the caster of a *spiritual weapon* spell brings into existence a field of force shaped vaguely like a weapon of the cleric's choosing. As long as the caster concentrates upon the weapon, it strikes at any opponent within its range, as desired. Each round the caster can choose to attack the same target as the previous round or switch to a new target that he can see anywhere within his maximum range. The spiritual weapon's chance to successfully hit is equal to that of the caster, without any Strength bonuses. In addition, it strikes as a magical weapon with a bonus of +1 for every six experience levels (or fraction) of the spellcaster, up to a total of +3 to the attack roll and +3 to the damage roll for a 13th-level

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caster. The base damage inflicted when it scores a hit is 1d6+1 plus the magical bonus. It has a Knockdown value of a d8. The weapon strikes in the same direction as the caster is facing, so if he is behind the target, all bonuses for rear attack are gained along with the loss of any modifications to the target's AC for shield and Dexterity. As soon as the caster ceases concentration, the *spiritual weapon* spell ends. A *dispel magic* spell that includes either the caster or the force in its area of effect has a chance to dispel the spiritual weapon. If an attacked creature has magic resistance, the resistance is checked the first time the spiritual weapon strikes. If the weapon is successfully resisted, the spell is lost. If not, the weapon has its normal full effect for the duration of the spell.

The material component of this spell is a cleric's holy symbol.

Wyvern Watch

Sphere: Protection

Range: 30 yds.

Components: V, S, M

Duration: up to 8 hrs.

Casting Time: 5

Area of Effect: 10-ft. radius

Saving Throw: Neg.

This spell is known as *wyvern watch* because of the insubstantial haze brought forth by its casting, which vaguely resembles a wyvern. It is typically used to guard some area against intrusion. Any creature approaching within 10 feet of the guarded area may be affected by the "wyvern." Any creature entering the guarded area must roll a successful saving throw vs. spell or stand paralyzed for one round per level of the caster, until freed by the spellcaster, by a *dispel magic* spell, or by a *remove paralysis* spell. A successful saving throw indicates that the subject creature was missed by the attack of the wyvern-form, and the spell remains in place. As soon as a subject creature is successfully struck by the wyvern-form, the paralysis takes effect and the force of the spell dissipates. The spell force likewise dissipates if no intruder is struck by the wyvern-form for eight hours after the spell is cast. Any creature approaching the space being guarded by the wyvern-form may be able to detect its presence before coming close enough to be attacked; this chance of detection is 90% in bright light, 30% in twilight conditions, and 0% in darkness.

The material component is the priest's holy symbol.



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3rd Tier

Adamantite Mace

Sphere: Combat

Range: Touch

Components: V, S, M

Area of Effect: Caster's weapon

Duration: 1 rd./level

Casting Time: 7

Saving Throw: None

By means of this spell, the priest transmutes his own cudgel, mace, or staff into an enchanted weapon of adamantite the most magical mineral known. The adamantite mace gains a +2 bonus to attack and damage rolls, but it can strike creatures normally hit only by +4 or better weapons. The adamantite mace retains its special properties for one round per level of experience of the caster.

The material component is a special powder made from a diamond worth 100 gp, sprinkled over the weapon.

Animate Dead

Sphere: Necromantic

Range: 10 yds.

Components: V, S, M

Duration: Permanent

Casting Time: 1 rd.

Area of Effect: Special

Saving Throw: None

This spell is only usable by clerics who worship a god whose Sphere of Influence is Necromancy.

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

The priest can animate one skeleton or one zombie for each experience level he has attained. If creatures with more than 1+ Hit Dice are animated, the number is determined by the monster Hit Dice. Skeletal forms have the Hit Dice of the original creature, while zombie forms have 1 more Hit Die. Thus, a 12th-level priest could animate 12 human skeletons (or six

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

The spell requires a drop of blood, a piece of flesh of the type of creature being animated, and a pinch of bone powder or a bone shard to complete the spell.

Berserk

Sphere: Charm

Range: 50'

Components: V, S

Duration: 1 round/level

Casting time: 1

Area of Effect: 1 person/level

Saving Throw: Neg.

This spell is only usable by clerics who worship a god whose Sphere of Influence is Charm.

When a *berserk* spell is cast upon a group of warriors, they change into the shapes of bears, although they retain the hands and eyes of men and continue to wield weapons. In this state, they lose all fear of death and enter a killing rage. They must attack any enemy they see and cannot be given any orders. Thus, any hope of coordinating an attack is completely lost. Due to their blind rage, they suffer a -4 modifier on ability checks involving Intelligence, Wisdom, or Charisma.

During the duration of the *berserk* spell, the warriors are immune to the following clerical spells: *charm person or mammal*, all spells in the charm sphere, *protection from evil*, *protection from evil, 10' radius*, and *dispel evil*. They are also immune to the following Wizard spells: *protection from evil*, *protection from evil, 10' radius*, *repulsion*, all spells in the enchantment/charm school, and all spells in the illusion/phantasm school. In addition, they receive a +2 modifier on all saving throws versus magic spells. While under the influence of a *berserk* spell, the warriors receive a +4 adjustment to their Strength score, with the accompanying modifiers to their attack and damage rolls, and their AC is modified by a +2 (so that, for example, AC 4 becomes AC 2). A *berserk* spell prevents the warriors from having to make a morale check, and renders them immune to fire damage. This spell can only be cast on fighters, and only if they are willing recipients.

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Cause Blindness

Sphere: Necromantic
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 rd.
Area of Effect: 1 creature
Saving Throw: Neg

Cause Blindness, requires a successful attack roll on the victim. If the victim rolls a successful saving throw, the effect is negated. If the saving throw is failed, a non-damaging magical blindness results. A blinded creature suffers a -4 penalty to its attack rolls, loses Dexterity bonuses to AC, loses shield bonuses, and has a -2 penalty to its initiative rolls.

Cause Disease

Sphere: Necromantic
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 rd.
Area of Effect: 1 creature
Saving Throw: None

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

Debilitating: The disease takes effect in 1d6 turns, after which the creature loses 1 point of Strength per hour until his Strength is reduced to 2 or less, at which time the recipient is weak and virtually helpless. If a creature has no Strength rating, it loses 10% of its hit points per Strength loss, down to 10% of its original hit points. If the disease also affects hit points, use the more severe penalty. Recovery requires a period of 1d3 weeks.

Fatal: This wasting disease is effective immediately. Infected creatures receive no benefit from *cure wound* spells while the disease is in effect; wounds heal at only 10% of the natural rate. The disease proves fatal within 1d6 months and can be cured only by magical means. Each month the disease progresses, the creature loses 2 points of Charisma, permanently.

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

Charm Man III

Sphere: Charm
Range: 15' radius
Components: V, S
Duration: 1d4+1 turns
Casting time: 1
Area of Effect: 1d4+4 males of 3 HD/level or lower
Saving Throw: see below

This spell is only usable by clerics who worship a god whose Sphere of Influence is Charm.

The caster must have a Charisma score of at least 13 to cast this spell.

The spell affects victims the same as a charm person spell. If there is a leader with a group of men, he may dispel the charm if his Charisma plus a roll of 1d8 is six points or more higher than the caster's Charisma. If the spell is not dispelled by a leader, each man within the area of effect must attempt a save vs. spells. A successful save negates the effect of the spell for that man only. If there are more men within range than a maximum number who can be affected, the spell is directed against the lower-level men first. The spell won't work on any man who has taken damage from any other action by the same cleric during the current encounter.

Cure Blindness

Sphere: Healing
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 rd.
Area of Effect: 1 creature
Saving Throw: None

By touching the creature afflicted, the priest employing the spell can permanently cure blindness. This spell does not restore or repair visual organs damaged by injury or disease. It does counter *Cause Blindness* (and vice versa), and will restore sight to those born sightless and those whose sight has been non-permanently damaged.

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Cure Disease

Sphere: Healing
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 rd.
Area of Effect: 1 creature
Saving Throw: None

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

Dispel Magic

Sphere: Protection
Range: 60 yds
Components: V, S
Duration: Special
Casting Time: 6
Area of Effect: 30-ft. cube or 1 item
Saving Throw: None

When a priest casts this spell, it has a chance to neutralize or negate the magic it comes in contact with as follows: First, it has a chance to remove spells and spell-like effects (including device effects and innate abilities) from creatures or objects. Second, it may disrupt the casting or use of these in the area of effect at the instant the dispel is cast. Third, it may destroy magical potions (which are treated as 12th level for purposes of this spell). Each effect or potion in the spell's area is checked to determine if it is dispelled. The caster can always dispel his own magic even without the use of *Dispel Magic*; otherwise, the chance depends on the difference in level between the magical effect and the caster. The base chance of successfully dispelling is 50% plus or minus 5% for every level of difference between the magical effect the caster. A roll of 5% or lower will always dispel while a 95% will always fail. For example, a 7th level cleric is casting *Dispel Magic* on a spell cast by a 9th level wizard. His base chance of success is 50% - 10% (two levels of difference). He thus, needs to roll 40% or less to dispel the effect.

A *dispel magic* can affect only a specially enchanted item (such as a magical scroll, ring, wand, rod, staff, miscellaneous item, weapon, shield, or armor) if it is cast directly upon the item. This renders the item nonoperational for 1d4 rounds. An item possessed or carried by a creature has the creature's saving throw against this effect; otherwise, it is automatically rendered nonoperational. An inter-dimensional interface (such as a *bag of holding*) rendered nonoperational is temporarily closed. Note that an item's physical properties are unchanged: A nonoperational magical sword is still a sword. Artifacts and relics are not subject to this spell, but some of their spell-like effects may be, at the DM's option.

Note that this spell, if successful, will release charmed and similarly beguiled creatures. Certain spells or effects cannot be dispelled; these are listed in the spell descriptions.

Summary of Dispel Effects

Source of Effect	Resists As	Result of Dispel
Caster	None	Dispel automatic
Other caster	Level	Effect negated*
Wand	6th level	Effect negated*
Staff	8th level	Effect negated*
Potion	12th level	Potion destroyed
Other item	12 th level	Effect negated*
Artifact	DM discretion	DM discretion

* Effect negated; if cast directly on item, item becomes nonoperational for 1d4 rounds.

Feign Death

Sphere: Necromantic
Range: Touch
Components: V
Duration: 1 turn + 1 rd./level
Casting Time: 1
Area of Effect: Person touched
Saving Throw: None

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

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under the influence of this spell, although a saving throw is permitted. However, the spell offers no protection from causes of certain death--being crushed under a landslide, etc. Only a willing individual can be affected by a *feign death* spell. The priest is able to end the spell effect at any time, but it requires a full round for bodily functions to begin again. Note that, unlike the wizard version of this spell, only people can be affected, and that those of any level can be affected by the priest casting this spell.

Fortify

Sphere: Healing

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 6

Area of Effect: Creature touched

Saving Throw: None

This spell is only usable by clerics who worship a god whose Sphere of Influence is Healing.

Through this spell, the priest improves the quality of his *Cure Wounds* spell. When both spells are cast, additional energy flows through the priest and into the creature being healed. *Fortify* automatically causes the cure spell to function at maximum effect. Thus, *Cure Wounds* would automatically heal 80% of damage.

The material component is the priest's holy symbol.

Glyph of Warding

Sphere: Protection

Range: Touch

Components: V, S, M

Duration: Until discharged

Casting Time: Special

Area of Effect: Special

Saving Throw: Special

A glyph of warding is a powerful inscription magically drawn to prevent unauthorized or hostile creatures from passing, entering, or opening. It can be used to guard a small bridge, to ward an entry, or as a trap on a chest or box. The priest must set the conditions of the ward; typically any creature violating the warded area without speaking the name of the glyph is subject to the magic it stores. A successful saving throw vs. spell enables the creature to escape the effects of the glyph. Glyphs can be set according to physical characteristics, such as creature type, size, and weight. Glyphs can also be set with respect to good or evil, or to pass those of

the caster's religion. They cannot be set according to class, Hit Dice, or level. Multiple glyphs cannot be cast on the same area; although if a cabinet had three drawers, each could be separately warded.

When the spell is cast, the priest weaves a tracery of faintly glowing lines around the warding sigil. For every 5 square feet of area to be protected, one round is required to trace the warding lines of the glyph. The caster can affect an area equal to a square the sides of which are the same as his level, in feet. The glyph can be placed to conform to any shape up to the limitations of the caster's total square footage. Thus, a 6th-level caster could place a glyph on a 6-foot x 6-foot square, a 4-foot x 9-foot rectangle, a 2-foot x 18-foot band, or a 1-foot by 36-foot strip. When the spell is completed, the glyph and tracery become invisible. The priest traces the glyph with incense, which, if the area exceeds 50 square feet, must be sprinkled with powdered diamond (at least 2,000 gp worth).

Typical glyphs shock for 1d4 points of electrical damage per level of the spellcaster, explode for a like amount of fire damage, paralyze, blind, deafen, and so forth. The DM may allow any harmful priest spell effect to be used as a glyph, provided the caster is of sufficient level to cast the spell. Successful saving throws either reduce effects by half or negate them, according to the glyph employed. Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled by magic and foiled by high-level thieves using their find-and-remove-traps skill. The DM may decide that the exact glyphs available to a priest depend on his religion, and he might make new glyphs available according to the magical research rules.

Hold Person

Sphere: Charm

Range: 30 yds.

Components: V, S, M

Duration: 2 rds./level

Casting Time: 5

Area of Effect: 1d4 persons in 20-ft. cube

Saving Throw: Neg.

This spell holds 1d4 humans, demi-humans, or humanoid creatures rigidly immobile and in place for a minimum of six rounds (the spell lasts 2 rounds per caster level, and the priest must be of at least 3rd level to cast the spell).

The *hold person* spell affects any bipedal human, demi-human, or humanoid of man-size or smaller. Thus, a

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10th-level fighter could be held, while an ogre could not. The effect is centered on a point selected by the caster, and it affects persons selected by the caster within the area of effect. If the spell is cast at three or four targets, each gets a saving throw at +2; if only two targets are being enspelled, each rolls his saving throw with a +1 bonus; if the spell is cast at only one target, the saving throw die roll is normal. Saving throws are adjusted for Wisdom. Those who succeed on their saving throws are totally unaffected by the spell. Undead creatures cannot be held.

Held creatures cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison.

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

Hold Poison

Sphere: Healing

Range: Touch

Components: V, S, M

Duration: 1 day/level

Casting Time: 1

Area of Effect: Creature Touched

Saving Throw: None

A more potent version of *Slow Poison*, this spell can hold the poison so that it does not run its course for days, not hours. With each successive casting, a 2% cumulative exists to have the spell fail and the poison run its course.

Impervious Sanctity of Mind

Sphere: Protection

Range: 0

Components: V, S

Duration: 1 turn/level

Casting Time: 1 rd.

Area of Effect: Caster

Saving Throw: None

This spell is only usable by clerics who worship a god whose Sphere of Influence is Protection.

When using this spell, the priest renders his mind completely immune to any mind-affecting spell. This includes *amnesia, awe, beguiling, cham, command, confusion, domination, emotion, empathy, ESP, fascination, fear, feeblemind, hold, hypnotism, insanity, magic jar, phantasmal killer, possession, rulership, sleep,*

soul trapping, suggestion, telepathy. In short, if the spell or effect coerces the priest into taking an action or forming an impression that he doesn't wish to, it fails while *impervious sanctity of mind* is in effect. The only mind-affecting spells or powers that can affect the protected priest are those of exceedingly powerful creatures or artifacts and relics, and psionics.

Unlike the wizard spell *mind blank*, the *impervious sanctity of mind* offers no protection against detection or scrying. However, it is effective against some attacks and powers that *mind blank* is powerless against. The spell requires a small ring of lead that was once breathed upon by a red dragon.

Inflict Injury

Sphere: Necromancy

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 5

Area of Effect: Creature touched

Saving Throw: None

Inflict Injury creates one specific injury or wound. It can either create a sprain or a broken bone decided by the cleric at the time of impact. It also deals 1d10+1 hit points incidentally.

Locate Object

Sphere: Divination

Range: 60 yds. + 10 yds./level

Components: V, S, M

Duration: 8 hrs.

Casting Time: 1 turn

Area of Effect: 1 object

Saving Throw: None

This spell helps locate a known or familiar object. The priest casts the spell, slowly turns, and will sense when he is facing in the direction of the object to be located, provided the object is within range--for example, 90 yards for 3rd-level priests, 100 yards for 4th, 110 yards for 5th, etc. The spell locates such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder or stairway. Once the caster has fixed in his mind the items sought, the spell locates only that item. Attempting to find a specific item, such as a kingdom's crown, requires an accurate mental image. If the image is not close enough to the actual item, the spell does not work; in short, desired but unique objects cannot be located by this spell unless they are known by the caster. The spell is blocked by lead.

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The casting requires the use of a piece of lodestone.

Magical Vestment

Sphere: Protection

Range: 0

Components: V, S, M

Duration: 5 rds./level

Casting Time: 1 rd.

Area of Effect: The caster

Saving Throw: None

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

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

Negative Plane Protection

Sphere: Protection

Range: Touch

Components: V, S

Duration: Special

Casting Time: 1 rd.

Area of Effect: 1 creature

Saving Throw: None

This spell affords the caster or touched creature partial protection from undead monsters with Negative Energy plane connections (such as shadows, wights, wraiths, spectres, or vampires) and certain weapons and spells that drain energy levels. The *negative plane protection* spell opens a channel to the Positive Energy plane, possibly offsetting the effect of the negative energy attack. A protected creature struck by a negative energy attack is allowed a saving throw vs. death magic. If successful, the energies cancel with a bright flash of light and a thunderclap. The protected creature suffers only normal hit point damage from the attack and does not suffer any drain of experience or Strength, regardless of the number of levels the attack would have drained. An attacking undead creature suffers 2d6 points of damage from the positive energy; a draining wizard or weapon receives no damage. This protection

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

Prayer

Sphere: Combat

Range: 0

Components: V, S, M

Duration: 1 rd./level

Casting Time: 6

Area of Effect: 60-ft. radius

Saving Throw: None

By means of the *prayer* spell, the priest brings special favor upon himself and his party and causes harm to his enemies. Those in the area at the instant the spell is completed are affected for the duration of the spell. When the spell is completed, all attack and damage rolls and saving throws made by those in the area of effect who are friendly to the priest gain +1 bonuses, while those of the priest's enemies suffer -1 penalties. Once the *prayer* spell is uttered, the priest can do other things, unlike a *chant*, which he must continue to make the spell effective. If another priest of the same religious persuasion (not merely the same alignment) is chanting when a prayer is cast, the effects combine to +2 and -2, as long as both are in effect at once.

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

Repair Injury

Sphere: Healing

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 5

Area of Effect: Creature touched

Saving Throw: None

Repair Injury addresses one specific injury or wound. It can heal a swollen or twisted ankle, mend a broken bone or repair soft-tissue damage such as an eye, ear, or tendon. It also heals 1d10+1 hit points incidentally. Any shattered, crushed, or destroyed bones are reduced to broken status. It may well take weeks to recover from a shattered knee as *Repair Injury* can only be used once

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per injury. Severed limbs, destroyed eyes and ears, and ability score loses are not healed with this spell.

Speak With Dead

Sphere: Divination
 Range: 1
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: 1 creature
 Saving Throw: Special

Upon casting a *Speak With Dead* spell, the priest is able to ask several questions of a dead creature in a set period of time and receive answers according to the knowledge of that creature. Of course, the priest must be able to converse in the language that the dead creature once used. The length of time the creature has been dead is a factor, since only higher level priests can converse with a long-dead creature. The number of questions that can be answered and the length of time in which the questions can be asked depend on the level of experience of the priest. Even if the casting is successful, such creatures are as evasive as possible when questioned. The dead tend to give extremely brief and limited answers, often cryptic, and to take questions literally. Furthermore, their knowledge is often limited to what they knew in life. A dead creature of different alignment or of higher level or Hit Dice than the caster's level receives a saving throw vs. spell. A dead creature that successfully saves can refuse to answer questions, ending the spell. At the DM's option, the casting of this spell on a given creature might be restricted to once per week.

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

Caster's Level	Max. Length of Time Dead	Time Questioned	No. of ?s
1-7	1 week	1 round	2
7-8	1 month	3 rounds	3
9-12	1 year	1 turn	4
13-15	10 years	2 turns	5
16-20	100 years	3 turns	6
21+	1,000 years	1 hour	7

Spell Immunity III

Sphere: Protection
 Range: Touch
 Components: V, S, M
 Duration: 1 turn/level
 Casting Time: 1 rd.
 Area of Effect: 1 creature
 Saving Throw: None

By means of this spell, the priest renders a creature touched immune to the effects of a specified spell of 3rd level or lower. It protects against spells, spell-like effects of magical items, and innate spell-like abilities of creatures. It does not protect against breath weapons or gaze attacks of any type.

The spell has two additional limitations. First, the caster must have directly experienced the effect of the specified spell. For example, if the caster has been attacked by a *fireball* spell at some time, he can use the *spell immunity* spell to provide protection from a fireball. Second, only a particular spell can be protected against, not a certain sphere of spells or a group of spells that are similar in effect; thus, a creature given immunity to the *lightning bolt* spell is still vulnerable to a *shocking grasp* spell.

The material component for spell immunity is the same as that for the spell to be protected against.

Summon Spirit

Sphere: Summoning
 Range: 10 yards/level
 Components: V, S
 Duration: 1 rd./level
 Area of Effect: Special
 Casting Time: 6
 Saving Throw: None

This spell summons a minor spirit or entity to the caster's aid. The spirit usually appears as a ghostly beast of some kind--wolves, bears, tigers, or lions are most common--though some gods may send human-like spirits. The *spirit* obeys the mental commands of the priest, attacking his enemies or performing any other task that it could reasonably accomplish. The creature is incorporeal and cannot handle or manipulate objects of any kind, but it can see and hear as a normal animal of its archetype and could be used to scout a dangerous area or act as a distraction of some kind.

In combat, the *spirit* has the following statistics:

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MV 24; AC 4; THACO 15; Dmg 2d4. The spirit has a number of hit points equal to 10 plus the caster's level, so a 6th-level priest conjures a *spirit* with 16 hit points. The creature is not affected by *charm*, *sleep*, *hold*, or other mind affecting spells and suffers no damage from cold-based attacks. However, it is vulnerable to *dispel* magic or turning as an undead monster of the caster's Hit Dice. If the spirit is turned, destroyed, or dispelled, the priest who summoned it must make a saving throw vs. spell or be stunned for 1d4 rounds.

Because the spirit is intelligent and free-willed under the caster's direction, the priest need not concentrate in order to direct its attacks--a *spirit* could be ordered to attack a spellcaster in the back of an enemy party, while the cleric wades into hand-to-hand combat. The *spirit* makes use of flank or rear attacks when it can and gains any normal combat bonuses that a living creature in its position would be entitled to. The priest enjoys instantaneous, silent communication with the *spirit* and can order it to stop attacking, to change its target, or to undertake almost any conceivable action desired. However, the spirit must remain within the spell's range; if it is ever more than 10 yards per caster level away from the priest, it dissipates harmlessly.

The material component is a small whistle.

Unfailing Premonition

Sphere: Divination

Range: 0

Components: V, S

Duration: 1 turn + 2 rds./level

Area of Effect: The caster

Casting Time: 6

Saving Throw: None

This spell is only usable by clerics who worship a god whose Sphere of Influence is Divination.

By anticipating possible futures and outcomes of the caster's actions, this spell provides the character with a temporary sixth sense or feel for danger. The spell operates on a subconscious level, and the caster receives strong intuitive impulses when he contemplates courses of action that may bring immediate physical injury or harm to him. For example, the priest about to open a trapped chest will trigger the spell.

The *unfailing premonition* is also quite useful in combat,

as long as the priest obeys his instincts and ducks, dodges, or withdraws when his subconscious tells him to. While the spell is in effect, the priest gains a +2 bonus to his Armor Class and saving throws, but in any given round there is a 25% chance that he will have to forego his intended action in order to obey the spell's warning impulses. The *premonition* only works on actions undertaken by the priest himself. If his companion is about to pull a mysterious lever that will drop a 10-ton block of stone on the priest, he receives no warning.



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Abjure

Sphere: Summoning
Range: 10 yds.
Components: V, S, M
Duration: Special
Casting Time: 1 rd.
Area of Effect: 1 creature
Saving Throw: Special

This spell can send an extraplanar creature back to its own plane of existence. The spell fails against entities of demigod status or greater, but their servants or minions can be abjured. If the creature has a specific (proper) name, it must be known and used. Any magic resistance of the subject must be overcome, or the spell fails. The priest has a 50% chance of success (a roll of 11 or better on 1d20). The roll is adjusted by the difference in level or Hit Dice between the caster and the creature being abjured; the number needed is decreased if the priest has more Hit Dice and increased if the creature has more Hit Dice. If the spell is successful, the creature is instantly hurled back to its own plane. The affected creature must survive a system shock check. If the creature does not have a Constitution score, the required roll is 70% + 2%/Hit Die or level. The caster has no control over where in the creature's plane the abjured creature arrives. If the attempt fails, the priest must gain another level before another attempt can be made on that particular creature.

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

Cause Serious Wounds

Sphere: Necromancy
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1
Area of Effect: Creature touched
Saving Throw: None

This spell delivers 2d8+2 +Wisdom Defense Adjustment upon touching the recipient (maximum 18 damage).

Chaotic Sleep

Sphere: Necromancy
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: One creature
Saving Throw: Neg.

After casting this spell, the priest must successfully touch his victim. The victim is then allowed a saving throw to avoid the spell's effect. If the saving throw is failed, the spell takes effect at the next sunrise or sunset (whichever comes first).

From the time the spell takes effect until the spell is negated, the sleeping pattern of the victim is randomly disrupted. At sunset and sunrise of every day, a check is made to determine the effects of *chaotic sleep*. In the 12-hour period that follows the check, there is an equal chance that the character will be unable to sleep or unable to remain awake (roll 1d6; on a roll of 1-3, the character is awake, on a roll of 4-6, he sleeps). This condition lasts until the next sunrise (or sunset) when the check is made again. For example, a fighter fails to save against *chaotic sleep*. For the next few hours, the spell has no effect. At sundown, the first check is made, resulting in a 2. The fighter does not notice anything until he tries to sleep that night, at which time he is wide awake, fidgeting and restless. At sunrise, another die roll is made, resulting in a 6. The fighter is suddenly exhausted and sleeps until sunset.

Characters who sleep as a result of this spell can be roused only by physical stimuli—a slap or a wound, for example. Once awake, the character remains conscious only as long as there are active stimuli around him, such as a fight. Walking through caves or riding a horse will not keep the character awake. Unlike a *sleep* spell, characters affected by *chaotic sleep* doze off as soon as they are left relatively undisturbed. Keeping an affected character awake is difficult at best.

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

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

Charm Man IV

Sphere: Charm
Range: 15' radius
Components: V, S
Duration: 1d4+1 turns
Casting time: 1
Area of Effect: 1d4+4 males of 4 HD/level or lower
Saving Throw: see below

This spell is only usable by clerics who worship a god whose Sphere of Influence is Charm.

The caster must have a Charisma score of at least 13 to cast this spell.

The spell affects victims the same as a charm person spell. If there is a leader with a group of men, he may dispel the charm if his Charisma plus a roll of 1d8 is six points or more higher than the caster's Charisma. If the spell is not dispelled by a leader, each man within the area of effect must attempt a save vs. spells. A successful save negates the effect of the spell for that man only. If there are more men within range than a maximum number who can be affected, the spell is directed against the lower-level men first. The spell won't work on any man who has taken damage from any other action by the same cleric during the current encounter.

Cloak of Bravery

Sphere: Summoning
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 6
Area of Effect: 1 creature
Saving Throw: Neg.

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

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

Cloak of Fear

Sphere: Summoning
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 6
Area of Effect: 1 creature
Saving Throw: Neg.

Cloak of Fear empowers a single creature touched to radiate a personal aura of fear, at will, out to a 3-foot radius. All other characters and creatures within this aura must roll successful saving throws vs. spell or run away in panic for 2d8 rounds. Affected individuals may or may not drop items, at the DM's option.

The spell has no effect upon undead of any sort. The effect can be used only once, and the spell expires after eight hours if not brought down sooner. Members of the recipient's party are not immune to the effects of the spell.

Cloak of Bravery requires the tail feathers of a chicken.

Divination

Sphere: Divination
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

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

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upon, the conditions probably change so that the information is no longer useful (in the example, the troll might move away and take the treasure with it).

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

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

Font of Sight

Sphere: Divination

Range: Touch.

Components: V, S, M

Duration: 1 rd./level

Casting Time: 2 hrs.

Area of Effect: 1 font

Saving Throw: None

This spell enables the caster to cause a font of normal water found in a temple not in opposition to the cleric to act as a scrying device. The effect is to create a scrying device similar to a *crystal ball*. The scrying can extend only to the Ethereal Plane and the Inner Planes (which includes the para-elemental planes, the Demi-plane of Shadow, etc.). General notes on scrying, detection by the subject, and penalties for attempting to scry beyond the caster's own plane are given in the DMG, as well as a description of the *crystal ball* item. The following spells can be cast through a Font of Insight with a 5% per level chance for operating correctly: *detect life* and *detect poison*. Each additional detection attempt requires a round of concentration, regardless of success.

Infravision, if available, operates normally through the reflecting pool. The image is nearly always hazy enough to prevent the reading of script of any type.

The material component is a vial of holy water which is added to the water in the font. At the DM's option, the casting of this spell may be limited to once per day.

Genius

Sphere: Divination

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 5

Area of Effect: Caster

Saving Throw: None

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

As with *idea*, the DM must be careful in adjudicating this spell. The answer to the question should always be relevant and correct, although not necessarily complete, and should not be unbalancing to the situation. The answer can also be cryptic, in the form of a riddle or rhyme, depending on the DM's assessment of the situation. In general, the answer will be a single word or a short phrase of no more than five words.

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

Neutralize Poison

Sphere: Healing

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 7

Area of Effect: 1 creat. or 1 cu. ft. of substance/2 levels

Saving Throw: None

By means of a *neutralize poison* spell, the priest detoxifies any sort of venom in the creature or substance touched. Note that an opponent, such as a poisonous reptile or snake (or even an envenomed weapon of an opponent) unwilling to be so touched requires the priest to roll a successful attack in combat. This spell can prevent death in a poisoned creature if cast before death occurs. The effects of the spell are permanent only with respect to poison existing in the touched creature at the time of the touch; thus, creatures (and objects) that generate new poison are not permanently detoxified.

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Poison

Sphere: Necromantic
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 7
Area of Effect: 1 creat. or 1 cu. ft. of substance/2 levels
Saving Throw: None

Poison requires a successful attack roll, and the victim is allowed a saving throw vs. poison. If the latter is unsuccessful, the victim is incapacitated and dies in one turn unless the poison is magically neutralized or slowed.

Poison may also be cast upon a substance, such as water or food. Eating such requires a saving throw vs. poison or the victim suffers the same fate as above.

Protection From Evil, 10' Radius

Sphere: Protection
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 7
Area of Effect: 10-ft. radius
Saving Throw: None

The globe of protection of this spell is identical in all respects to that of a *protection from evil* spell, except that it encompasses a much larger area and its duration is greater. The effect is centered on and moves with the creature touched. Any protected creature within the circle will break the warding against enchanted/summoned monsters if he attacks those monsters. A creature unable to fit completely into the area of effect (for example, a 21-foot-tall titan) remains partially exposed and subject to whatever penalties the DM decides. If such a creature is the recipient of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

To complete this spell, the priest must trace a circle 20 feet in diameter using holy water and incense.

Protection From Good, 10' Radius

Sphere: Protection
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 7
Area of Effect: 10-ft. radius
Saving Throw: None

The globe of protection of this spell is identical in all respects to that of a *protection from good* spell, except that it encompasses a much larger area and its duration is greater. The effect is centered on and moves with the creature touched. Any protected creature within the circle will break the warding against enchanted/summoned monsters if he attacks those monsters. A creature unable to fit completely into the area of effect (for example, a 18-foot-tall frost giant) remains partially exposed and subject to whatever penalties the DM decides. If such a creature is the recipient of the spell, the spell acts as a normal *protection from good* spell for that creature only.

To complete this spell, the priest must trace a circle 20 feet in diameter using unholy water and dung.

Recitation

Sphere: Combat
Range: 0
Components: V, S, M
Duration: 1 rd/level
Casting Time: 7
Area of Effect: 60-ft. radius
Saving Throw: None

By reciting a sacred passage or declaration, the priest invokes his deity's blessing upon himself and his allies, while causing confusion and weakness among his enemies. All creatures within the area of effect at the instant of the spell's completion are affected. Allies of the priest gain a +2 bonus to attack rolls and saving throws, or a +3 bonus *if* they are of the same faith (not just alignment) as the caster. Enemies suffer a -2 penalty to attack rolls and saving throws. After the *Recitation*, the priest is free to take other actions during the spell's duration as he sees fit--he need not concentrate to maintain the spell. As a result, it is possible for the priest to cast a *prayer* spell, which increases the bonuses and penalties provided to +3 and -3 respectively. If another priest is using *chant* at the same time, then the bonuses and penalties given by it are also allowed to add to the total.

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The material spell component is the priest's holy symbol and a copy of whatever text or scroll he holds scroll. Neither is consumed by the spell.

Spell Immunity IV

Sphere: Protection
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 rd.
Area of Effect: 1 creature
Saving Throw: None

By means of this spell, the priest renders a creature touched immune to the effects of a specified spell of 4th level or lower. It protects against spells, spell-like effects of magical items, and innate spell-like abilities of creatures. It does not protect against breath weapons or gaze attacks of any type.

The spell has two additional limitations. First, the caster must have directly experienced the effect of the specified spell. For example, if the caster has been attacked by a *fireball* spell at some time, he can use the *spell immunity* spell to provide protection from a fireball. Second, only a particular spell can be protected against, not a certain sphere of spells or a group of spells that are similar in effect; thus, a creature given immunity to the *lightning bolt* spell is still vulnerable to a *shocking grasp* spell.

The material component for spell immunity is the same as that for the spell to be protected against.

Suspended Animation

Sphere: Necromancy
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 4
Area of Effect: Creature Touched
Saving Throw: None

By using this spell, the caster can place one willing subject in a state of suspended animation. The victim's breathing, heartbeat, and other vital processes slow to the point of nonexistence, although he or she seems to be deeply asleep, not dead. A caster of 7th to 10th level can maintain the *suspended animation* for up to one week plus one day per level: a caster of 11th to 15th level can maintain the state for up to one month plus one week per level; and a caster of 16th level or higher can place someone in *suspended animation* for

one year plus one month per level.

This spell has many useful applications. First, all bodily or mental afflictions become quiescent during the victim's slumber. Poison, insanity, and many curses (lycanthropy, geas, and mummy rot included) can be arrested, if not cured, and have no effect on the subject while he sleeps. Of course, if the spell is broken prematurely, all the conditions that were halted by the spell will start once again. Second, the subject requires no food or water, but he still needs air and dies if deprived of oxygen. Third, for every month that the subject is in *suspended animation*, he recovers one hit point. The caster can awaken the subject at any time within the spell's duration, although he must be in the subject's presence to do so. Optionally, the priest may pre-specify an amount of time within his normal duration or a special condition to awaken the sleeper. A condition must include a physical stimulus to the subject, such as a change in temperature, the touch of the sun, the kiss of a prince, or whatever the priest desires. If the priest maintaining the spell dies or is not able to awaken the sleeper, then the subject can be taken to another priest of the same deity to be awakened.

If the subject is attacked, he is completely helpless and can be killed by a single blow. However, if the subject is attacked without being slain for some reason, he gains a saving throw vs. spell each round to emerge from his *suspended animation*. The subject will be extremely groggy and disoriented if his slumber is disturbed in this fashion, suffering a -2 penalty to all die rolls for 1d6 turns, but if he awakens in the normal or prescribed fashion, he is disoriented for only one round.

Some of the drawbacks of this spell affect the casting priest. First of all, it takes all of the priest's concentration to cast and maintain this spell. This means that the priest cannot cast any other spell while a subject is being held under the influence of the *suspended animation*. For each week that the subject is in *suspended animation* the casting priest loses one point of Constitution. This happens each week until the priest transfers the spell to another priest of the same alignment. Transferring this spell requires a successful saving throw vs. spell. If the saving throw is successful, then the priest who transfers the spell can start recovering Constitution at a rate of one point per hour of bedrest. If the saving throw doesn't succeed, then the priest loses another point of Constitution and cannot try to transfer the spell again for 8 hours. Either way, because of the temporary lapse of the spell, the

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subject will automatically lose 1 hit point each time a transfer is attempted.

The material component for this spell is a rare herb that

must be prepared with exacting care. The treatment costs at least 200 gold pieces and requires 1d3 days of the priest's time and attention.



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5th Tier

Atonement

Sphere: All
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: 1 person
Saving Throw: None

This spell is used by the priest to remove the burden of unwilling or unknown deeds from the person who is the subject of the atonement. The spell removes the effects of magical alignment changes as well. The person seeking the *atonement* spell must either be truly repentant or not have been in command of his own will when the acts to be atoned for were committed. The DM will judge this spell in this regard, noting any past instances of its use upon the person. Deliberate misdeeds and acts of knowing and willful nature cannot be atoned for with this spell. A character who refuses to accept an atonement is automatically considered to have committed a willful misdeed.

The priest needs his religious symbol, prayer beads or wheel or book, and burning incense.

Cause Critical Wounds

Sphere: Necromancy
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1
Area of Effect: Creature touched
Saving Throw: None

This spell delivers 3d8 +3 +Wisdom Defense Adjustment upon touching the recipient (maximum 19 damage).

Charm Man V

Sphere: Charm
Range: 15' radius
Components: V, S
Duration: 1d4+1 turns
Casting time: 1
Area of Effect: 1d4+4 males of 5 HD/level or lower
Saving Throw: see below

This spell is only usable by clerics who worship a god whose Sphere of Influence is Charm.

The caster must have a Charisma score of at least 13 to cast this spell.

The spell affects victims the same as a charm person spell. If there is a leader with a group of men, he may dispel the charm if his Charisma plus a roll of 1d8 is six points or more higher than the caster's Charisma. If the spell is not dispelled by a leader, each man within the area of effect must attempt a save vs. spells. A successful save negates the effect of the spell for that man only. If there are more men within range than a maximum number who can be affected, the spell is directed against the lower-level men first. The spell won't work on any man who has taken damage from any other action by the same cleric during the current encounter.

Commune

Sphere: Divination
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

By use of a *commune* spell, the priest is able to contact his deity--or agents thereof--and request information in the form of questions that can be answered by a simple "yes" or "no." The priest is allowed one such question for every experience level he has attained. The answers given are correct within the limits of the entity's knowledge. "I don't know" is a legitimate answer, as powerful outer planar beings are not necessarily omniscient. Optionally, the DM may give a single short answer of five words or less. The spell will, at best, provide information to aid character decisions. Entities communed with structure their answers to further their own purposes. It is probable that the DM will limit the use of *commune* spells to one per adventure, one per week, or even one per month, for the greater powers dislike frequent interruptions. Likewise, if the caster lags, discusses the answers, or goes off to do anything else, the spell immediately ends.

The material components necessary for a *commune* spell are the priest's religious symbol, holy (unholy) water, and incense. If a particularly potent commune is needed, a sacrifice proportionate with the difficulty of obtaining the information is required. If the offering is insufficient, no information or only partial information is gained.

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Dispel Evil

Sphere: Protection
Range: Touch
Components: V, S, M
Duration: 1 rd./level
Casting Time: 8
Area of Effect: 1 creature
Saving Throw: Neg.

The priest using this spell causes a summoned creature of evil nature, an evil creature from another plane, or a creature summoned by an evil caster, to return to its own plane or place when the caster successfully strikes it in melee combat. Examples of such creatures are aerial servants, djinn, efreet, elementals, and invisible stalkers. An evil enchantment (such as a *charm* spell cast by an evil creature) that is subject to a normal *dispel magic* spell can be automatically dispelled by the *dispel evil* spell. This spell lasts for a maximum of one round for each experience level of the caster, or until expended. While the spell is in effect, all creatures that could be affected by it fight with a -7 penalty to their attack rolls when engaging the spellcaster.

The material components for this spell are the priest's religious object and holy water.

Dispel Good

Sphere: Protection
Range: Touch
Components: V, S, M
Duration: 1 rd./level
Casting Time: 8
Area of Effect: 1 creature
Saving Throw: Neg.

The priest using this spell causes a summoned creature of good nature, an good creature from another plane, or a creature summoned by an good caster, to return to its own plane or place when the caster successfully strikes it in melee combat. Examples of such creatures are aerial servants, djinn, elementals, and solars. An good enchantment (such as a *charm* spell cast by an good creature) that is subject to a normal *dispel magic* spell can be automatically dispelled by the *dispel good* spell. This spell lasts for a maximum of one round for each experience level of the caster, or until expended. While the spell is in effect, all creatures that could be affected by it fight with a -7 penalty to their attack rolls when engaging the spellcaster.

The material components for this spell are the priest's religious object and unholy water.

Energy Drain

Sphere: Necromantic
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 3 rds.
Area of Effect: 1 creature
Saving Throw: None

Energy drain, draws away one life energy level. The energy drain requires the victim to be touched. The caster gains the resulting hit points lost by the victim, up to the caster's maximum.

Flame Strike

Sphere: Combat
Range: 60 yds.
Components: V, S, M
Duration: Instantaneous
Casting Time: 8
Area of Effect: 5 ft. radius X 30 foot column
Saving Throw: ½

When the priest evokes a *flame strike* spell, a vertical column of fire roars downward in the location called for by the caster. Any creatures within the area of effect must roll a saving throw vs. spell. Failure means the creature sustains 8d8 points of damage; otherwise, the damage is halved.

The material component of this spell is a pinch of sulphur.

Insect Plague

Sphere: Summoning
Range: 120 yds.
Components: V, S, M
Duration: 2 rds./level
Casting Time: 1 turn
Area of Effect: 180 ft. x 60 ft. cloud
Saving Throw: None

When this spell is cast by the priest, a horde of creeping, hopping, and flying insects gather and swarm in a thick cloud. The insects obscure vision, limiting it to 10 feet. Spellcasting within the cloud is impossible. Creatures in the insect plague, regardless of Armor Class, sustain 1 point of damage for each round they remain within, due to the bites and stings of the insects. Invisibility is no protection. All creatures with 2 or fewer Hit Dice will automatically move at their fastest possible speed in a random direction until they are more than 240

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yards away from the insects. Creatures with fewer than 5 Hit Dice must check morale; failure means they run as described above.

Heavy smoke drives off insects within its bounds. Fire also drives insects away. For example, a wall of fire in a ring shape keeps a subsequently cast *insect plague* outside its confines, but a *fireball* spell simply clears insects from its blast area for one round. A single torch is ineffective against this vast horde of insects. Lightning, cold, or ice are likewise ineffective, while a strong wind that covers the entire plague area disperses the insects and ends the spell. The plague lasts two rounds for each level of the caster, and thereafter the insects disperse. The insects swarm in an area that centers around a summoning point determined by the spellcaster. The point can be up to 120 yards away from the priest. The insect plague does not move thereafter for as long as it lasts. Note that the spell can be countered by a *dispel magic* spell.

The material components of this spell are a few granules of sugar, some kernels of grain, and a smear of fat.

Quest

Sphere: Charm
Range: 60 yds.
Components: V, S, M
Duration: Until fulfilled
Casting Time: 8
Area of Effect: 1 creature
Saving Throw: Neg.

The *quest* spell enables the priest to require the affected creature to perform a service and return to the priest with proof that the deed was accomplished. The quest can, for example, require that the creature locate and return some important or valuable object, rescue a notable person, release some creature, capture a stronghold, slay a person, deliver some item, and so forth. If the quest is not properly followed, due to disregard, delay, or perversion, the creature affected by the spell loses 1 from its saving throw rolls for each day of such action. This penalty is not removed until the quest is properly pursued or the priest cancels it. There are certain circumstances that will temporarily suspend a quest, and others that will discharge or cancel it. The DM will give you appropriate information as the need to know arises.

If cast upon an unwilling subject, the victim is allowed a saving throw. However, if the person quested agrees to

a task—even if the agreement is gained by force or trickery—no saving throw is allowed. If a quest is just and deserved, a creature of the priest's religion cannot avoid it, and any creature of the priest's alignment saves with a -4 penalty to the saving throw. A quest cannot be dispelled, but it can be removed by a priest of the same religion or of higher level than the caster. Some artifacts and relics might negate the spell, as can direct intervention by a deity. Likewise, an unjust or undeserved quest grants bonuses to saving throws, or might even automatically fail.

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

Raise Dead

Sphere: Healing
Range: 30 yds.
Components: V, S
Duration: Permanent
Casting Time: 1 rd.
Area of Effect: 1 person
Saving Throw: Special

When the priest casts a raise dead spell, he can restore life. The length of time that the person has been dead is of importance, as the priest can raise the dead only up to a limit of one day for each experience level of the priest. Note that the body of the person must be whole, or otherwise missing parts are still missing when the person is brought back to life. Likewise, other ills, such as poison and disease, are not negated. The raised person must roll a successful resurrection survival check to survive the ordeal (see Table 3: Constitution) and loses 1 point of Constitution. Further, the raised person is weak and helpless, needing a minimum of one full day of rest in bed for each day or fraction he was dead. The person has 1 hit point when raised and must regain the rest by natural healing or curative magic. A character's starting Constitution is an absolute limit to the number of times he can be revived by this means.

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Restoration

Sphere: Healing
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 3 rds.
Area of Effect: 1 creature
Saving Throw: None

When this spell is cast, the life energy level of the recipient creature is raised by one. This reverses any previous life energy level drain of the creature by a force or monster. Thus, if a 10th-level character had been drained to 9th level, the *restoration* spell would bring the character up to exactly the number of experience points necessary to restore him to 10th level once again, restoring additional Hit Dice (or hit points) and level functions accordingly. Restoration is effective only if the spell is cast within one day of the recipient's loss of life energy, per experience level of the priest casting it. A *restoration* spell restores the intelligence of a creature affected by a *feeblemind* spell. It also negates all forms of insanity.

Slay Living

Sphere: Necromantic
Range: 30 yds.
Components: V, S
Duration: Permanent
Casting Time: 1 rd.
Area of Effect: 1 person
Saving Throw: Special

Slay Living, grants the victim a saving throw vs. death magic. If the saving throw is successful, the victim sustains 3d8+3 damage. Failure means the victim dies instantly.

The somatic component of the spell is a pointed finger.



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6th Tier

Aerial Servant

Sphere: Summoning
Range: 10 yds.
Components: V, S
Duration: 1 day/level
Casting Time: 9
Area of Effect: Special
Saving Throw: None

This spell summons an invisible aerial servant to find and bring back an object or creature described to it by the priest. Unlike an elemental, an aerial servant cannot be commanded to fight for the caster. When it is summoned, the priest must have cast a *protection from evil* spell, be within a protective circle, or have a special item used to control the aerial servant. Otherwise, it attempts to slay its conjurer and return from whence it came. The object or creature to be brought must be such as to allow the aerial servant to physically bring it to the priest (an aerial servant can carry at least 1,000 pounds). If prevented, for any reason, from completing the assigned duty, the aerial servant returns to its own plane whenever the spell lapses, its duty is fulfilled, it is dispelled, the priest releases it, or the priest is slain. The spell lasts for a maximum of one day for each level of experience of the priest who cast it.

If the creature to be fetched cannot detect invisible objects, the aerial servant attacks, automatically gaining surprise. If the creature involved can detect invisible objects, it still suffers a -2 penalty to all surprise rolls caused by the aerial servant. Each round of combat, the aerial servant must roll to attack. When a hit is scored, the aerial servant has grabbed the item or creature it was sent for. A creature with a Strength rating is allowed an evasion roll, equal to twice its bend bars chance, to escape the hold. If the creature in question does not have a Strength rating, roll 1d8 for each Hit Die the aerial servant and the creature grabbed have. The higher total is the stronger. Once seized, the creature cannot free itself by Strength or Dexterity and is flown to the priest forthwith.

Animate Object

Sphere: Summoning
Range: 30 yds.
Components: V, S
Duration: 1 rd./level
Casting Time: 9
Area of Effect: 1 cu. ft./level
Saving Throw: None

This powerful spell enables the priest casting it to imbue inanimate objects with mobility and a semblance of life. The animated object, or objects, then attacks whomever or whatever the priest first designates. The animated object can be of any non-magical material whatsoever: wood, metal, stone, fabric, leather, ceramic, glass, etc. Attempting to animate an object in someone's possession grants that person a saving throw to prevent the spell's effect. The speed of movement of the object depends on its means of propulsion and its weight. A large wooden table would be rather heavy, but its legs would give it speed. A rug could only slither along. A jar would roll. Thus a large stone pedestal would rock forward at 10 feet per round, a stone statue would move at 40 feet per round, a wooden statue 80 feet per round, an ivory stool of light weight would move at 120 feet per round. Slithering movement is about 10 feet to 20 feet per round; rolling is 30 feet to 60 feet per round. The damage caused by the attack of an animated object depends on its form and composition. Light, supple objects can only obscure vision, obstruct movement, bind, trip, smother, etc. Light, hard objects can fall upon or otherwise strike for 1d2 points of damage or possibly obstruct and trip, as do light, supple objects. Hard, medium-weight objects can crush or strike for 2d4 points of damage, while larger and heavier objects may inflict 3d4, 4d4, or even 5d4 points of damage.

The frequency of attack of animated objects depends on their method of locomotion, appendages, and method of attack. This varies from as seldom as once every five melee rounds to as frequently as once per round. The Armor Class of the object per round. The Armor Class of the object animated is basically a function of material and movement ability. Damage depends on the type of weapon is effective against fabric, leather, wood, and like substances. Heavy smashing and crushing weapons are useful against wood, stone, and metal objects. Your DM will determine all of these factors, as well as how much damage the animated object can sustain before being destroyed. The priest can animate one cubic foot of material for each experience level he has attained. Thus, a 14th-level priest could animate one or more objects whose solid volume did not exceed 14 cubic feet

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a large statue, two rugs, three chairs, or a dozen average crocks.

Anti-Animal and Plant Shell

Sphere: Protection
Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 rd.
Area of Effect: 10-ft. radius
Saving Throw: None

By casting this spell, the caster brings into being a hemispherical force field that prevents the entrance of any sort of living creature or plant that is wholly or partially animal or plant (not magical or extra-planar). Thus a sprite, a green slime, a giant, or a shambling mound would be kept out, but undead or conjured creatures could pass through the shell of force, as could such monsters as aerial servants, imps, quasits, golems, elementals, etc. The anti-animal shell functions normally against crossbreeds, such as cambions, and lasts for one turn for each level of experience the caster has attained. Forcing the barrier against creatures strains and ultimately collapses the field.

The spell requires the caster's holy symbol and a handful of pepper.

Blade Barrier

Sphere: Combat
Range: 30 yds.
Components: V, S
Duration: 3 rds./level
Casting Time: 9
Area of Effect: 5-60 ft. sq.
Saving Throw: Special

The priest employs this spell to set up a wall of circling, razor-sharp blades. These whirl and flash around a central point, creating an immobile barrier. Any creature attempting to pass through the blade barrier suffers 8d8 points of damage. The plane of rotation of the blades can be horizontal, vertical, or in between. Creatures within the area of the barrier when it is invoked are entitled to a saving throw vs. spell. If this is successful, the blades are avoided and no damage is suffered; the creature escapes the area of the blade barrier by the shortest possible route. The barrier remains for three rounds for every experience level of the priest casting it. The barrier can cover an area from as small as 5 feet square to as large as 60 feet square.

Command Monster

Sphere: Charm
Range: 60 yards
Components: V
Duration: Special
Casting time: 1
Area of Effect: 1 Creature
Saving Throw: Neg.

This spell allows the priest to issue a *command* to any one creature within the spell's range. The magic of the spell translates the priest's order into a language or form the subject creature can understand. The creature must have an Intelligence of at least 1 in order to be affected by this spell; non-intelligent creatures (those with a score of 0) cannot comprehend any order, no matter how the priest phrases it. Other creatures gain a saving throw vs. spell to resist *command monster*, but only if they have an Intelligence of Exceptional (15) or better, or the creature's levels or Hit Dice are equal to or greater than the caster's.

Just like the 1st-level spell *command*, this spell coerces the subject into obeying the priest's one-word order to the best of its ability. The order must be absolutely clear and unequivocal; the subject will continue to obey for one round per two caster levels-six rounds at 12th level, seven at 14th, and so on. If this action places the subject in mortal peril, he may attempt a saving throw (whether he was originally entitled to one or not) in order to break free of the spell's power. Therefore, ordering a character standing at the edge of a cliff to "jump" will create an opportunity for the subject to break free. A command to "die" or "sleep" renders the creature unconscious for the spell's duration. Undead creatures are immune to this spell.

Exaction

Sphere: Summoning
Range: 10 yds.
Components: V, S, M
Duration: Special
Casting Time: 1 rd.
Area of Effect: 1 creature
Saving Throw: None

When this spell is employed, the priest confronts some powerful creature from another plane (including devas and other powerful minions, for instance, but not demigods or deities of any sort) and requires of it some duty or quest. A creature of an alignment opposed to the

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priest cannot be ordered around unless it is willing. Note that an absolute (true) neutral creature is effectively opposed to both good and evil, and both law and chaos.

The spellcaster must know something about the creature to exact service from it, or else he must offer some fair trade in return for the service. That is, if the priest is aware that the creature has received some favor from someone of the priest's alignment, then the *exaction* spell can name this as cause. If no balancing reason for service is known, then some valuable gift or service must be pledged in return for the exaction. The service exacted must be reasonable with respect to the past or promised favor or reward, and with the being's effort and risk. The spell then acts, subject to a magic resistance roll, as a quest upon the being that is to perform the required service. Immediately upon completion of the service, the being is transported to the vicinity of the priest, and the priest must then and there return the promised reward, whether it is irrevocable cancellation of a past debt or the giving of some service or other material reward. After this is done, the creature is instantly freed to return to its own plane.

The DM adjudicates when an equitable arrangement has been reached. If the caster requests too much, the creature is free to depart or to attack the priest (as if the agreement were breached) according to its nature. If circumstances leave the situation unbalanced (for example, the creature dies while achieving a result that was not worth dying for), then this might create a debt owed by the caster to the creature's surviving kith and kin, making the caster vulnerable to a future *exaction* spell from that quarter. Agreeing to a future exaction or release in the event of catastrophic failure or death are common caster pledges in securing an exaction. Failure to fulfill the promise to the letter results in the priest being subject to exaction by the subject creature or by its master, liege, etc., at the very least. At worst, the creature can attack the reneging priest without fear of any of his spells affecting it, for the priest's failure to live up to the bargain gives the creature immunity from the priest's spell powers.

The material components of this spell are the priest's holy symbol, some matter or substance from the plane of the creature from whom an exaction is expected, and knowledge of the creature's nature or actions that is written out on a parchment that is burned to seal the pledge.

Harm

Sphere: Necromancy
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 rd.
Area of Effect: 1 creature
Saving Throw: None

Harm infects the victim with a disease and causes loss of all but 1d4 hit points, if a successful touch is inflicted.

Hawthorn's Word Strike

Sphere: Combat
Range: 0
Components: V
Duration: Instantaneous
Casting Time: 1
Area of Effect: 60' radius
Saving Throw: Special

When the priest utters a special sacred word, he unleashed a powerful force. Any enemies of the priest are deafened and blinded for 1d4 rounds (no saving throw). Finally, each enemy takes 10d8 +1/caster level damage (save vs. spells for ½ damage).

Heal

Sphere: Healing
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 rd.
Area of Effect: 1 creature
Saving Throw: None

The very potent *heal* spell enables the priest to wipe away disease and injury in the creature who receives the benefits of the spell. It completely cures all diseases or blindness of the recipient and heals all points of damage suffered due to wounds or injury. It dispels a *feblemind* spell. It cures those mental disorders caused by spells or injury to the brain. Naturally, the effects can be negated by later wounds, injuries, and diseases.

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Speak With Monsters

Sphere: Divination
Range: 30 yds.
Components: V, S
Duration: 2 rd./level
Casting Time: 9
Area of Effect: The caster
Saving Throw: None

When cast, the *speak with monsters* spell enables the priest to converse with any type of creature that has any form of communicative ability (including empathic, tactile, pheromonic, etc.). That is, the monster understands, in its own language or equivalent, the intent of what is said to it by the priest and vice versa. The creature thus spoken to is checked by the DM to determine a reaction. All creatures of the same type as that chosen by the priest can likewise understand if they are within range. The priest can speak to different types of creatures during the spell duration, but he must speak separately to each type. The spell lasts for two rounds per caster level.

Stone Tell

Sphere: Divination
Range: Touch
Components: V, S, M
Duration: 1 turn
Casting Time: 1 turn
Area of Effect: 1 cu. yd.
Saving Throw: None

When the priest casts a *stone tell* spell upon an area, the very stones speak and relate to the caster who or what has touched them as well as revealing what is covered, concealed, or simply behind them. The stones relate complete descriptions, if asked. Note that a stone's perspective, perception, and knowledge may hinder this divination. Such details, if any, are decided by the DM.

The material components for this spell are a drop of mercury and a bit of clay.

Symbol

Sphere: Guardian
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 3
Area of Effect: 60 ft. radius
Saving Throw: Neg.

The priest casting this spell inscribes a glowing symbol in the air upon any surface, according to his desire. Any creature looking at the completed symbol within 60 feet must roll a successful saving throw vs. spell or suffer the effect. The symbol glows for one turn for each experience level of the caster. The particular symbol used is selected by the caster at the time of casting. The caster will not be affected by his own symbol. One of the following effects is chosen by the caster:

Hopelessness: Creatures seeing it must turn back in dejection or surrender to capture or attack unless they roll successful saving throws vs. spell. Its effects last for 3d4 turns.

Pain: Creatures affected suffer -4 penalties to their attack rolls and -2 penalties to their Dexterity ability scores due to wracking pains. The effects last for 2d10 turns.

Persuasion: Creatures seeing the symbol become of the same alignment as and friendly to the priest who scribed the symbol for 1d20 turns unless a saving throw vs. spell is successful. The material components of this spell are mercury and phosphorous.

