

THE
GREAT NET
PRAYERBOOK

sixth edition

*Compiled and edited by
Boudewijn Wayers*

Prologue

As I promised over a year ago, I am now — finally! — posting the *Great Net Prayerbook*, currently at its sixth edition. This version has a lot of new prayers, compared to the fifth edition of the Prayerbook. Almost all prayers were edited by me to make them somewhat more legible (for example: SOME OF THEM WERE COMPLETELY CAPITALISED, some of the prayers contained lines that did not fit on one line, while others contained much spelling missteaks). Please, read this prologue completely before continuing to read on. It contains an introduction to the *Great Net Prayerbook*.

Copyrights and Other Legal Stuff

Note that a lot of the prayers contained in the *Great Net Prayerbook* have been copyrighted by their respective authors. Starting this edition, these authors — when known — have been mentioned along with the prayers they contributed. Permission has been granted by these authors to copy the prayers for your personal use. Also, you may freely distribute copies of their work, so long as you do not prevent others from doing the same, and no commercial or barter considerations are obtained in exchange for such copies.

When you distribute these prayers, you must distribute them in whole, unchanged. Specifically, this file containing the copyright conditions, and the names of the editors must be included. Make sure that you distribute the entire package the way you have received it yourself. You may not claim these prayers as having originated from yourself.

Once in a while, the *Great Net Prayerbook* will be updated. Because of the large amount of work this involves, and the few spare time we all have, this will normally take quite a while. For example, it took me about two years to finish the sixth edition after I published the fifth edition. Note, however, that since the fifth edition, the entire layout has been changed, so these two years of work have not been in vain. I have never committed myself to a publishing date, and my successor (see the epilogue for more information) will not likely commit himself to a date either. Please, be gentle with him: don't rush him. Only the fact that he has taken much of the attention off my back over the last half year or so has provided me with the time needed to finish this sixth edition. Whenever he thinks he has accumulated enough new prayers to warrant a next edition, there will be a subsequent one, and it *will* be posted, and most probably put on various ftp and www sites.

Another remark about copyrights: the prayerbook has been checked as thoroughly as possible *not* to contain any prayers that have been published in any official TSR publication before. The fifth edition of the *Great Net Prayerbook* appeared to contain no less than six of these copyrighted prayers, which have been duly removed. If we want to retain our own copyrights, we must respect those of others.

D&D, *Dungeons & Dragons*, *AD&D*, *Advanced Dungeons & Dragons*, *TSR*, *Dragonlance*, *Greyhawk* and probably lots of other words used here are either registered or non-registered trademarks owned by TSR, Inc. They are used in this work without permission, but this should not be regarded as an attempt to challenge their rights.

Note that this work can and should not be used without TSR's excellent *Player's Handbook* and *Dungeon Master's Guide*, which have inspired a whole generation of roleplayers. Let me quote a passage from the *Player's Handbook*, which says:

"The AD&D game is continually evolving — each player and each DM adds his own touch to the whole. No list of special thanks can be complete without recognizing the most important contributors of all — the millions of players who, over the years, have made the AD&D game what it is today."

Let's all cooperate to make the game even greater! See below, under *contributors*, for an attempt to thank at least a few of the millions mentioned above.

Other Net Resources

This edition of the *Great Net Prayerbook* now includes all prayers from the *Net Carnal Knowledge Guide* and the *Net Guide to Alcohol*, both edited by Reid Bluebaugh <c2mxblue@fre.fsu.umd.edu>, and all prayers from the first edition of the *Net Dark Sun Resource Book*, edited by John Martz <john_martz@unc.edu>. Note that this means that you will sometimes have to refer to these sources to look up terms. Some prayers that were written for the Dark Sun world might have to be adjusted when used on another world. This is, of course, up to individual DMs.

Note further that prayers from the *Tome of Mighty Magic* (another Internet resource, not the TSR book) have not been included in this edition. One reason for this is that all these prayers were lacking most second-edition terms and were often too high or low level, the other reason was that its copyright status is uncertain. Anyway, the *Tome of Mighty Magic* can easily be used on its own, if necessary.

Contributors

Many thanks to Jim Lewallen <cscon113@uoft02.utoledo.edu> and Michael Lerner <cl115826@ulkuvx.bitnet>, who respectively accumulated and posted the starting lot of these prayers. When they started out, they were going to put each author's name next to each prayer. Then they started getting two or more copies of the same prayer, and decided to just put their names in one big list. Unfortunately, this meant that when I took over, I was unable to trace most of the prayers back to their original authors. The following people *have* contributed to the *Great Net Prayerbook*, but I have been unable to link them to any specific prayer. Still, I would like to thank them for posting or e-mailing their prayers (there must probably be some people whose names are missing even here: my apologies to them all):

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Special thanks should go to Glen Barnett <barnett@agsm.unsw.edu.au>, who didn't contribute any prayers, but instead sent me some 60 kByte of constructive criticism, which has proven very helpful in my editing work.

On some ftp-sites, you might find some of these prayers as they have originally appeared, including the name of the one who posted them first. Lots of prayers have been e-mailed to me directly, and won't be found on the ftp-sites, except for in this or another edition of the *Great Net Prayerbook*. Note that where you found this collection of prayers, you should also find a file containing all prayers in their original form, if I could trace it back.

Editor's Notes

After receiving these prayers, I read them all, edited them to get a uniform format, and to make them more legible. Also, note that, starting the fifth edition, I did a lot of editing, and not only in a lot of obvious cases of spelling errors.

Especially, from the fifth edition on, I have tried to remove all traces that were left over from first edition AD&D, and to change everything to second edition terms and format. Should you find any remains of or references to the first edition, please send the editor e-mail saying so, so it can be corrected in a subsequent edition.

There are also some Quest spells, which have been introduced into second edition AD&D in the *Tome of Magic*.

Where no level was indicated, I just guessed what level the spell was to be in. Furthermore, in those many cases where either school, range, area of effect, or anything the like were missing, I just used my own brilliant mind and made them up.

My Editing

I have edited most prayers quite a lot. These changed include, but are not limited to the following:

- All references to gender have been generalized, where the text allowed for this (I have removed all references to "her" and "she" for uniformity reasons, since "he" can, in English, refer to both men and women).
- Hopefully, all first-edition notations, most notably the "segments" and the infamous "yards"-notation have been removed.
- The use of capitals is as uniform as I could manage in the little time I have (if you notice, for example, any capitalized names of prayers, or prayers that have not been *italicized*, please drop me a line).
- All spelling has been and will be changed to British English, not American English (at least, according to my speller).
- Talking about spelling: everything should have been spell-checked. If you still notice any errors, again, please don't hesitate to write the editor.
- The use of abbreviations has been made more uniform; have a look at the standards I try to keep to get an impression how exactly.
- I've tried to uniformise the references to foot/feet etc.

For a comprehensive list of things that are checked before a new prayer is added, contact the editor.

Terminology Used, often Confused

Note that the *Player's Handbook* clearly mentions that if a prayer does not mention otherwise, its range is always limited to the priest's *sight*, next to any other restrictions. Furthermore, when there is a reference to a *person*, what is meant is any bipedal human, demihuman, or humanoid of man-size or smaller, such as dwarves, elves, gnolls, halflings, and kobolds. Only intelligent undead should be considered persons.

I have used the following two notations when naming prayers: *II* and *[2]*. Let me explain why I make this distinction. When a prayer is named, for example, *magic bolt [2]*, the *[2]* indicates that this is a prayer of about the same strength as an already existing prayer of the same name. The corresponding *[1]* prayer can be found in either the *Great Net Prayerbook* or in an official TSR publication. In the latter case, the original prayer obviously has no *[1]* to its name. Prayers that were almost exact copies of existing prayers have not been included. When a prayer is labeled *magic bolt II*, the *II* indicates that this is a stronger version of an already existing prayer. Again, if the original prayer was from an official publication, the original won't have a *I* attached. Note that most of these prayers just increase the range, damage, or something like that, and thus aren't very interesting. Sometimes, however, one of these prayers is really original. Since I don't want to be a judge on which prayers to include and which to exclude, I have decided not to remove any prayers at all.

A Final Remark

Dungeon Masters, you should be sure to check these prayers before introducing them into your campaign (preferably before even showing them to your players), and make sure they are right for the way you run your campaign. Some are awfully powerful (if not munchkin-like) but others could use a little more kick, that is for you to decide. If you find that some prayers seem far too powerful as given, but you don't have time to adjust the range, duration, area of effect, material components and the prayer effects as carefully as you would like, you might consider just increasing the level of the prayer, to be more in accord with prayers of similar power. Similarly, you may want to reduce the level of other prayers. Don't let your players talk you into introducing a prayer at too low a level.

Boudewijn Wayers, Keeper of the *Great Net Spellbook* and the *Great Net Prayerbook*.
March, 1995.

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Priest Spells (1st level)

First-Level Spells

Animal Call (Conjuration/Summoning)

Sphere: Animal, Summoning
 Range: 0
 Components: V, S
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: 120-yard + 10-yard per level radius
 Saving Throw: None
 Author: Teh S. Cheng <tsc0265@rigel.tamu.edu>

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

Animal Enmity (Enchantment/Charm)

Sphere: Animal, Charm
 Range: 0
 Components: S
 Duration: 1 day
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Unknown

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

Animal Healing I (Alteration) Reversible

Sphere: Animal, Healing
 Range: 10 feet per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1
 Area of Effect: One animal
 Saving Throw: None
 Author: Kai Rottenbacher <o uwagner@orville.zdv.uni-mainz.de>

This spell simulates the casting of a *cure light wounds* for a true animal only. This spell does not work for a shapechanger of any kind, even if its natural shape is an animal and its other shape is something else. This spell cures 1d8 hit points of the animal. It even cures critical wounds such as laming or a broken leg. The reverse, *animal harm I*, requires a touch in combat and deals 1d8 HP of damage. Note: the reverse will almost never be used by a priest with access to the animal sphere — if it is used, there have to exist some very good reasons — and if it is used without such reasons, the priest should be prepared to suffer the consequences.

The spell requires an ointment made from healing plants and the holy symbol of the priest. The reverse requires an ointment made from poison ivy and the holy symbol of the priest.

Animal Tracks (Alteration, Enchantment)

Sphere: Animal
 Range: 0
 Components: V, S, M
 Duration: 3 turns + 1 turn per level
 Casting Time: 2 rounds
 Area of Effect: The caster
 Saving Throw: None
 Author: Teh S. Cheng <tsc0265@rigel.tamu.edu>

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

Baltasar's Impediment (Abjuration, Necromancy)

Sphere: Necromancy, Protection
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: Female mammal touched
 Saving Throw: None
 Author: John M. Martz <john_martz@unc.edu>

This spell enables the caster to prevent a female from becoming pregnant. Essentially, it impedes a fertilized ovum from implanting in the uterus. The casting of *Baltasar's impediment* is not necessarily an evil act, but the DM should pay particular attention to the alignment of the caster as well as the social and political (especially religious) atmosphere. For example, a lawful good priest casting this spell on a teenager without the permission of her parents, church, etc. should be prepared for the wrath of his deity. A priest who worships a fertility god cannot cast this spell.

A neutral evil priest, nephew of the king, might repeatedly cast this spell on the queen in a secret attempt to usurp the throne. A neutral good priest might cast this spell on all the maidens of the keep before its fall to the orc siege — although he cannot spare them from the horrors to come, at least he can prevent the bastardization that might result.

The material components are a drop of blood from the target's last menstrual period (or an ounce of her blood, from anywhere, that has been mixed with dust and dried in a silver chalice) and the priest's holy symbol. The priest invokes the name of his deity, touching his holy symbol to the blood. The woman must then consume it, usually mixing it with wine or some other fluid. The spell remains in effect until the first day of the woman's next menstrual period, or until a successful *dispel magic* is cast upon her.

Battle Cry (Enchantment/Charm)

Sphere: Combat, Vengeance
 Range: 0
 Components: V, S
 Duration: 6 rounds
 Casting Time: 2
 Area of Effect: 60 yards + 10 yards per level radius
 Saving Throw: None
 Author: Dan Alexander Thompson <dant@cs.utexas.edu>

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

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

Priest Spells (1st level)

long as the priest remains alive. Undead or creatures with Intelligence less than 5 are not affected by this spell.

Beauty Aura (Enchantment/Charm)

Sphere: Charm
Range: 0
Components: V, S
Duration: 1d4 rounds
Casting Time: 1
Area of Effect: 10-foot radius
Saving Throw: Negates
Author: Lord Skigg <camp1te@wkuvx1.bitnet>

Beauty aura creates a glow of beauty that attracts 1d4 males in a 10-foot radius. The glow will make the targets see only the aura unless struck during battle. The male creatures must have an Intelligence of 5 or more for the spell to work on them.

Bird Call (Conjuration/Summoning)

Sphere: Animal, Summoning
Range: 0
Components: V, S
Duration: 1 round per level
Casting Time: 1 round
Area of Effect: 120-yard + 10-yard per level radius
Saving Throw: None
Author: Teh S. Cheng <ts0265@rigel.tamu.edu>

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

Bleeding Touch (Necromancy)

Sphere: Necromantic
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: Creature touched
Saving Throw: Negates
Author: Robert A. Howard <ssa94isa06@rcnvms.rcn.mass.edu>

This spell causes a bleeding wound to appear on the victim. Priests must roll to hit, and if they miss, they lose the spell. The victim must save versus death magic or suffer 1d6 points of damage for every two levels of the caster. The material component of this spell is a needle.

Bloodskin (Conjuration)

Sphere: Necromantic, Protection
Range: 0
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 1
Area of Effect: The caster
Saving Throw: None
Author: Tim Rightnour <garbled@indirect.com>

This spell will conjure up blood to appear on the priest's body. This creates an aura of fear, causing all creatures with 2 HD or less will to flee in terror. The material component is a drop of the caster's own blood.

Breathable Air (Alteration)

Reversible

Sphere: Elemental (Air)
Range: 6 yards
Components: V, S
Duration: 1 turn per level
Casting Time: 1
Area of Effect: 10-yard radius sphere
Saving Throw: Negates
Author: Rob McNeur <rob@ccc.govt.nz>

This spell causes the affected area to have breathable air for the duration of the spell, as long as the surrounding pressure will allow it (eg., in shallow water the pressure will not remove the spell, in deep water the water pressure will reduce the area of effect considerably).

This is handy for emergency breathing supplies within a poison gas area, *stinking cloud*, etc., and also gives a better saving throw versus these effects (save at +4). The reverse (*unbreathable air*) will cause the air to become totally unbreathable, causing choking (1d6 per round while within the area of effect) and making it difficult to cast spells (save versus spell to be able to do so). This is similar to *stinking cloud*.

Charm Male (Enchantment/Charm)

Sphere: Charm
Range: 120 yards
Components: V, S
Duration: Special
Casting Time: 1
Area of Effect: One male creature
Saving Throw: Negates
Author: Lord Skigg <camp1te@wkuvx1.bitnet>

This spell affects any single male it is cast upon. Males include humans, demihumans, or humanoids. Any charm-resistant creatures are still affected because seducer magic affects the sexual part of the brain, which is not well protected in males, even elves.

The target receives a saving throw versus spell to avoid the effects, with any adjustments due to Wisdom. See the *Player's Handbook* for a further description under *charm person*.

Clean (Alteration)

Sphere: All
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 2
Area of Effect: Special
Saving Throw: None
Author: Steve Bartell <stevebar@wordperfect.com>

Upon casting this spell, the priest effectively cleans one person, animal, or object per level of experience. If cast upon a person or mount, it cleans the being plus any personal belongings it has on it. Alternatively, it can be cast on a 10-foot cube area. This spell affects dirt, grease, paint, sweat, etc., but can be controlled so it doesn't remove something that is permanent, such as oil in boots or paint on a shield. This spell is useful for a party that is on the road for weeks without a chance to bathe. It can also be used to negate the effects of some spells. These spells would include *colour spray*, *grease*, etc. The material component of this spell is a piece of soap.

Coalstone (Alteration)

Sphere: Elemental (Fire)
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 3 turns
 Area of Effect: Gem touched
 Saving Throw: None
 Author: Teh S. Cheng <ts0265@rigel.tamu.edu>

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

Common Prayer (Conjuration/Summoning)

Sphere: All
 Range: 0
 Components: V, S
 Duration: 1 day
 Casting Time: 1 round
 Area of Effect: 10-yard radius
 Saving Throw: None
 Author: Barbara Haddad <melchar@shakala.com>

The priest leads a prayer to his deity, that he may influence the day to come. All who participate (by repeating the prayer) inside the area of effect gain the influence. It is expressed by a +5%/+1 (or -5%/-1) alteration on a single die roll during the day to come. If not used before the priest's recycle time, the benefit dissipates. Several *common prayers* may be participated in by the same individual. The benefits stack, but their effects are not cumulative.

Comprehend Languages (Alteration)

Reversible

Sphere: Divination
 Range: 0
 Components: V, S, M
 Duration: 5 rounds per level
 Casting Time: 1 round
 Area of Effect: Creature or object touched
 Saving Throw: None
 Author: Unknown

Except as noted above, this spell is the same as the 1st-level wizard spell *comprehend languages*.

Conjured Weapon (Conjuration)

Sphere: Combat
 Range: 0
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 1
 Area of Effect: One weapon
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

When this spell is cast, it brings into existence a weapon of the priest's choice that he can use to fight with. The weapon is a normal weapon with the holy symbol of the god engraved upon it. The

weapon has a dim glow upon it which can be faintly seen. The priest, if he is to use the weapon, must be proficient in its use. The weapon can be given to another character to use.

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

The weapon stays into existence until the end of the spell or until the priest wishes the spell to end. The verbal component would sound something like: "Oh Great Warrior Kos, give me a broadsword to smite down my foes!", and the gestures made are those to signify the priest's intent.

Control Hair (Invocation)

Sphere: All
 Range: Special
 Components: V
 Duration: 1d6 rounds + 1 round per level
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Lord Skigg <campite@wkuvx1.bitnet>

Control hair can direct the hair on the person's head to grow one foot around, style itself, or act as a hand. The hair can perform simple tasks like untying ropes, or opening locks at a 20%. The hair cannot hold weapons larger than a knife and doesn't give an extra attack. If used to fight with, it has a THAC0 of 20. The caster can discontinue the spell at any time.

Create Earth (Alteration)

Reversible

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

By this spell, the priest creates up to 3 pounds per level of stone or 1 cubic foot per level of sand, dirt, or dust. The stone can be solid or loose gravel. The reverse, *destroy earth*, will destroy a like amount of earth or stone. Magical creatures are allowed a saving throw versus death magic or take 1 point of damage per level of the priest. The material component is the priest's holy symbol.

Daryana's Holy Shit (Conjuration)

Sphere: Creation
 Range: 10 feet
 Components: V
 Duration: Permanent
 Casting Time: 1
 Area of Effect: 3-inch radius sphere
 Saving Throw: None
 Author: Boudewijn Wayers <dedos4@win.tue.nl>

This spell was granted to Daryana, 3rd-level priestess of the goddess of magic, after she had repeatedly, loudly, requested it.

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

If this spell was memorised, but the verbal component uttered more or less unconsciously, the spell's effect is delayed for up to 1 hour while the place of impact is anywhere within 10 feet around the unfortunate priest, both at the DM's discretion.

Priest Spells (1st level)

Deadskin (Alteration)

Sphere: Necromantic
 Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 2
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Tim Rightnour <garbled@indirect.com>

The creature touched by this spell will have his skin withered, and will become ghastly ugly for the spell duration. Any creature seeing the effected person will have a strong desire to attack it, and will do so immediately. This spell has no effect on undead. The material component of this spell is a bit of rotten flesh.

Detect Enemy (Divination)

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

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

Detect Life (Divination)

Sphere: Divination
 Range: 0
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: 60-foot radius
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

Detect Pregnancy (Divination)

Sphere: Divination
 Range: 0
 Components: V, S
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: None
 Author: The Carnal Knowledge Guide <c/o c2mxblue@fre.fsu.umd.edu>

This spell enables the priest to detect pregnancy in any creature. The priest will also know the day of conception, stage of pregnancy, estimated day of birth, and gender of child.

Detect Venereal Disease (Divination)

Sphere: Divination
 Range: 0
 Components: S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

This spell detects the presence of sexually transmitted diseases in a creature. A successful Intelligence check reveals the nature and symptoms of, but not the cure for, any detected diseases. The material component is the caster's holy symbol.

Dieme's Forcing Hand (Alteration)

Sphere: Combat
 Range: 30 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: ½
 Author: Dieme

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

Dispel Fatigue (Abjuration)

Sphere: Healing
 Range: 0
 Components: V, S, M
 Duration: 3 turns per level
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Unknown

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

Divine Sexual Experience (Divination)

Sphere: Divination
 Range: 10 yards
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One person
 Saving Throw: None
 Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

Casting of this spell involves taking a clear vessel of water and releasing a drop of ink into it. The percentage of the water not darkened by the diffused ink indicates that person's purity score. Although not absolutely certain, any score under 50% probably indicates loss of virginity, and with the exception of the rarest of heroes and deities, the score will be between 25% (casual interaction

Priest Spells (1st level)

with others) and 90% (extreme debauchery). More specific information may be revealed at the DM's discretion.

Elemental Burst (Invocation/Evocation)

Sphere: Elemental (All)
 Range: 5 feet per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One 2-foot per level radius sphere
 Saving Throw: ½
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell was once a spell from the *Oriental Adventures* book, but it was adapted for the priest. It causes one of the four elements (not five like in the oriental version) to send off slivers of its element either causing damage or another effect depending on the element: earth sends off sharp slivers causing 1d8 hit points of damage; fire sends off sparks that cause 1d4 damage and cause non-magical items in the area to save versus normal fire, if their owner or carrier does not save; air and water send forth concussive waves of force that cause the affected characters to save versus paralysis or be hindered for one round per three levels of the caster (hindered equals losing initiative for physical actions during those rounds). It does not significantly affect the object from which it gains the slivers of element it shoots off.

Empathy [1] (Divination)

Sphere: Divination, Thought
 Range: Special
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

Empathy [2] (Divination)

Sphere: Divination, Thought
 Range: Special
 Components: V, M
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: 1 HD per level
 Saving Throw: Negates
 Author: Al Singleton (Samuel Higley) <eaay@catcc.bitnet>

This spell allows the priest to read the emotion of the creatures that the priest concentrates on. One creature is readable per round, and the priest must be of higher level than the target's level or Hit Dice. The priest must be able to see the target's face. The material component is simply the priest's holy symbol.

Faithfulness (Abjuration)

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

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

Flame Tongue (Enchantment/Charm)

Sphere: Charm, Elemental (Fire)
 Range: 0
 Components: V, M
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: One or more persons listening
 Saving Throw: Negates
 Author: Unknown

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

The second use of this spell is to increase the morale of hirelings, followers and henchmen: prior to a fight, the priest can encourage them by talking vividly for one round, thus increasing their morale by two points plus one for every two levels above first, up to a maximum raise of 5. Thus, a 5th- or 6th-level priest will increase the morale by 4 points.

The material component for both versions of the spell is a bit of phosphorus.

Flaming Symbol (Invocation)

Sphere: Combat
 Range: 0
 Components: V, S, M
 Duration: 1d4 rounds + 1 round per level
 Casting Time: 5
 Area of Effect: Special (sight)
 Saving Throw: None
 Author: Tim Rightnour <garbled@indirect.com>

This spell will bring into existence a huge flaming image of the holy symbol of the priest. Any worshipper of the god whose symbol was used, receives a +2 to damage and hit while it is possible to see the symbol. The worshipper needs only to be able to see the symbol, he does not necessarily have to look at it. Any priest or worshipper of an opposing cult receives a -1 to-hit and damage while it is possible to see the symbol. The material component is a holy symbol, which is lost in the casting.

Priest Spells (1st level)

Git (Abjuration, Enchantment/Charm)

Sphere: Charm
 Range: 40 feet radius
 Components: V, S
 Duration: 3 turns per level
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

Gnat Swarm (Conjuration/Summoning)

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

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

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

Grow (Alteration)

Sphere: Plant
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 2 rounds
 Area of Effect: Plant touched
 Saving Throw: None
 Author: Unknown

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

Heat [1] (Alteration) Reversible

Sphere: Sun, Weather
 Range: 6 yards
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 1
 Area of Effect: 10-yard radius sphere
 Saving Throw: Negates
 Author: Rob McNeur <rob@ccc.govt.nz>

This spell causes the affected area to become warm, maintaining a constant temperature of 40°C (96°F). This is intended primarily as a heat source, not an attack, although if used against cold-based creatures, they will take 1d4 damage per round they remain in the area of the spell.

The spell is reversible (*chill*), causing the area to lower in temperature to 0°C (32°F). Used against heat-based creatures, they

will take 1d4 damage per round during the time they remain in the area of effect.

Higley's Invisible Dog (Conjuration/Summoning, Necromancy)

Sphere: Necromantic, Summoning
 Range: 10 feet per level
 Components: V, M
 Duration: Special
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: None
 Author: Al Singleton (Samuel Higley) <eaay@catcc.bitnet>

This spell summons the spirit of a dead dog to act as the priest wishes for the duration of the spell. The dog has one Hit Die for every odd level the caster has (1 HD for levels 1 and 2, 2 HD for levels 3 and 4, etc.). A non-combative dog is useful mostly for warning and will vanish after one warning or 1d6 hours + 1 hour per level, whichever comes first. A combative dog fights as a dog with Hit Dice as generated by the summoning and lasts until killed or 1d6 rounds + 1 round per level. Both have an Armour Class in inverse proportion to caster level up to level 10 (level 1: AC 10, level 2: AC 9, etc.). Past level 10 the dogs have AC 0.

The material components of this spell are the priest's holy symbol, dog fur (for a non-combative dog) or a dog tooth (for a combative dog).

Holy Mace (Alteration)

Sphere: Combat
 Range: 0
 Components: V, S, M
 Duration: 4 rounds + 1 round per level
 Casting Time: 2
 Area of Effect: One non-magical mace
 Saving Throw: None
 Author: Tim Rightnour <garbled@indirect.com>

This spell will turn the priest's own mace into a +4 holy weapon. If the mace is given to anyone, it will turn to dust. If the priest keeps the mace, it will return to normal at the end of the duration. The mace must be sprinkled with *holy water* for the spell to take effect.

Iron Fist (Alteration)

Sphere: Combat
 Range: 0
 Components: V, S, M
 Duration: 3 rounds + 1 round per level
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Tim Rightnour <garbled@indirect.com>

This spell will turn the priest's hands into solid iron, which may strike for 2d3 points of damage in unarmed combat. At the end of the duration the priest's hands return to normal. Any creature looking at the priest's hands for 1 round can detect the change on a successful Intelligence check. The creature only gets one chance to do this. The material component for this spell is a pair of gauntlets.

Priest Spells (1st level)

Itch (Enchantment/Charm)

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

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

Lactation (Evocation)

Sphere: Creation
 Range: 0
 Components: V, S
 Duration: 1 day per level
 Casting Time: 1
 Area of Effect: Female touched
 Saving Throw: Negates
 Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

Lactation, unsurprisingly, causes the subject to begin producing breast milk. This milk is of the highest nutritive value. A saving throw results in a single discharge of colostrum.

Lesser Healing Rays (Necromancy)

Sphere: Healing, Sun
 Range: 30 yards
 Components: V, S
 Duration: Permanent
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: None
 Author: François Menneteau <menneteau@acri.fr>

This spell cause a beam of healing sunlight to caress the target, healing 1d6 points of damage. The spell cannot be reversed. Also, the sun must be shining, so the spell cannot be used at night, under a cloudy cover, or underground.

Make-up (Invocation)

Sphere: All
 Range: 0
 Components: V, S
 Duration: 1d4 hours + 1 hour per level
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Lord Skigg <camp1te@wkuvx1.bitnet>

This spell's sole purpose is to put on make-up, perfume, etc., by magical means.

Open Time Portal (Alteration, Wild Magic)

Reversible

Sphere: Chaos, Time
 Range: 0
 Components: V, S
 Duration: 1 turn
 Casting Time: 3 rounds
 Area of Effect: One time stream per level
 Saving Throw: None
 Author: Steve Miller <smiller@media.utah.edu>

When this spell is cast, a shimmering doorway appears. Beyond it, the characters can see a blinding white light. The caster, and any other character, can step through and find themselves in another time stream. This is a one-way trip. The opening is only accessible in the time stream it was created.

The caster can choose to link the portal to the time stream adjacent to the one in which he finds himself, or can choose to access a stream as far removed up to his number of levels. Additionally, the caster can choose to enter the time stream at any point in the past or future within a number of decades equal to his level.

The portal remains open until the duration is up, or the reverse of the spell, *close time portal*, is cast at a level equal to or higher to the time spirit that opened the portal.

This spell was written for the "time spirit" class. Contact the author for more information on this class.

Painful Wounds (Necromancy)

Sphere: Necromantic
 Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: Creature touched
 Saving Throw: Special
 Author: Robert A. Howard <ssa94isa06@rcnvms.rcn.mass.edu>

This spell causes any existing wounds (caused by a *bleeding touch* or any blow of 4 or more hit points of damage, or when the victim is at half its maximum hit points or less) to become excruciatingly painful. To hit the victim, the priest must roll to-hit, and if he misses, the spell is lost. The victim must make a saving throw versus paralysis or be unable to do anything but roll on the ground screaming in pain. The material component is a pinch of salt.

Preserve (Abjuration, Alteration)

Sphere: Wards
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: One pound or gallon per level touched
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

Priest Spells (1st level)

Prevent Nausea (Abjuration)

Reversible

Sphere: Healing
 Range: 0
 Components: V, S
 Duration: 6 turns per level
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: None
 Author: The Carnal Knowledge Guide <c/o c2mblue@fre.fsu.umd.edu>

This spell will prevent the creature affected from getting nausea for the duration of the spell. The reverse of this spell, *nausea*, will cause nausea to the victim.

Prevent Spoilage (Abjuration, Alteration)

Sphere: Plant, Protection, Wards
 Range: 10 feet per level
 Components: V, S, M
 Duration: 1 year per level
 Casting Time: 1 round
 Area of Effect: One pound of material per level
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell prevents the spoilage of material (mostly food) due to time. In this aspect it is similar to the preserve spell of the wizard. It has an additional bonus: it changes the aspect of the material so that pests like rats and other vermin will not consume or even gnaw on the material — not even if they are very hungry. Thus, it prevents the spoilage of food due to vermin. It does not prevent spoilage if it is dropped into filth or other ugly stuff: it still has to be stored in the appropriate containers. It also prevents magical food from spoiling.

The material components are the holy symbol of the priest and a small glass containing jelly which has been sealed after cooking. This glass vanishes in the casting.

Protection from Dirt (Abjuration)

Sphere: Elemental (Earth), Protection
 Range: 0
 Components: V, S, M
 Duration: 1d4 turns + 1 turn per level over third
 Casting Time: 2
 Area of Effect: 10-foot radius
 Saving Throw: None
 Author: Lord Skigg <camplte@wkuvx1.bitnet>

This spell can hold up to 1d6 tons of dirt out of a 10-foot radius. The seductress and anyone in the area of effect will be protected from stones and dirt. The seductress can turn off the spell at will. This spell will protect from soil-based attacks, but not arrows, although the arrow will be clean if it enters into the sphere. This spell can also be used for land slides, cave-ins, dust storms, etc. The material component is a stained leather bag of dirt.

Quick Step (Alteration)

Sphere: Charm
 Range: 0
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Unknown

This spell allows one creature to be able to run at full speed without getting tired over stone, dirt, or grass. At the end of the duration, the creature must stop for 1 turn for each hour it was

running. During this time it can do nothing except drink liquids and eat small, light portions of food. At the end of this resting period, the creature will start to regain enough energy to be able to carry on normal activities (eat, walk, etc.). When the creature has stopped for a time equal to the time it ran, it will be able to carry on all activities without penalty (fight, run, etc.). This spell will work on horses, pack animals, etc. The material component for this spell is a small piece of leather.

Repair (Alteration)

Reversible

Sphere: Elemental (Earth), Protection
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: Object touched
 Saving Throw: None
 Author: Joe Colleran <jnc4p@uva.pcmail.virginia.edu>

This spell is similar to the 1st-level wizard spell *mending*. It will repair any one object, which has a maximum volume of 1 cubic foot per level of the spell caster. For plate armour and any other object which has listed hit points (eg., a *rope of climbing*), the spell restores 1 HP per level of the priest. Just like *mending*, the spell will not, in and of itself, repair magical items which have lost their enchantments. However, the spell will repair magical items which have some damage but are still magical. For example, the spell will restore hit points to damaged magical plate armour, and can repair damage to a *rope of climbing* which has not been completely severed. However, if the *rope of climbing* had been completely severed, (cf. *Dungeon Master's Guide*) the spell could only repair the rope and would not restore the lost magical properties. The material components are a small piece of metal which is consumed when the spell is cast, and the priest's holy symbol.

The reverse of the spell, *break*, does 1 points of damage per level of the priest to any one item if the item has hit points, or forces the item to save with a base roll of 10 if the item does not have hit points. Magical items, or items with a total volume of over 1 cubic foot per level of the spell caster are not affected by *break*. Failure indicates that the item has broken into 1d8+2 pieces. In both cases, the priest must touch the item, requiring a successful attack roll against an unwilling recipient.

Request Animal (Enchantment/Charm)

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

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

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

Priest Spells (1st level)

Rock-Jump (Conjuration)

Sphere: Creation, Elemental (Earth)
 Range: 100 yards
 Components: S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: None
 Author: Unknown

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

Seedling (Alteration)

Reversible

Sphere: Elemental (Air, Earth), Plant
 Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: Special
 Area of Effect: Special
 Saving Throw: Special
 Author: Paul D. Walker <pdwalker@hk.super.net>

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

The reverse of this spell, *tree shrink*, causes one tree to be reduced in height by the above amount. If this is cast upon an enchanted or intelligent tree, it gets a saving throw versus spell. If the tree saves, there is no effect. If the tree fails, then the tree is reduced in Hit Dice by the level of the priest.

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

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

Sense Direction (Divination)

Sphere: Divination
 Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 6
 Area of Effect: The caster
 Saving Throw: None
 Author: Teh S. Cheng <tsc0265@rigel.tamu.edu>

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

Sharpleaf (Alteration, Invocation)

Sphere: Plant, Combat
 Range: 20 yards
 Components: S
 Duration: 1 turn per level
 Casting Time: 5
 Area of Effect: Three leaves per 4 levels
 Saving Throw: None
 Author: Teh S. Cheng <tsc0265@rigel.tamu.edu>

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

Speak with the Intoxicated (Alteration)

Sphere: Divination
 Range: 0
 Components: V, S
 Duration: 1d20 rounds
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Brent The Phantom <brent@cophadm1.coph.usf.edu>

This spell empowers the priest to comprehend and communicate with any person that is intoxicated. The priest is able to ask questions and receive intelligent answers that may still be friendless, cooperative, or understanding. The true usefulness of the spell is when the intoxicated person is comatose.

A spell or power of this sort could make the priest a very valuable party commodity for his ability to interrogate those who require so much alcohol to loosen their tongues that it also shuts down most of their brains.

Stop Bleeding (Alteration)

Sphere: Healing
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1
 Area of Effect: Person touched
 Saving Throw: None
 Author: Steve Bartell <stevebar@wordperfect.com>

This spell immediately stops the bleeding of a wounded individual. It will not heal any damage, only stop the flow and scent of blood. This is useful when a priest needs to halt bleeding of an individual who cannot be fully healed at that time (note that even a bandaged wound may still attract sharks and other creatures by scent). The spell will cease to attract sharks and other carnivorous fish, but the amount of blood already spilled will still exist. This spell can also be used on land to stop the victim from leaving a trail of blood. It may also be used to halt the adverse effects of a *weapon of wounding*.

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

Priest Spells (1st level)

Striking [1] (Alteration, Enchantment)

Sphere: Combat
 Range: 0
 Components: V, S, M
 Duration: 4 rounds per level
 Casting Time: 4
 Area of Effect: The caster's weapon
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

When *striking* is cast, it causes the caster's weapon to become enchanted to do double normal weapon damage when it strikes. For example, a dagger would do 2d4/2d3 instead of 1d4/1d3, while a two-handed sword would do 2d10/6d6. Any plusses to the caster's to-hit and damage rolls are not doubled, only the basic weapon damage is. Bonuses, if any, are added afterwards.

If this spell is cast upon a weapon created by a *conjured weapon* spell, there will be an additional +1 bonus to all to-hit and damage rolls. The weapon then counts as a + (caster's level/4) weapon for purposes of special defense (round fractions down).

The material component for this spell is the caster's holy symbol, which passes the enchantment to the weapon, while the caster invokes the blessing of the warrior god.

Striking [2] (Invocation)

Sphere: Combat
 Range: 0
 Components: V, M
 Duration: 5 rounds + 1 round per level
 Casting Time: 2
 Area of Effect: One weapon per 4 levels
 Saving Throw: None
 Author: Teh S. Cheng <tsc0265@rigel.tamu.edu>

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

Stunning Flash (Evocation)

Sphere: Sun
 Range: 10 yards
 Components: V
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: 10-foot radius globe
 Saving Throw: Negates
 Author: François Menneteau <mennetea@acri.fr>

Due to a flash of light that appears in their eyes, victims failing their saving throw versus petrification are stunned for 1d6-1 rounds + 1 per four levels of the caster (up to a maximum of 10 rounds). The saving throw is made with a +4 bonus minus one per four level of the caster.

Summon Midwife (Conjuration/Summoning)

Sphere: Summoning
 Range: 30 yards
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: None
 Author: The Carnal Knowledge Guide <c/o c2mxblue@fre.fsu.umd.edu>

This spell will summon the nearest midwife. The midwife will get the summons. She is under no obligation to respond to the summons, but very few midwives will ignore it unless unfortunate circumstances prevail.

Tracker (Divination)

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

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

Trance (Divination)

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

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

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

Trip (Alteration)

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

Actually, this is a low-budget *entangle*. However, the effectiveness of this spell depends upon the amount of underbrush in the area of effect. In a bramble of thorn-bushes, it is as effective as an entangle spell. On a putting green, it has no effect at all. The material component of this spell is a small twig with thorns on it.

Priest Spells (2nd level)

Vylja's Dark Eyes (Alteration)

Sphere: Protection
 Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 5
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

By casting this spell, the caster can protect the eyes of any one creature against the blinding effects of normal sunlight and the like. As a consequence, this spell is only useful for creatures that normally reside in the Underdark and similar dimly lit places. When their eyes are shielded by *Vylja's dark eyes*, creatures like drow and duergar can roam the surface world during daylight without suffering penalties (see the *Monstrous Compendia* for details). If the target creature is unwilling to receive this protection, it is granted a saving throw versus spell to avoid the effects.

The spell has one disadvantage: because it makes the eyes of these creatures less sensitive, their range of infravision is halved for the duration of the spell. *Vylja's dark eyes* lasts for one turn per level of the priest casting the spell, or until dispelled by a *dispel magic*. If a *light* is directly cast at the protected creature and it fails its saving throw against that spell, the two spells dispel each other. When a *continual light* is cast in a similar way, and the creature fails its saving throw, *Vylja's dark eyes* is dispelled — in other words: the creature will immediately suffer maximum penalties for being in a brightly lit area. If the protected creature successfully saves against a *light* or *continual light* cast at it, it will stand in its area of effect, but it will suffer no adverse effects. The caster can also end the spell at will, although the eyes will need three rounds to regain their normal sensitivity.

The material component for *Vylja's dark eyes* is an ointment that can be made by any character with the herbalism proficiency. It needs precious herbs (20 gp per dose) that must be collected either at dawn or at dusk, and that must be dried for at least one month before they can be made into the ointment. This final process takes one full day of careful mixing (5 doses can be made on a single day). Once the ointment is ready, it can be kept for one month if put in an airtight and dark container. During casting such a dose is then put on the eyelids of the protected creature.

Water to Wine (Alteration)

Sphere: Creation, Elemental (Water)
 Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None
 Author: Ken Arromdee <arromdee@blaze.cs.jhu.edu>

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

Winston's Create Party Drink (Conjuration)

Sphere: Creation, Elemental (Water)
 Range: 5 yards
 Components: V, S
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: One cubic foot per level
 Saving Throw: None
 Author: Winston

When this spell is cast, the priest causes some kind of party drink to appear along with appropriate drinking cups. To determine the drink conjured, roll 1d8 and check on the table below:

D8 Roll	Type of Party	Drink Conjured
1	Kid's birthday party	Very sweet cordial
2	Barbecue	Dark beer
3	Frat party	Very low quality beer
4	Pizza party	Soda, assorted flavours
5	Society gathering	Fine wine
6	Ice-cream sundae party	Root beer, soda water
7	Hacking party	Jolt cola
8	Celebration party	Champagne

The DM should feel free to substitute any other party drinks. Each cubic foot of the drink refreshes four human sized creatures or one horse sized creature for a half day. The liquid decays and becomes inedible within 24 hours, although it can be restored for another 12 hours by casting a *purify food and drink* on it. For each experience level the priest has obtained, one cubic foot of drink will be created by the spell. A 2nd-level priest could create two cubic feet of drink.

Second-Level Spells

Animal Healing II (Alteration) Reversible

Sphere: Animal, Healing
 Range: 10 feet per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 3
 Area of Effect: One animal
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell simulates the casting of a *cure serious wounds* for a true animal only. This spell does not work for a shapechanger of any kind, even if its natural shape is an animal and its other shape is something else. This spell cures 2d8+1 hit points of the animal. It even cures critical wounds such as laming or a broken leg. The reverse, *animal harm II*, requires a touch in combat and deals 2d8+1 HP of damage. Note: the reverse will almost never be used by a priest with access to the animal sphere — if it is used, there have to exist some very good reasons — and if it is used without such reasons, the priest should be prepared to suffer the consequences.

The spell requires an ointment made from healing plants and the holy symbol of the priest. The reverse requires an ointment made from poison ivy and the holy symbol of the priest.

Animal Sense (Alteration)

Sphere: Animal
 Range: 0
 Components: V, S, M
 Duration: 5 rounds per level
 Casting Time: 2
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell offers a touched creature a single sense of another creature. This sense must be from any animal. For example, the sense of a bat will give absolute radar power in any circumstances. The creature can understand what it receives by the new sense if it succeeds at an Intelligence check. If it fails, it misinterprets the sensory input. Once a number of 20 Intelligence checks (with a minimum of one check) have succeeded, the creature no longer needs to make any Intelligence checks again for this sense, unless a special situation arises: say you had gained the nose of a bloodhound and followed a trace through a swamp; suddenly you come upon a large patch of aniseed (which is incredible irritating to dog noses), in this

Priest Spells (2nd level)

case you would have to succeed at an Intelligence check again (normally even with a hefty subtraction).

It is possible to have up to one additional sense per 3 Intelligence points of the recipient creature; for each new sense the Intelligence checks of all senses are reduced by 2 (this simulates the strain on the brain of trying to cope with so many new sensory inputs).

The material components are the holy symbol of the priest and a tiny bit from the animal from which you desire to gain the sense.

Animate Wood (Alteration)

Sphere: Plant
Range: 0
Components: V, S, M
Duration: 1 round
Casting Time: 1
Area of Effect: Special
Saving Throw: None
Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

Appetize (Alteration)

Reversible

Sphere: Chaos
Range: 0
Components: S, M
Duration: 1 turn per level
Casting Time: 2
Area of Effect: One 1-foot cube per level
Saving Throw: None
Author: The drow priestess Tas'Vinct Sharessaban <knudsenm@wpsmtp.ohsu.edu>

This spell disguises unappetizing foods (such as raw hearts) as delicious foodstuff. The type of food to be copied is up to the caster but cannot be changed until the spell is either dispelled or the duration has expired.

The reverse of this spell, *putricise*, makes for utterly unpalatable to humanoids. To eat putricised food, the eater must roll versus their Constitution at -5 or begin vomiting for 1d4 rounds. The material component for this spell or its reverse is a pinch of cinnamon.

Assist Labour and Birth (Necromancy)

Sphere: Healing
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 2
Area of Effect: Creature touched
Saving Throw: None
Author: The Carnal Knowledge Guide <c/o c2mxblue@fre.fsu.umd.edu>

This spell has multiple functions to assist the mother in labour and birth, one of which must be chosen by the caster:

- *Epidural*. Produces a numbing of the lower back and pelvis to reduce stress on the mother during labour.
- *Push*. Assists the mother in pushing the child out. Will cut the time of labour by 1d4 hours.
- *Turn Baby*. Will position the child correctly during labour for proper birth.

The material components of this spell are boiling hot water and towels.

Bleeding Wounds (Necromancy)

Sphere: Necromantic
Range: 0
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 5
Area of Effect: Creature touched
Saving Throw: Negates
Author: Robert A. Howard <ssa94isa06@rcnvm.rcn.mass.edu>

This spell causes any existing wounds (as in *painful wounds*) to start to bleed badly. Priests must roll to hit, and if they miss, the spell is lost. If the victim fails a saving throw versus death magic, he will suffer 1 hit point of damage per round, not including any damage he may take in combat. The DM may choose to have the blood get in his eyes, make it difficult to keep a hold on a weapon, or possibly make the ground slippery, if he so chooses. The material component for this spell is a shard of glass.

Body Warmth (Necromancy)

Reversible

Sphere: Necromantic
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: Creature touched
Saving Throw: Special
Author: Nir Hener <s2909800@techst02.technion.ac.il>

A cold blooded or non-living creature (undead) receiving this spell is becoming warm, his heartbeat can be felt and all forms of *detect life* give positive answers.

If the creature is not intelligent, it is entitled to a saving throw versus spell. Otherwise, the spell can be cast on a willing recipient and is stopped at his wish. In any case, the spell will not last over a day. The spell has no effect on warm blooded creatures, nor does it inflict any damage whatsoever to the receiving creature. It might, at the DM's decision, disable the creature from doing things related to his cold blooded organism.

The material components are the priest's holy symbol and a light source. The light (preferably sunlight) is to be reflected upon the affected creature, while the priest lays his other hand upon its heart.

The reverse, *body chill*, has the reverse effect upon warm blooded creatures (no heartbeat can be found, detect life gives negative answer etc.).

Bubble Screen (Alteration)

Sphere: Elemental (Water), Protection
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 2
Area of Effect: 30-foot sphere
Saving Throw: None
Author: Steve Bartell <stevebar@wordperfect.com>

Upon casting this spell, the priest fills the area with bubbles. The sphere of bubbles is so thick and active that it seriously restricts vision, giving all within it a -4 to-hit. The action of the bubbles will also disrupt spellcasting unless the caster makes a Constitution check. The caster is not immune to the effects of the spell, and will suffer the same restrictions. Most sea life will avoid the sphere of bubbles when possible.

The material component of this spell is a small tube, which the caster blows bubbles through while casting.

Priest Spells (2nd level)

Clay Beast (Conjuration/Summoning)

Sphere: Elemental (Earth), Summoning
 Range: 30 yards
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 2 rounds
 Area of Effect: Special
 Saving Throw: None
 Author: Tim Rightnour <garbled@indirect.com>

This spell enables a priest to conjure up a weak earth elemental — a clay beast of AC 4, 2 HD, MV 100 feet per round, 1 attack for 1d4 points of damage, which can be hit by normal weapons. It is about 5 feet tall and appears as a solid mud man. It moves as directed by the priest, but if it ever becomes separated from the priest by more than 30 yards, it instantly dissipates. Any native to the elemental plane of earth can disperse it at will with a simple touch, even another clay beast.

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

Command II (Enchantment/Charm)

Sphere: Charm
 Range: 30 yards + 10 yards per level
 Components: V
 Duration: 2 rounds
 Casting Time: 2
 Area of Effect: One creature within hearing range
 Saving Throw: None
 Author: Unknown

This spell is an improved version of the *command* spell (q.v.). The differences are: the range (as noted above), the duration (as noted above), and that only those creatures with a 15 or higher Intelligence and those of 6 HD or more get a saving throw.

Cure Drunkenness (Abjuration)

Reversible

Sphere: Healing
 Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 2
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell will instantly remove all effects of alcohol intoxication from one target's system. This instantly alleviates hangover, lack of sobriety, and all associated effects of being drunk or its immediate after-effects. It will not cure or abate maladies caused by long-term alcohol abuse, such as cirrhosis of the liver, alcoholism, heart disease, etc.

The reverse, *cause drunkenness*, will make its target instantly and severely drunk. The drunkenness caused will last as long as normal drunkenness would last, and may bring on a hangover. The severity of the drunkenness is slight if cast by a 2nd–5th level priest, moderate if cast by a 6th–9th level priest, and great if cast by a 10th level or higher priest (see the *Net Alcohol Guide* for more information).

Cure Moderate Wounds [1] (Necromancy)

Reversible

Sphere: Healing
 Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 6
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

This spell is a more potent form of *cure light wounds*. When the priest lays his hands upon the creature to be healed, the spell cures 2d8+1 points of damage.

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

Cure Moderate Wounds [2] (Necromancy)

Reversible

Sphere: Healing
 Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 6
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Joe Colleran <jnc4p@uva.pcmail.virginia.edu>

This spell is similar to the 1st-level priest spell *cure light wounds*, except that 2d4+2 points of damage are healed.

The reverse, *cause moderate wounds* operates in the same manner, inflicting 2d4+2 points of damage to opponents, if a successful attack roll is made.

Cure Vicious Wounds (Necromancy)

Reversible

Sphere: Healing
 Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 6
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

This spell is a slightly more potent version of *cure light wounds*. At the end of the casting time the priest lays his hands on the creature he wants to cure. His touch restores 2d4+2 HP to the creature. This spell does not work on creatures without corporeal bodies or those of extraplanar origin.

The reversed spell, *cause vicious wounds*, works similarly, although the priest's touch inflicts 2d4+2 points of damage on the affected creature. If the creature is trying to avoid the touch, a successful attack role has to be made by the priest.

Priest Spells (2nd level)

Curse Non-Fire Weapons (Enchantment)

Sphere: Elemental (Fire)
 Range: 30 yards
 Components: V, S
 Duration: 3 rounds per level
 Casting Time: 3
 Area of Effect: 60-foot cube
 Saving Throw: None
 Author: Dennis Kefallinos <denison@theseas.ntua.gr>

The spell causes non-fire based weapons, that is, all except those related to or made with fire, to be awkward to handle. For example, obsidian weapons or fire arrows are not affected, while iron or steel ones are. This makes creatures using them to be non-proficient in their use, even if they are actually specialised in them. The creatures receive the usual non-proficiency penalties pertaining to their class.

Curse [2] (Necromancy)

Sphere: All
 Range: Special
 Components: V
 Duration: Permanent (until dispelled)
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

- *Ageing*. +10 years to age.
- *Bane*. Discomfort, uneasiness, inability to sleep well.
- *Hex*. -1 to to-hit rolls and saving throws.
- *Ugliness*. Reduce Comeliness by 2d6 (down to a minimum of 3).

The priest must be able to see the victim to curse him. The priest cannot actually pick one of the above effects: the effect is determined at random.

Dehydration (Alteration)

Sphere: Elemental (Water)
 Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 8
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Al Singleton (Samuel Higley) <eaay@catcc.bitnet>

This spell will cause a creature successfully touched by the priest to lose nearly all water suspended in its body. An option for the priest is to use his waterskin, into which he may send the displaced water, filling the skin (but not overflowing). The priest must be holding the skin in one hand while touching the target for this to occur. Otherwise, the water is sent to the plane of water.

The effects on the target of this spell are that they take an extra 1d4 damage from slashing attacks, 1d6 from bludgeoning attacks, and no extra damage from piercing attacks. They cannot heal normally and must drink some water within 24 hours or die, and a few gallons to recover (I don't know the exact amount that the body holds). In addition if no water is received in 12 hours then there is a failure of the stomach system (alimentary canal, if you want to be technical) and the character must make a Constitution check to eat without vomiting, thus requiring a healing spell; or weeks of light, salty foods to try to heal naturally. Each failure lowers the character's Constitution for the next eating attempt, if the adjusted Constitution goes to zero then that character may not eat until cured. There is also a chance of chronic diarrhoea setting in if not given water within 12 hours (make a Constitution check) whereupon then the character's Constitution is reduced by two for a week after a normal diet has returned.

This spell will not affect creatures without non-negligible water contents, this being DM's discretion. Magical water creatures are allowed two saving throws, the first a regular saving throw, then, if failed, an additional saving throw versus death magic. If both fail, the creature is killed (this spell could kill a nereid).

Detect Invisibility, 15-foot Radius (Divination)

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

Except as noted above, this spell is the same as the 2nd-level wizard spell *detect invisibility*. Note that the spell allows only the priest to see invisible creatures, and then only those within the specified radius. The material component of this spell is a pinch of any fine powder such as talc.

Detect Phase (Divination)

Sphere: Divination
 Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: Person touched
 Saving Throw: None
 Author: Scott Neilly

When this spell is cast, the person touched can see and perceive any creature that is out of or in a different phase than that of the spell recipient. This means that the person touched will see clearly such creatures with special defenses such as *displacement*, *blinking*, *duo-dimension*, astral- or etherealness and those who can shift out of phase, such as phase spiders. Furthermore, if the person touched has means to attack such creatures, he will have none of the ill effects that normally occur when trying to attack (i.e., the person touched would know the exact location of a displacer beast, or where the phase spider is, etc.). The information cannot be communicated to anyone else by words. The recipient's sight is limited to 120 yards.

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

Detect Style (Divination)

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

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

The second use of this spell is to determine the exact rank of a specific creature: if the spell is cast on one creature only, the priest will know the rank of the targeted creature. If the priest is unfamiliar with the hierarchical structure of the victim's society or organisation, he will only feel a general indication: something like "no rank",

Priest Spells (2nd level)

"officer" or "very high rank" would be appropriate descriptions. Note that nothing is revealed about the victim's level of experience and so on. The target gets a saving throw, that will negate the spell. The material component for both versions of the spell is a drop of perfume.

Dieme's Forceful Hand (Alteration)

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

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

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

This spell does not ensure a safe landing, and if the creature is in a position where a fall would do extra damage, mounted on a horse, for example, extra damage may occur. The material component is a carved (or created) stone hand.

Dispel (Abjuration)

Sphere: Protection
 Range: 30 feet
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

Dispel Scent (Alteration)

Sphere: Guardian
 Range: 120 yards
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 5
 Area of Effect: 15-foot radius sphere
 Saving Throw: Special
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

When this spell is cast all odours disappear in the area of effect: no new odours will enter or leave the protected sphere. This effect lasts for the full duration of the spell – 2 rounds per level of the priest casting the spell. The area of effect must be centred around an object

or a creature and so it will move if its centre turns out to be mobile. Unwilling creatures or objects worn by unwilling creatures receive a saving throw versus spell in order to prevent the spell from taking effect (the objects have the same saving throw as the creature that is carrying them). The material component is a piece of garlic that disappears when the spell is cast.

The spell provides excellent protection against odour-based attacks, be they magical like *stinking cloud* or natural like the smell troglodytes produce. *Dispel scent* can also be used to avoid being noticed by animals or monsters that rely heavily on their noses.

Efembe's Spitting Image (Conjuration/Summoning)

Sphere: Charm
 Range: 0
 Components: V, S, M
 Duration: 1 week per level
 Casting Time: 2
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Boudewijn Wayers <dedos4@win.tue.nl>

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

Endure Acid (Abjuration)

Sphere: Protection
 Range: 5 feet per level
 Components: V, S, M
 Duration: 6 turns per level
 Casting Time: 1 round
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the 2nd-level *endure water* (q.v.). It is completely alike, save that it offers protection from natural phenomena that are connected to acid, instead of water. Acid is obviously enough a serious problem. Why no priest ever before developed a spell against it is a mystery to me.

Endure Air (Abjuration)

Sphere: Elemental (Air), Protection
 Range: 5 feet per level
 Components: V, S, M
 Duration: 6 turns per level
 Casting Time: 1 round
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the 2nd-level *endure water* (q.v.). It is completely alike, save that it offers protection from natural phenomena that are connected to air, instead of water. Linked to air are all those lovely *gusts of wind*, *wind breath*, *control wind*, *air blast*, and *elemental blast spells* plus the lovely effects of being hurled about by air elementals.

Priest Spells (2nd level)

Endure Dust (Abjuration)

Sphere: Elemental (Air, Earth), Protection
 Range: 5 feet per level
 Components: V, S, M
 Duration: 6 turns per level
 Casting Time: 1 round
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the 2nd-level *endure water* (q.v.). It is completely alike, save that it offers protection from natural phenomena that are connected to dust, instead of water. The definition of dust is very easy: think of a lovely big sandy desert and then think of wind and presto: you got it (come to think of it, it is normally used only in deserts and on the plane of dust).

Endure Electricity (Abjuration)

Sphere: Protection
 Range: 5 feet per level
 Components: V, S, M
 Duration: 6 turns per level
 Casting Time: 1 round
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the 2nd-level *endure water* (q.v.). It is completely alike, save that it offers protection from natural phenomena that are connected to electricity, instead of water.

Endure Ice (Abjuration)

Sphere: Elemental (Water), Paraelemental (Ice), Protection
 Range: 5 feet per level
 Components: V, S, M
 Duration: 6 turns per level
 Casting Time: 1 round
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the 2nd-level *endure water* (q.v.). It is completely alike, save that it offers protection from natural phenomena that are connected to ice, instead of water. Ice includes such nasty things such as *ice storm*, walking on harsh and refrozen snow, sliding down very sharp icicles, etc.

Endure Vacuum (Abjuration)

Sphere: Elemental (Air), Protection
 Range: 5 feet per level
 Components: V, S, M
 Duration: 6 turns per level
 Casting Time: 1 round
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the 2nd-level *endure water* (q.v.). It is completely alike, save that it offers protection from natural phenomena that are connected to vacuum, instead of water. This spell is for those space travellers that somehow seem to find themselves floating around in wildspace a little too often or those that seem to land in those ugly vacuum rooms which have absolutely air-tight doors and then increase their size magically to very big (still having the same amount of air in a room which is now 1000 feet per side which was previously 10 feet per side causes quite a decompression) and for those guys that find themselves rushing up from 3000 feet

depth in the ocean to the surface of the ocean — normally any creature which does this goes *pop*.

Endure Water (Abjuration)

Sphere: Elemental (Water), Protection
 Range: 5 feet per level
 Components: V, S, M
 Duration: 6 turns per level
 Casting Time: 1 round
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the 1st-level *endure cold or heat*. It causes the protected creature to take no damage from natural phenomena that are connected to water. If a magical force simulating these phenomena (see below for examples) hits the protected creature, this spell may subtract 10 HP of damage after the saving throws are rolled. After reducing the damage once in this way, the spell ends. Otherwise, the spell ends when the duration runs out. In contrast to *endure cold or heat*, this spell does not end if another elemental force hits the protected creature; the spell ends only if its duration runs out or if the creature is hit by the appropriate magical force (even if it causes less than 10 HP of damage). The material component is the holy symbol of the priest.

Endure water is for those that don't fancy to be pounded by huge waves on the ocean, those that don't like to get wet in the rain (or in the sea), those that don't like to be flooded by a *transmute dust to water*, which is normally quite a killer spell (one cubic yard of water normally weighs nearly one ton), etc.

Enhance Weapon with Fire (Enchantment)

Sphere: Elemental (Fire)
 Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 1 round
 Area of Effect: Weapon touched
 Saving Throw: None
 Author: Dennis Kefallinos <denison@theseas.ntua.gr>

This spell enhances the striking power of a weapon. The weapon now functions a bit like a *flame blade*. For the duration of the spell, the weapon glows with a fiery aura and causes 1d4 points + 1 point per 2 levels of the caster damage (in addition to its normal damage), due to the searing heat it radiates. Unfortunately, it also causes 1 point of damage per round to its user (as long as he holds it), for the same reason. Undead and creatures especially vulnerable to fire take 2 additional points of damage.

If the creature is protected from fire, the damage inflicted is reduced by 4 (for a minimum of 0). The weapon can ignite combustible materials. It is not, however, considered to be a magical weapon. The spell does not function under water. Already enchanted weapons cannot be enhanced this way. The material components of the spell are a bit of coal and the caster's holy symbol.

Find Person (Divination)

Sphere: Divination, Time
 Range: One world in one time stream
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1 turn
 Area of Effect: One person
 Saving Throw: None
 Author: Steve Miller <smiller@media.utah.edu>

With this spell, a time spirit can locate the counterparts in other time streams, or future and past versions of companions, world leaders, and other individuals he either knows through detailed

Priest Spells (2nd level)

accounts or personally. The caster immediately knows if the being he is trying to find is dead, alive, or if it even existed in this reality. The character is also aware of the subject's general location. The use of this spell has a 5% chance of attracting the attention of time guardians.

This spell was written for the "time spirit" class. Contact the author for more information on this class.

Flame Blade (Invocation)

Sphere: Combat, Creation, Elemental (Fire)
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 3
Area of Effect: 3-foot long, sword-like blade
Saving Throw: None
Author: Teh S. Cheng <tsc0265@rigel.tamu.edu>

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

Flaming Child (Conjuration/Summoning)

Sphere: Elemental (Fire), Summoning
Range: 30 yards
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 2 rounds
Area of Effect: Special
Saving Throw: None
Author: Tim Rightnour <garbled@indirect.com>

This spell conjures up a small fire elemental: AC 5, 2+1 HD, MV 130 feet per round, one attack for 1d6, and it can be hit by normal weapons. It appears to be a 4 foot high child caught on fire. It will move as directed by the priest, but if it is ever separated from the priest by more than 30 yards it will instantly dissipate. Any being from the elemental plane of fire, including another flaming child, can destroy it with a touch. The flaming child will ignite all flammable things it touches.

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

Frost Blade (Invocation)

Sphere: Combat, Creation, Paraelemental (Ice)
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 3
Area of Effect: 3-foot long, sword-like blade
Saving Throw: None
Author: Teh S. Cheng <tsc0265@rigel.tamu.edu>

When a priest casts this spell, he causes a freezing icicle to spring forth from his hand. This blade is actually wielded as if it were a scimitar (but it is not a scimitar), and if the priest scores a successful hit while employing the blade, the creature struck will take 2d6 points of damage — with a damage bonus of +2 if the creature is especially vulnerable to frost (it will work especially well versus red dragons or fire elementals). The blade will not affect creatures that can only be hit by magic weapons. In addition to mistletoe, the priest must have a leaf of sumac in order to cast this spell.

Guardian Watch (Conjuration/Summoning)

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

This spell summons a small quasi-earth-elemental (1d4 HP) to stand watch. If some creature moves across or under the ground into the area of effect that weighs more than 1 pound, the elemental will cause the ground to shiver and wake people up (detection of creatures is by movement and vibrations across the ground). The elemental can also form a hand and try to trip intruders (the guardian is semi-intelligent and can remember simple commands from the priest, like who the party members are). The guardian is hard to detect and will almost always trip from surprise. Opponents get a saving throw versus death magic to avoid tripping — a successful saving throw means they just felt something trying to grab their leg. The material components of this spell are the priest's holy symbol and a live worm.

Heliot's Healing Sleep (Necromancy)

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

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

Improved Detect Good (Divination)

Sphere: Divination
Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: 60-foot radius
Saving Throw: None
Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

Priest Spells (2nd level)

Inaudibility (Alteration)

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

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

Infected Wounds (Necromancy)

Sphere: Necromantic
 Range: 0
 Components: V, S, M
 Duration: 1 day per level
 Casting Time: 5
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Robert A. Howard <ssa94isa06@rcnvms.rcn.mass.edu>

This spell will cause any wounds to become infected, be they scratches or large wounds. To hit their intended victims, priests must roll to hit, and if they miss, the spell is lost. The victim must make a saving throw versus death magic, and if he fails, his wounds will not heal naturally. Healing and herbalism will also fail to heal these wounds. The use of magical healing will heal the infection, at the cost of a *cure light wounds* — no damage will be healed, but *infected wounds* will be negated. The material component for this spell is a pinch of mud or dirt from a pig's mud hole.

King's Awe and Fear (Charm)

Sphere: Cosmos
 Range: 10 feet
 Components: V, S
 Duration: 12 hours
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

Using this spell, a templar can cause an intelligent creature to hold a sorcerer king in awe as well as fear him.

The victim is allowed a saving throw versus spell at -2 , with modifiers for Wisdom applying. If failed, the victim knows he faces a servant of that sorcerer king and is likely to do his bidding. If unaffected, the subject still knows the identity of the caster (as a servant of that sorcerer king) and may act as he sees fit.

The spell can be used to impress individuals or during investigations. A templar can only affect targets regarding his own sorcerer king. The spell can only be cast by templars.

This spell was designed for the Dark Sun campaign world.

Kl'Rkh's Assisting Hands (Invocation)

Sphere: Cosmos
 Range: 0
 Components: V, S
 Duration: 5 rounds per level
 Casting Time: 1 round
 Area of Effect: 5-foot radius
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

By means of this spell, the caster creates a number of insubstantial "hands" that he can use to assist him in various processes. The number of hands equals one per three levels (or fraction) of experience of the caster.

The hands cannot be used to attack or defend but can otherwise be used for any normal purpose, as if they were physical appendages of the caster. They possess a Strength equal to the caster's. Examples of use include housekeeping jobs, climbing (bonus +10% per hand), holding other characters or items, etc.

Whatever weight the hands carry, it is in addition to any allowed for the caster. In any case, the DM must judge whether the attempted actions are within reason (each hand can only do things a normal hand can).

This spell was designed for the Dark Sun campaign world. The spell was created by the thri-kreen earth druid Kl'Rkh.

Lower Alcohol Addiction (Abjuration)

Sphere: Healing
 Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 2
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Reid Bluebaugh <c2mxbue@fre.fsu.umd.edu>

This spell allows the priest to lower a person's alcohol addiction by 2 per class level in the drinking and amount levels. For example, a 5th level priest casts this spell on an addicted person (level 8 drinking, level 4 amount). The priest gets 10 to work with (5×2) and decides to lower the drinking level by 8 and the amount level by 2. Thus the addicted person now has a drinking level of 0 and an amount level by 2. A pretty good start for a speedy recovery (see the *Net Alcohol Guide* for more information).

Make Flammable (Enchantment)

Sphere: Elemental (Fire)
 Range: 30 yards
 Components: V, S, M
 Duration: 3 rounds per level
 Casting Time: 5
 Area of Effect: One to 4 creatures or objects in a 10-foot per level cube
 Saving Throw: Negates
 Author: Dennis Kefallinos <denison@theseas.ntua.gr>

This spell makes 1 to 4 creatures or objects flammable. For the duration of the spell, they are as flammable as wood. If they catch fire they burn entirely and turn to ash in the time it takes wood of their size to burn. This fire is normal fire and may be extinguished by the usual means. It does not matter what materials the objects or creatures are made of. They can be inflamed by natural or magical fire or extreme heat, but the spell itself does not inflame them. Once they have caught fire they get damage from heat, but also turn to ash within the time specified. After that, the duration of the spell does not matter. Each creature or object gets a saving throw: if only one is the subject of the spell it has a penalty of -2 to its roll; if two are subject, each receives a penalty of -1 ; if three are subject, each receives a bonus of $+1$; if four are subject, each receives a bonus of $+1$.

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+2. The material components are a chip of wood and the caster's holy symbol.

Mend Bone (Alteration, Necromancy)

Reversible

Sphere: Healing
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 hour
 Area of Effect: Bone touched
 Saving Throw: Negates
 Author: Bill Hincks <whin3560@uriacc.uri.edu>

With this spell the caster may mend a broken bone. The bone must still be made of living tissue and recently broken. An hour must be spent chanting over the person, while smooth strokes are made on the skin over the broken bone. Water (or a similar substance depending on the view of the priest) must be rubbed over the wound every ten minutes. Over the course of the hour, the bone will draw together and mend. It will be as good as new when the spell is complete. If interrupted while casting, the bone will be mended only partly, depending on when the caster was interrupted. The mending heals 10% of the bone for every 10 minutes of casting, and 50% of the mending occurs in the last 10 minutes.

The reverse of this spell, *break bone*, is an excruciating process, where the bone is weakened and drawn apart until it is split into two separate pieces. The process still occurs over the course of an hour and a saving throw versus spell occurs in the last 10 minutes. If successful, the bone is only weakened by 50%; if failed, the bone is separated completely. It is a common torture technique among Dark Sun templars.

Note: in order to insure that the bone is set properly the caster must make a successful healing proficiency check, when the spell is completed. If someone other than the caster tries to use the healing proficiency and guide the caster he must make the check at an additional -5 to his roll. An improperly set bone must be broken and set again in order to attain its former strength.

Minor Elemental Wall (Alteration, Evocation)

Sphere: Elemental (All)
 Range: 10 yards per level
 Components: V, S, M
 Duration: 5 rounds + 1 round per level
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: None
 Author: John M. Martz <john_martz@unc.edu>

This spell allows the caster to create a stationary wall composed of material from his elemental plane of worship (templars may cast this spell in any form). It covers a 20-foot-square area per level (the thickness varies depending on the element); this area may be arranged in any manner to form a rectangular wall, as long as neither dimension falls below 5 feet. For example, a 5th-level caster, who can create a wall up to 100 square feet in area, might create a wall that is 5 feet high and 20 feet long or a wall that is 20 feet high and 50 feet long.

While this set of spells share common characteristics, such as duration and area of effect, the wall's specific properties differ based on its composition.

Element Properties

- Air Creates an invisible wall of violently disturbed air that is two feet thick. Treat as per *wind wall* (page 154, *Player's Handbook*).
- Water Creates a wall of billowing fog that is up to 10 feet thick per level of the caster. Treat as per *wall of fog* (page 139, *Player's Handbook*).

- Fire Creates a two foot thick wall of hot air that causes targets viewed through it to shimmer and waver. Treat as *blur* for all attacks made within or through the wall (eg., ranged attacks; page 140, *Player's Handbook*).
- Earth Creates a wall of swirling dust that is 10 feet thick. The dust obscures vision. Treat as a *blur* spell for all attacks made within or through the wall (eg., ranged attacks; page 140, *Player's Handbook*).

The material component is a bit of the element (air, water, fire, earth) of which the wall is composed.

Miscount (Alteration)

Sphere: Numbers
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: None
 Author: Ken Arromdee <arromdee@blaze.cs.jhu.edu>

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

Mystic Bolt (Invocation)

Sphere: Thought
 Range: 30 feet
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

Nausea (Abjuration, Enchantment/Charm)

Reversible

Sphere: Charm, Healing, Protection
 Range: 30 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Charles Anthony Leone <clg2+@andrew.cmu.edu>

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

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

The reverse of this spell belongs to the abjuration school, while *nausea* itself belongs to the enchantment/charm school.

Priest Spells (2nd level)

Nilrem's Overflowing Kidneys (Alteration)

Sphere: Creation
 Range: 0
 Components: V, S, M
 Duration: 5 rounds
 Casting Time: 2 rounds
 Area of Effect: Creature touched
 Saving Throw: None
 Author: The Avangion of Delphi <syrek@delphi.com>

The Magic of Nilrem is a series of humorous spells made in AD&D 2nd-edition format. They aren't intended for game use, but if a DM has a real sense of humour, pertinent game information is included.

When a wizard casts *Nilrem's overflowing kidneys*, the affected creature begins to get the urge to relieve itself. This urge builds considerably until becoming overwhelming by the fifth round when the creature has no choice but to relieve itself. The effect of this spell is twofold since the creature, while under the spell's influence, is unable to make completely effective manoeuvres. The creature receives a -2 penalty to Dexterity, -1 for each round until relieved and is unable to cast spells because of the considerable strain necessary to keep itself from answering nature's call. The material component of this spell is a container (goblet, chalice, etc.) of at least 100 gp in value filled with water that must be splashed on the creature during casting.

Planar Vision (Divination)

Sphere: Astral, Divination
 Range: 0
 Components: V, S
 Duration: 1 turn
 Casting Time: 2
 Area of Effect: Sight
 Saving Throw: None
 Author: Charles Anthony Leone <clg2+@andrew.cmu.edu>

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

Protection from Charm, 10-foot Radius (Abjuration)

Sphere: Protection
 Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 5
 Area of Effect: 10-foot radius sphere
 Saving Throw: None
 Author: Unknown

While this spell is in operation, all creatures in the area of effect have a percentage immunity to all forms of charm (spell, item, or whatever) equal to 20% plus 5% per level of the priest (up to a maximum of 90%). Thus, if cast by a 5th-level priest, any creature in the area of effect targeted by a *charm* spell would not need to make a saving throw if 45 or lower was rolled on percentile dice. The material component is a miniature cloth blindfold.

Protection from Disease (Abjuration)

Sphere: Protection
 Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 3
 Area of Effect: Creature touched
 Saving Throw: None
 Author: The Carnal Knowledge Guide <c/o c2mxblue@fre.fsu.umd.edu>

By means of this spell, the wizard bestows total invulnerability to disease. The creature can't contract, become a carrier, or pass on any disease he may already have. This spell doesn't cure disease: it merely prevents its transfer. When a person is subject to this spell, a glowing light appears on the subject's palm. This is to assure the person has this protection on. Therefore, a person can't untruthfully say: "Let's have sex, I have protection on". The material component of this spell is a scoop of mould (a generic form of penicillin).

Repair Virginity (Necromancy)

Sphere: Healing
 Range: 0
 Components: S, M
 Duration: Instantaneous
 Casting Time: 2 turns
 Area of Effect: Creature touched
 Saving Throw: Special
 Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

This spell returns the subject to a state of physical virginity. If the subject makes the saving throw, then all sexual skills, knowledge, and techniques are retained; if the saving throw is failed, all knowledge and skills are lost except those known before having lost virginity. A female will grow an intact hymen, and any physical or medical damage caused by sex or childbirth will be eradicated. The subject will legitimately be considered a virgin for all religious purposes. The material component for this spell is a white piece of silk.

Resist Eye Contact (Abjuration)

Sphere: Protection
 Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 2
 Area of Effect: One creature touched per level
 Saving Throw: None
 Author: Unknown

This spell gives +4 on all saving throws versus gaze weapons for each creature touched. Note: this does not apply to beings whose gaze weapons do not require the victim to meet the attacker's gaze. The material component is a small disc of translucent material such as mica or smoked glass.

Resist Intoxication (Abjuration)

Sphere: Protection
 Range: 0
 Components: V, S, M
 Duration: 6d6 hours
 Casting Time: 2
 Area of Effect: The caster
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell is used to protect a priest against becoming intoxicated when drinking, which is typically unbecoming of the clergy. The alcohol ingested during the duration is mystically less effective. The priest has a +1 per two levels bonus to his Constitution check to resist

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becoming (more) intoxicated. Note that it is still possible to become drunk while protected, but it is much more difficult.

The material components that are consumed at casting time are a raw chicken egg, a red pepper, a Chile pepper, and a pint of spring water.

Resist Paralysis (Abjuration)

Sphere: Protection
 Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 4
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

For the duration of this spell, the recipient is immune to all forms of paralysis, including gaze attacks, paralytic poison, *hold* spells and dragon induced fear paralysis. This spell does not remove paralysis already in effect, it just prevents the recipient from being paralysed in the future. The material component of this spell is a feather, and an infusion of tea and ginger which is consumed by the priest.

Sethron's Fearful Baying (Enchantment/Charm)

Sphere: Animal
 Range: 0
 Components: V, S
 Duration: 2 rounds per level
 Casting Time: 2
 Area of Effect: 60-foot cube
 Saving Throw: Negates
 Author: Brian J. Toleno <brian@opus.chem.psu.edu>

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

Silver Tongue (Enchantment/Charm)

Sphere: Charm
 Range: 0
 Components: V, M
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: One or more persons within hearing range
 Saving Throw: Negates
 Author: The drow priestess Tas'Vinct Sharessaban <knudsenm@wpsmt.ohsu.edu>

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

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

The material component for this spell is a tongue, which need not be fresh.

Specialisation (Alteration, Invocation)

Sphere: Combat
 Range: 0
 Components: V, S, M
 Duration: 4 rounds per level
 Casting Time: 5
 Area of Effect: The priest's weapon
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

When *specialisation* is cast, a small part of his god's power is invested into the priest. This power allows the priest to fight better in combat. The benefit the priest receives is specialisation in the god's preferred weapon, if the god has one. Otherwise, the benefits apply to a weapon of the priest's choice. This specialisation occurs whether or not the priest is proficient with the weapon. There are no minuses to hit because of non-weapon proficiency penalties. The material component of this spell is a miniature version of the god's preferred weapon.

Note: priests tend to be proficient with their own god's preferred weapon. This spell is typical a spell given to priests of warrior gods.

Speed Fermentation (Alteration)

Sphere: Plant
 Range: 3 feet + 1 foot per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: 2x2 feet x2 feet per level
 Saving Throw: None
 Author: Ronald Jones (Greymoon) <jonesrd@sjsuvm1.bitnet>

By the use of this spell, a priest may speed the fermentation process of any naturally fermentable vegetable matter (grapes, potatoes, wheat, etc.). Within one hour, all contents of the container will be completely fermented as if the full year (or whatever the necessary time period is) has passed. The priest must be careful to make sure that all other preparations have been made to hold the newly fermented liquid. There must be vats, bottles and anything else that is necessary for the preservation of the alcohol.

The priest must already be knowledgeable about the processes involved with fermentation, know the time necessary to ferment the grapes (or whatever), and know the alcohol-making processes before casting this spell (the character must have a proper nonweapon proficiency).

The material component is a bit of already fermented material.

Spirit Tracker (Conjuration/Summoning)

Sphere: Astral, Divination, Vengeance
 Range: Special
 Components: V, S
 Duration: 1 day per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Dan Alexander Thompson <dant@cs.utexas.edu>

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

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

During the operation of this spell, the tracked creature continually has the feeling that he is being watched. If the hunted creature is

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

Spiritual Spear (Invocation)

Sphere: Creation
 Range: 10 yards per level
 Components: V, S, M
 Duration: 2 rounds + 1 round per level
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: None
 Author: Tim Rightnour <garbled@indirect.com>

By casting this spell, the priest calls into existence a force field resembling a spear. This spear hits for 1d6 points of damage (1d8 versus large creatures). It also hits as a magical weapon with a bonus of +1 for every 6 levels of the caster, including fractions, with a maximum of +3 (at twelfth level or higher). The material component for this spell is a golden needle.

Spread Healing (Necromantic)

Reversible

Sphere: Healing
 Range: 0
 Components: V, S
 Duration: 1 hour
 Casting Time: 5
 Area of Effect: The caster
 Saving Throw: None
 Author: Ken Arrondee <arrondee@blaze.cs.jhu.edu>

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

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

Stone Message (Invocation)

Sphere: Divination, Elemental (Earth)
 Range: Special
 Components: V, S, M
 Duration: 1 minute
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Unknown

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

priest, and the priest's prism will show the face of the target person. The priest can then talk into his prism and hold a short conversation with the target person.

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

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

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

Stop (Enchantment/Charm)

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

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

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

Strength of the Avenger (Conjuration/Summoning)

Sphere: Vengeance
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 4
 Area of Effect: The caster
 Saving Throw: None
 Author: Dan Alexander Thompson <dant@cs.utexas.edu>

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

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

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

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

Priest Spells (2nd level)

Summon Swarm (Conjuration/Summoning)

Sphere: Animal, Summoning
 Range: 30 yards + 10 yards per level above fifth
 Components: V, S, M
 Duration: 1 round + 1 round per level above third
 Casting Time: 2
 Area of Effect: 1-yard per level radius sphere
 Saving Throw: None
 Author: Unknown

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

Deity	Insect	Effect
Beelzebub	Flies	15% + 2% per level chance of causing disease
Seth	Locusts	2 HP per round to creatures caught in the swarm, and infestation of food

For a more detailed description, see the 5th-level priest spell *insect plague*.

Summon Undead (Conjuration, Necromancy)

Sphere: Necromantic
 Range: Special
 Components: V, S, M
 Duration: 1d8 turns + 1 turn per level
 Casting Time: 1 turn
 Area of Effect: 100-foot per level
 Saving Throw: None
 Author: S.C. Lawley <u0e00@seq1.cc.keele.ac.uk>

The nearest 2d6 undead of Hit Dice equal to or less than the level of the caster and within 100 foot per level of the priest, must travel to the caller at normal pace. The summoned undead will not be hostile, nor are they under the control of the summoner. They may act as they wish. Once they have arrived at the summoner, the undead may turn around and go back where they came from, attack anyone in their way, talk to the summoner, or perform any other action that seems reasonable to them. Unthinking undead (such as zombies and skeletons) with a purpose immediately return to their station. Wandering, unthinking undead stay and wait for orders (for which the caster needs to use some form of undead control such as a potion, spell, or granted power) unless there are obvious foes besides the summoner to attack.

The summoner must have bone dust that is scattered to the wind during the spell casting.

Tan Skin (Invocation)

Sphere: Sun
 Range: 0
 Components: S
 Duration: Special
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Lord Skigg <camplte@wkvx1.bitnet>

This spell will cause the target's skin to tan. The touch can increase one's tan enough to cause 1d6 damage. The touch will either leave a nice tan skin that covers the body and goes away naturally, or — if damage is inflicted — the skin will look burned, and boils will form. This affect goes away naturally as well. This spell can be used on male as well as female targets.

Tracking (Divination)

Sphere: Divination
 Range: 0
 Components: V, S, M
 Duration: 1 turn + 1 turn per level
 Casting Time: 2 rounds
 Area of Effect: The caster
 Saving Throw: None
 Author: Teh S. Cheng <tsc0265@rigel.tamu.edu>

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

Turning of Eyes (Abjuration)

Sphere: Protection
 Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 3
 Area of Effect: One creature per 2 levels
 Saving Throw: None
 Author: Thomas Huijjer <v912451@morrien.si.hhs.nl>

A priest can call upon his god to shield him from the eyes of others. His God then averts the eyes of those around the caster, so that the caster will not be noticed. Creatures with the lowest Hit Dice or levels are affected first. So, if a 8th-level priest casts this spell and he faces three 1st-level fighters, one 2nd-level and one 5th-level, only the 5th-level doesn't avert his eyes, the others do (they can be distracted by a sound or something, or just happen to look the other way). Note that the 5th-level fighter's eyes are not averted by the spell, but that doesn't mean he automatically sees the caster. It just means he's not affected by the spell. The spell effect also wears off if the caster makes a lot of noise (more than talking-level), such as melee combat. Casting other spells does not end the spell. The material component of this spell is a hood, to be donned by the caster.

Ulula's Timekeeper (Divination)

Sphere: Time
 Range: 0
 Components: V, M
 Duration: 1 week
 Casting Time: 3
 Area of Effect: One person
 Saving Throw: None
 Author: Robert Sandilands <robert@boer.ee.up.ac.za>

The material components for this spell are a blessed slowed hourglass, a 6-inch piece of string and a 1x1-inch piece of grass, leather or paper called binding. The character that the spell is being cast upon must, while the spell is being cast, tie 5 knots into the string and bind the string to the hourglass with the binding. Upon successful completion the binding disappears. The string disintegrates at a rate of 1 knot per day.

The character that the spell has been cast on will know the time, within an hour, by looking at the hourglass. If the character should lose either the string or the hourglass, the spell will be broken.

Due to the intense concentration involved it is recommended that the character is not be submitted to the spell more than twice a month.

Priest Spells (2nd level)

Unentangle (Alteration)

Sphere: Plant
 Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 3
 Area of Effect: One person touched per 2 levels
 Saving Throw: Special
 Author: Paul D. Walker <pdwalker@hk.super.net>

Unentangle is used to allow creatures to pass through the area of effect of an *entangle* spell cast by the same priest. If the spell is used to attempt to pass another priest's *entangle* spell, the effects are as follows: normal movement can take place if a saving throw versus spell is made, half normal movement if the saving throw fails.

This spell also allows normal movement through the densest of forests, briar thickets, *wall of thorns*, etc. The material component of this spell is a small edged weapon, which is consumed in the spell.

View Guarded Lands (Divination)

Sphere: Cosmos
 Range: Unlimited
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

This spell can only be cast by druids. When they cast it, they receive a mental image of their guarded lands. They instantly gain a rough knowledge of what is happening there: what type of creatures inhabit there, if there are any newcomers and if there has been any damage to the lands (a dead tree or two is nothing serious, while someone cutting down trees to build a house is certain to be noticed).

The spell gives no specific information, such as names or images of any involved persons. Some examples of specific information follow; the exact location of the events is always specified.

- Three persons, aided by two large animals, cut down trees.
- Someone has cast a spell the previous day; he did not defile the land.
- A party of adventurers has camped in the lands, but they seem harmless.
- There has been a disturbance; animals seem to be anxious.

The material component is any amount of elemental material, appropriate to the nature of the lands: A rock, a water pool, a fire or plain air. This is not consumed in the casting.

The caster must be on the same plane of existence with his guarded land for the spell to work.

This spell was designed for the Dark Sun campaign world. The spell was created by the thri-kreen earth druid Kil'Rkh.

Vylja's Drow Alarm (Invocation)

Sphere: Protection
 Range: 10 yards
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: 1 round
 Area of Effect: 30-foot radius sphere
 Saving Throw: Special
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

When a priest casts *Vylja's drow alarm*, he creates a magical dweomer in the area of effect which is tuned to the radiation given off by some creatures and objects of the Underdark, especially dark elves. If the dweomer detects such radiation in the area of effect, it triggers an alarm (either the booming sound of alarm-bells which can be heard up to 1 mile away, or a loud beep in the caster's head — the

caster determines which at the time of casting). If no such radiation is detected, the spell expires after one hour per level of the caster.

The area of effect is sphere with a radius of 30 feet, and it is stationary for the full duration of the spell. The dweomer only reacts to the radiation that is given off in certain places in the Underdark. As drow use this radiation to craft their special gear, and as they need it to power their innate abilities, it is highly unlikely that evil drow will attack the caster without these advantages. Drow that enter the area of effect are allowed to roll for their magical resistance and then to roll a saving throw versus spell to avoid triggering the alarm; their items, however, are allowed neither and will thus automatically trigger the alarm. Note further that any item that gives off such radiation, even when carried by a non-drow will trigger the spell.

The material component needed for this spell is some dust that was subjected to the Underdark radiation. It is consumed by the spell.

Vylja's Open Clouds (Alteration, Conjunction) Reversible

Sphere: Weather
 Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: 9-foot radius sphere
 Saving Throw: None
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

By casting *open clouds* a priest can create an opening in an otherwise closed cloud-cover, so that he and other creatures in the area of effect can benefit from direct sunlight or, at night, moonlight and starlight. The spell lasts for 1 round per level of the priest casting the spell, and will only work outdoors.

The illuminated sphere remains stationary unless the priest who has cast the spell concentrates on its movement — the level of concentration needed to achieve this makes it impossible for him to cast other spells or to engage in melee.

The reversed spell, *create cloud* (Conjunction), conjures forth a small cloud in the sky that blocks all direct light from one major celestial body. The magical cloud can be moved in the same way as the opening created by the normal spell.

The material component for both spells is the priest's holy symbol.

Watcher (Conjunction/Summoning)

Sphere: Cosmos
 Range: 1 mile
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: 3 rounds
 Area of Effect: One animal
 Saving Throw: Special
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

Using this spell, the caster can summon a normal animal and force it to watch over a particular area or person, for the duration of the spell.

If the desired animal type exists within range, a typical member of the species will be summoned at the end of the casting. The caster can converse with the animal if he has a way to do it, which may modify the saving throw or even negate it all together, if the animal agrees to the task.

The animal must roll a saving throw versus spell, with failure indicating it has fall under the caster's command for the duration of the spell. If the saving throw succeeds, the animal remains unaffected and can leave at will.

The caster can instruct the animal as he sees fit. The animal is then able to mentally inform the caster that something has happened. Examples:

- An eagle informs the caster that three large creatures approach from the east.

Priest Spells (3rd level)

- A cat informs the caster that a certain creature it was bound to protect is under attack.

This spell was designed for the Dark Sun campaign world. The spell was created by the thri-kreen earth druid Kil'Rkh.

Water Whip (Evocation)

Sphere: Combat, Elemental (Water)
 Range: 0
 Components: V, S, M
 Duration: 5 rounds + 1 round per 2 levels
 Casting Time: 6
 Area of Effect: One 10-foot long whip
 Saving Throw: None
 Author: John M. Martz <john_martz@unc.edu>

With this spell, the caster causes a crystal clear blue whip to form in his hand — the weapon is made entirely of water. If the caster successfully hits with the water whip in melee, the target suffers damage equal to 1d2 (or 1 for Large creatures) + 1 point per level of the caster. Thus, an 8th-level priest will do either 9 or 10 points of damage. If the priest hits with a natural 20, he has succeeded in disarming his opponent; the target still takes damage. A creature attacking with only natural weapons (teeth and claws, for example) cannot be disarmed in this manner.

Any creature especially susceptible to water damage suffers double damage. Note: double damage does not apply to creatures susceptible to holy water, such as undead (the water that composes the whip is not holy water).

Although magical in origin, it is not considered a magical weapon unless cast by high level priests (tenth level or greater). That is, for casters of tenth level or greater, the water whip is considered a *weapon, +1*; for casters of twentieth level or greater, it is considered a *weapon, +2*; and so on.

In addition to the caster's holy symbol, the spell requires a leaf from any water-dwelling plant as a material component.

Weakness (Abjuration, Alteration)

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

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

Creatures that are successfully subjected to this spell, will tend to lose the urge to attack the priest if their Strength is dropped an appreciable amount. The material component of this spell is a drop of poison. Priests that are not allowed to use poisons aren't allowed to cast this spell either.

Whirlpool (Conjuration/Summoning)

Sphere: Elemental (Water), Summoning
 Range: 30 yards
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 2 rounds
 Area of Effect: Special
 Saving Throw: None
 Author: Tim Rightnour <garbled@indirect.com>

This spell conjures up a small *whirlpool*, 5 feet high, and 3 feet wide at the top. This miniature water elemental has AC 5, 2 HD, MV 190 feet per round, hits twice for 1d4 and can be struck by normal weapons. In water combat this can confuse up to 100 small fish, 70 medium fish, 30 large fish, 10 huge fish, or one giant fish. On land, anyone trapped inside the *whirlpool* must make a saving throw versus spell or suffer 1d2 points of drowning damage. Spending more than 15 consecutive rounds in a *whirlpool* without the aid of some magical water breathing spell or device, will force a saving throw versus death magic. If the subject fails, he will fall unconscious. If he is not aided within 3 rounds he will die. Should he remain in the pool, but save, he will continue to take damage each additional round, and continue to make saving throws. Spells have a 40% chance of success within the *whirlpool*. The *whirlpool* can easily put out non-magical fires of any type. Any native of the elemental plane of water can easily dissolve the *whirlpool* with a touch, including another *whirlpool*.

Third-Level Spells

Air Column (Alteration)

Sphere: Elemental (Air)
 Range: 60 feet
 Components: V
 Duration: 1d4 rounds
 Casting Time: 1
 Area of Effect: 60 feet high, 30-foot radius cylinder
 Saving Throw: Negates
 Author: Brian J. Toleno <brian@opus.chem.psu.edu>

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

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

Priest Spells (3rd level)

Air Lance (Alteration)

Sphere: Elemental (Air)
 Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: Line or cone (see below)
 Saving Throw: Special
 Author: Brian J. Toleno <brian@opus.chem.psu.edu>

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

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

Target	Modifier
is smaller than man sized	-1
is larger than man sized	+2
has Strength under 12	-1
has Strength of 18	+1
has Strength of 19	+2
has Strength of 20	+3
has Strength over 20	+4
has 4 or more legs	+3
is under 100 pounds	-2
is over 1000 pounds	+2

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

Animal Healing III (Alteration)

Reversible

Sphere: Animal, Healing
 Range: 10 feet per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 5
 Area of Effect: One animal
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell simulates the casting of a *cure critical wounds* for a true animal only. This spell does not work for a shapechanger of any kind, even if its natural shape is an animal and its other shape is something else. This spell cures 3d8+3 hit points of the animal. It even cures critical wounds such as laming or a broken leg. The reverse, *animal harm III*, requires a touch in combat and deals 3d8+3 HP of damage. Note: the reverse will almost never be used by a priest with access to the animal sphere — if it is used, there have to exist some very good reasons — and if it is used without such reasons, the priest should be prepared to suffer the consequences.

The spell requires an ointment made from healing plants and the holy symbol of the priest. The reverse requires an ointment made from poison ivy and the holy symbol of the priest.

Arrow of Love (Enchantment/Charm)

Sphere: Charm
 Range: 100 yards
 Components: V, S
 Duration: 1d3 hours
 Casting Time: 2
 Area of Effect: One male
 Saving Throw: None
 Author: Lord Skigg <campite@wkvux1.bitnet>

Once hit by the arrow, the male target will fall madly in love with the caster and will protect her to the death. He will follow her around and might become jealous of other characters. The person doesn't get a saving throw, but the spell will only last up to 1d3 hours.

Aura of Nature (Abjuration, Alteration)

Sphere: Plant
 Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: 1d12 HD of undead per level
 Saving Throw: Special
 Author: Paul D. Walker <pdwalker@hk.super.net>

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

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

The druid's level is the level used to determine the effect of the turning. This is only the case if the druid is in natural surroundings (such as forest, underground caverns and caves, or plains etc.). If the druid is in his own consecrated grove, then he gets a +4 modifier to the die roll to turn undead and in addition is allowed to turn twice the normal number of undead.

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

Beauty Illusion (Enchantment/Charm, Illusion)

Sphere: Charm
 Range: 50 foot
 Components: V, S, M
 Duration: 1d6 hours
 Casting Time: 4
 Area of Effect: 20-foot radius
 Saving Throw: None
 Author: Lord Skigg <campite@wkvux1.bitnet>

This spell will give the illusion of 1d3 + 1 per level beautiful people. Each illusion can talk and will feel real until the targets leave the area of effect. The spell components are some articles of clothing, a drop of blood, and a thorn rose.

Priest Spells (3rd level)

Berserker (Alteration, Invocation)

Sphere: War
 Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: One believer touched per level
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

When this spell is cast, it invokes the priest's deity to instill battle madness upon his followers. This causes them to turn into berserkers. When in this state, they only attack enemies and not each other or their allies. In game terms, the effects of this state are that the warriors gain a large morale bonus (+60), a to-hit (+1) and damage (+2) bonus, and additional attacks per round (+½).

The major restriction for this spell is that the recipients of this spell must be true followers of the priest's god. Also, they will tend to fight until the spell finishes or there is a severe morale failure. The material component of this spell is a specimen of the priest's god's preferred weapon. This spell is used exclusively by warrior priests.

Bone Shape (Alteration, Necromancy)

Sphere: Necromantic
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 11 rounds
 Area of Effect: Object touched in a 3-foot + 1-foot per level long cube
 Saving Throw: None
 Author: Bill Hincks <whin3560@uriacc.uri.edu>

With the aid of this spell, the caster may take bone and mould it into whatever shape is desired. The spell takes 1 round to cast and an additional 10 rounds to shape the desired object. Bones can be melded together to produce one final object, but no more than one object may be produced per casting. The object can not exceed the area of effect of the spell (though two objects created by the spell may be joined together with another casting. The new object will be seamless and quite strong. The material component for this spell is fresh bone dust (no more than 1 hour old) spread over the bone, the bone may then be sculpted like clay. Strengthened bone may not be joined to normal bone, though it may be joined to another piece of strengthened bone (in this case the bone dust may be no more than ten minutes old when it is spread on the bone and must be made into a paste with the blood of the creature the dust comes from, the blood must also be fresh).

Chameleon (Illusion/Phantasm)

Sphere: Protection
 Range: 0
 Components: V, M
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

Continual Heat (Alteration)

Reversible

Sphere: Sun, Weather
 Range: 6 yards
 Components: V, S, M
 Duration: Until dispelled
 Casting Time: 3
 Area of Effect: 20-yard radius sphere
 Saving Throw: Negates
 Author: Rob McNeur <rob@ccc.govt.nz>

This spell causes the affected area to become warm, maintaining a constant temperature of 40°C (96°F). This is intended primarily as a heat source, not an attack, although if used against cold-based creatures, they will take 1d4 damage per round they remain in the area of the spell.

The spell is reversible (*continual chill*), causing the area to lower in temperature to 0°C (32°F). Used against heat-based creatures, they will take 1d4 damage per round during the time they remain in the area of effect.

Continual heat is very handy cast on blankets, etc., for those travelling in cold climates or in deserts.

Materials required: sulphur for *continual heat*, clear crystal for *continual chill*.

Continuous Breathable Air (Alteration)

Reversible

Sphere: Elemental (Air)
 Range: 6 yards
 Components: V, S, M
 Duration: Until dispelled
 Casting Time: 3
 Area of Effect: 20-yard radius sphere
 Saving Throw: Negates
 Author: Rob McNeur <rob@ccc.govt.nz>

This spell causes the affected area to have breathable air until the spell is negated, as long as the surrounding pressure will allow it (eg., in shallow water the pressure will not remove the spell, in deep water the water pressure will reduce the area of effect considerably).

This is handy for emergency breathing supplies within a poison gas area, *stinking cloud*, etc. It is also in great demand by owners of mines to ensure that the mine continues to be workable. It is also handy cast on the inside of helmets to provide a flow of fresh air out of the helmet, thus giving a positive air pressure, allowing the user to continue to breathe underwater <at fairly deep water pressures> and also helps to counter many of the effects of poison gas or *stinking clouds* (save at +4).

The reverse, *continuous unbreathable air*, will cause the air to become totally unbreathable, causing choking (1d6 per round while within the area of effect) and making it difficult to cast spells (save versus spell to be able to do so). It also allows for some nasty traps in the bottom of pits, etc.

The material components are a vial of oxygen for *breathable air*, and a vial of poison gas or stinking cloud for *unbreathable air*.

Cure Medium Wounds (Necromancy)

Reversible

Sphere: Healing
 Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 7
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

Priest Spells (3rd level)

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

Dhalkuir's Diametric Abjuration (Abjuration)

Sphere: Combat
 Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: Weapon touched
 Saving Throw: Special
 Author: Dhalkuir

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

Etherealness (Alteration)

Reversible

Sphere: Astral
 Range: 0
 Components: V, S
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: Two people touched per 3 levels maximum
 Saving Throw: Negates
 Author: Charles Anthony Leone <clg2+@andrew.cmu.edu>

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

Eyes of the Sun (Alteration)

Sphere: Paraelemental (Sun), Sun
 Range: 0
 Components: V, S
 Duration: 1 round per level
 Casting Time: 3
 Area of Effect: The caster's eyes
 Saving Throw: Negates
 Author: John M. Martz <john_martz@unc.edu>

With this spell, the caster causes his eyes to burn as bright as the sun. Anybody within 10 feet of the caster who meets his gaze must save versus breath weapon or become blind. As detailed in the *Dungeon Master's Guide*, creatures surprised by the caster automatically meet his gaze. Those attempting to avoid the gaze by looking in the caster's general direction without looking into his eyes risk a 20% chance each round of accidentally meeting the caster's gaze but suffer no combat penalties. Those completely averting their gaze or closing their eyes suffer the normal penalties for fighting blind (-4 to attack; +4 to Armour Class; +2 to initiative). Unlike most gaze attacks, looking into the caster's gaze in a reflecting surface (such as a mirror) has the same damaging effects as looking directly into his eyes; should the caster be tricked into meeting his own gaze,

he too must roll to save against blindness. Undead, and other creatures sensitive to sunlight, suffer automatic damage as if exposed to sunlight as long as the caster gazes at them, and they are within 10 feet of the caster.

While the caster's eyes shine brightly, they produce no heat and cannot be used to light fires (unless using a magnifying glass); they can be used to light a passage in the dark up to 10 feet before the caster. The spell does not interfere with the caster's vision. Since this spell burns the victim's retina, a *cure blindness* will not restore his sight; rather, stronger magic must be used, such as a *restoration* or *wish*.

Fearful Screech (Enchantment/Charm)

Sphere: Animal
 Range: 0
 Components: V, S
 Duration: 2 rounds per level
 Casting Time: 2
 Area of Effect: 60-foot cube, centred on the priestess
 Saving Throw: Negates
 Author: The drow priestess Tas'Vinct Sharessaban
 <knudsenm@wpsmp.ohsu.edu>

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

Form of the Beast (Alteration)

Sphere: Animal
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Thomas Huijjer <v912451@morrien.si.hhs.nl>

The caster and all his possessions shapechange into a giant beast when this spell is cast. The caster can't cast any spells when in beastform, but can end the spell at will. The spell will also end after 24 hours have passed. Each deity has its own beastform, with its own characteristics — according to the deity's symbol, portfolio, and history. As an example, an indication of how the giant beast form of Set could look like is given.

Giant Set Beast (Jackal)

Hit points: the caster's own hit points
 THAC0: 20-1 per 4½ HP of the caster
 Armour Class: 6
 Move: 20
 # attacks: 3
 Damage per attack: 1d4/1d4/1d8

The material component for this spell is a body part of a natural enemy of the normal version of the giant beast the caster wishes to shapechange into.

Priest Spells (3rd level)

Healing Rays (Necromancy)

Sphere: Healing, Sun
 Range: 30 yards
 Components: V, S
 Duration: Permanent
 Casting Time: 3
 Area of Effect: One creature
 Saving Throw: None
 Author: François Menneteau <mennetea@acri.fr>

This spell is a more potent version of *lesser healing rays*, healing 3d6 points of damage.

Heat [2] (Alteration)

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

This spell causes excitation of air molecules so as to make them emit heat. The heat thus created is equal to that of a small fire in intensity, but its radius is limited to 1 yard in diameter. It lasts for the duration indicated, or until the priest utters a word to extinguish the heat. The heat will melt 1/12 cubic foot of ice per round. The spell can take effect wherever the priest directs as long as he has a line of sight or unobstructed path for the spell.

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

Higley's Growing Arrow (Enchantment)

Sphere: Plant
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 6
 Area of Effect: One arrow per level
 Saving Throw: Special
 Author: Al Singleton (Samuel Higley) <eaay@catcc.bitnet>

By means of this blessing the priest causes one arrow to be enchanted as follows. When the arrow hits, it starts growing inside the victim for 3 round causing 1d4+1 points of damage, 2d4+2 points of damage, and finally 3d4+3 points of damage. Save versus death magic to remove the arrow, suffering 1d4-1 damage (may be zero). The priest must touch the arrow immediately before being shot and the arrow is destroyed after being shot, whether or not it hits.

This spell will not affect magic arrows or crossbow bolts but will work with a magic bow. The priest needs his holy symbol for the blessing.

Improved Charm Person (Enchantment/Charm)

Sphere: Charm
 Range: 80 feet
 Components: V, S
 Duration: Special
 Casting Time: 4
 Area of Effect: One humanoid
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

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

Kil'Rkh's Defending Hands (Invocation)

Sphere: Cosmos
 Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

With this spell the caster creates a number of insubstantial hands that can be used for defense or other purposes.

The number of hands equals one per three levels of the caster. They are AC -1 and can be hit by magical weapons or effects; they have a number of hit points equal to the level of the caster each.

The hands can wield weapons, not larger than a short sword. They cannot attack but they can use the weapons to parry any melee attacks towards the caster. To parry the attack, the hand must make an attack roll against the attacker's Armour Class; if successful, the attack has been parried and the damage is suffered by the hand. Each hand can parry only one melee attack per round.

When not wielding weapons, the hands can be used for other purposes. A hand has a Strength of 18 for purposes of lifting, carrying or smashing. The hands can never move more than 10 feet away from the caster. The caster can dictate their actions mentally, at all times, as if they were his own.

This spell was designed for the Dark Sun campaign world. The spell was created by the thri-kreen earth druid Kil'Rkh.

Priest Spells (3rd level)

Lava Monster (Conjuration/Summoning)

Sphere: Elemental (Earth, Fire), Summoning
 Range: 40 yards
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Tim Rightnour <garbled@indirect.com>

This spell will conjure up one 6 foot high lava monster. The monster will have 3+2 HD, MV 60 feet per round. It hits twice for 1d3 (blow) + 1d8 (fire) points of damage. A successful hit can cause paper or cloth to burn, and boil liquids (make saving throws). The lava monster can in a last ditch effort summon up all its power and throw a 10-foot diameter ball of magma up to 50 feet causing 3d8 points of damage. Anything immune to fire will take 1d3 points of damage from the light force of the blow. Any native to the plane of magma, earth, or fire can dispel the monster with a touch, including another lava monster. The monster will instantly harden if it moves more than 40 yards away from the priest. It can be hit by normal weapons. The material component for this spell is a rock and an open fire, the latter of which is not extinguished.

Lay On Hands (Necromancy)

Reversible

Sphere: Healing
 Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Joe Collieran <jnc4p@uva.pcmail.virginia.edu>

This spell heals damage much like the paladin ability of the same name. When the priest casts *lay on hands* and touches the recipient, 2 points of damage per experience level of the priest are healed. See the 1st-level *cure light wounds* for any restrictions on what creatures can be healed.

The reverse of the spell, *harmful hands*, does 2 points of damage per level of the priest to opponents if a successful attack roll is made.

Lesser Elemental Wall (Alteration, Evocation)

Sphere: Elemental (All)
 Range: 10 yards per level
 Components: V, S, M
 Duration: 5 rounds + 1 round per level
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: None
 Author: John M. Martz <john_martz@unc.edu>

This spell allows the caster to create a stationary wall composed of material from his elemental plane of worship (templars may cast this spell in any form). It covers a 20-foot-square area per level (the thickness varies depending on the element); this area may be arranged in any manner to form a rectangular wall, as long as neither dimension falls below 5 feet. As with *minor elemental wall*, *lesser elemental wall* covers a 20-foot-square area per level (the thickness varies depending on the element); this area may be arranged in any manner to form a rectangular wall, as long as neither dimension falls below 5 feet. While this set of spells share common characteristics, such as duration and area of effect, the wall's specific properties differ based on its composition.

Element Properties

Air Creates a deafening wall of violently disturbed air that is 20 feet thick. Treat as per *wall of sound* (see the *Complete Bard's Handbook*, page 78). Namely, one side chosen by

the caster produces such a roar that all communication (including verbal spell components) is disrupted within 30 feet. Those within 10 feet are deafened for 1d4 turns if they fail to save versus spell. The sound is heard on the other side, but is not disruptive. Anyone passing through the wall suffers 1d8 points of damage and is permanently deafened unless he rolls a successful saving throw versus spell. Deafened creatures suffer -1 penalty to surprise rolls, a +1 penalty to initiative rolls, and they are 20% likely to miscast spells with a verbal component. A *silence, 15-foot radius spell* cast by a higher level caster specifically for this purpose will dispel the wall; the wall otherwise destroys all silence spells that come into contact with it.

- Water** Creates a wall of "solid fog" that is up to 10 feet thick per level of the caster. Treat as a *solid fog* (page 163, *Player's Handbook*).
- Fire** Creates a billowing wall of black smoke that is 10 feet thick. Due to its noxious gasses, treat it as a *stinking cloud* (page 145, *Player's Handbook*), except those exposed to the cloud save with a -3 penalty. All vision within and through the wall is impossible.
- Earth** Creates a wall of swirling dust that is 10 feet thick. This wall has two effects. Treat as a *blur* for all attacks made within or through the wall (eg., ranged attacks; page 140, *Player's Handbook*). Anybody coming into physical contact with the wall will suffer as per the "itching" version of *irritation* (page 142, *Player's Handbook*) — saving throws are at a -3 penalty regardless of the number of creatures entering the area of effect.

The material component is a bit of the element (air, water, fire, earth) of which the wall is composed.

Light Step (Alteration)

Sphere: Travellers
 Range: 0
 Components: V, S, M
 Duration: 1 round + 1 round per level
 Casting Time: 3
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

Lust (Enchantment/Charm)

Reversible

Sphere: Charm
 Range: 50 yards
 Components: V, S
 Duration: 1d3 rounds + 1 round per level
 Casting Time: 3
 Area of Effect: 20-foot radius
 Saving Throw: Negates
 Author: Lord Skigg <campite@wkuvx1.bitnet>

This spell will cause a male to kiss and hug the nearest person and not let go. The target will follow his victim until the duration of the spell. The seductress must be careful not to cast this spell near herself.

The reverse of this spell, *hate*, will cause the target to attack the closest person (this may even be the caster) in the area for no reason. If he kills this target, he will attack more victims until the spell has expired.

Priest Spells (3rd level)

Mass Bane (Necromancy)

Sphere: Necromantic
 Range: 30 yards
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 6
 Area of Effect: Up to 6 creatures
 Saving Throw: Negates
 Author: Robert A. Howard <ssa94isa06@rcnvm.rcn.mass.edu>

This spell duplicates on a grand scale the effects of *bleeding touch* — 1d6 points of damage for every two levels of the caster. It affects 1d6 victims that the caster can choose. The victims must make a saving throw versus death magic, and if they fail their saving throw, they suffer bleeding wounds which appear randomly on their bodies. The material component of this spell is a handful of metal shards. Priests who use valuable metals (100 gp or more) will cause one extra point of damage per die.

Mass Spoilage Prevention (Abjuration, Alteration)

Sphere: Plant, Protection, Wards
 Range: 10 feet per level
 Components: V, S, M
 Duration: 2 years per level
 Casting Time: 1 turn
 Area of Effect: 3 cubic yards per level
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell has the same effect as *prevent spoilage*, but in a much larger area of effect with an increased duration. In addition to that it also prevents food from being spoiled even if it is dropped into a sewer — if it is washed or rubbed off even slightly, the filth will be removed and the food will be as good as it had been at the day of the spell casting. Obviously, if it is cast on already rotten food, it will not change its quality into good, but it will prevent further decomposition. Both *prevent spoilage* spells may be applied to easily decaying plant (or even mineral) poisons — if they are treated with this spell they will be untarnished by time. Once this spell runs out, the previously protected material will start to decay at its normal pace again.

The material components are the holy symbol of the priest and a piece of a grain storage sack which has somehow survived over one hundred years without magical prevention of its decomposition.

Metamorphose Element (Alteration)

Sphere: Elemental (Air, Earth, Water)
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: Special
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

The caster can transform some material of one element into a different but related material of the same element. The transformation is permanent for air or water and lasts for one turn per level for earth.

- The air priest can metamorphose gases and vapours in containers or the air around him into other gases (one 5 foot-cube per level).
- Earth priests can transform stone, gems, etc., into other earthly materials. He can, for example, transform granite into obsidian. He cannot affect metal at all. He can also turn stone into dust and vice versa (1 pound per level). To make the change permanent, the earth priest must prepare a special gem, costing at least 50 gp, using the spells *bleed* and *stone shape* on it.
- The water priest is able to turn a liquid of one type into another. Water can be made poisonous, for example, or the reverse could be done (up to one gallon per level). Note that the priest must know

both substances before casting the spell. A water priest, for example, cannot turn an unknown liquid into pure water; he must know what the liquid is in order to use this spell.

The material component is a small amount of the target material. If water must be turned to poison, some of the desired poison must be at hand. If a gas is to be turned into steam, a container with steam must exist. To use this spell, one must have at least minor access to the related sphere (i.e. a templar can change all elements). This spell was designed for the Dark Sun campaign world.

Nilrem's Incredible Uncontrollable Itch (Alteration, Enchantment/Charm)

Sphere: Charm
 Range: 0
 Components: V, S, M
 Duration: 2 hours per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: The Avangion of Delphi <syrek@delphi.com>

The Magic of Nilrem is a series of humorous spells made in AD&D 2nd-edition format. They aren't intended for game use, but if a DM has a real sense of humour, pertinent game information is included and they can be used as both priest and wizard spells.

By means of this spell, the caster can alter a certain amount of a powdered substance (1 ounce per 2 levels of any powdery substance, usually talcum or a similar powder) to cause an incredible itching sensation and irritation when coming in contact with a creature's skin. The creature cannot fight the desire to itch and the sensation continues (and actually gets worse as the creature scratches) for the duration of spell, after which the magical powder reverts to its original form. The magic powder can be stored for any length of time until use and can be removed by magical means or a *dispel magic*. Otherwise, the powder fuses itself into the creature's skin and cannot be removed by conventional means. The saving throw the creature gets is determined by the circumstances under which the caster (or whomever) applies it. It is normally applied covertly, but can be dropped on, thrown at, applied on, etc. the creature with or without its knowledge. The material component of this spell is the powder to be used.

Oath (Enchantment/Charm)

Sphere: Charm
 Range: Special
 Components: V, S
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: The priest plus one creature
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

Priest Spells (3rd level)

Ooze Puddle (Conjuration/Summoning)

Sphere: Elemental (Earth, Water), Summoning
 Range: 40 yards
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Tim Rightnour <garbled@indirect.com>

This spell summons a puddle of ooze about 10 feet in diameter. The ooze hits three times for corrosion damage. This does 1d2 to normal flesh. It also corrodes any metal in 4 rounds. Magical items are immune to this creature. Wood and cloth are destroyed instantly however. The ooze has 3 HD, and moves 20 feet per round. Any elemental from the planes of earth, water or ooze can dispel it with a touch, including another ooze puddle. The material component for this spell is some custard.

Poison Ivy Touch (Alteration)

Sphere: Plant
 Range: 0 or 10 feet per level
 Components: V, S, M
 Duration: Special
 Casting Time: 3 or 5
 Area of Effect: Special
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is actually a two-in-one spell. With this spell the priest can simulate the effect of poison ivy in a very short time. The two versions are very different in application.

Version 1. This version is cast at a thicket of plants and gives the plants the abilities of real poison ivy with no change of their appearance. The area that can be affected is a 20-foot square per level. Anyone in this area at the time of casting has to save versus poison or be affected at the fullest effect of the poison ivy. Anyone who succeeds won't notice anything for an on-set time of 2d4 rounds. After that a strong rash will break out, which is very uncomfortable and causes a -1 to-hit and damage, any thief will have all his manual abilities reduced by 15%, and any spell caster will have a 15% chance for loosing their concentration per round after an initiative roll for the rash, for the duration of the rash, which lasts for 2d4 days or until a cure disease is cast on the character. If the characters fail to save, the rash breaks out after one round, and the characters won't be able to fight effectively (parrying is possible) or cast any spells with a longer casting time than a 1 initiative modifier (even for these there is a 15% chance of failing), nor are thieves able to successfully use their abilities for the duration of the rash. This rash lasts as long as the rash above. The plants that are affected by this spell keep their poisonous effect for 1 round per level of the caster. This effect can also affect the caster if he passes through the area of effect.

Version 2. This version is cast on the caster. With this spell he gains a very high powered but short lived poison ivy touch. They have to apply this power with a to-hit roll in combat. If they hit, their opponents gain a saving throw versus poison. If they succeed, they feel a light rash develop which is irritating but not damaging (the effects are same as above for a succeeded saving throw) for the duration of one round per level of the caster. If the opponent fails the saving throw, they immediately collapse with an urgent desire to scratch that horrible itch. They cannot fight effectively nor can they cast spells or use thief abilities until the rash is gone (either naturally or by cure disease). During this devastating poison ivy effect, the character loses one hit point per round due to scratched open skin and bleeding open rashes. The rash lasts for 5 rounds per level. Once the caster has affected one opponent with this spell, the spell is gone whether the saving throw succeeded or not. The caster himself is immune to the effect of his own spell in this version, even if he fumbles and hits himself.

The material components are a highly concentrated extract of poison ivy and the holy symbol of the priest.

Protection from Constriction (Abjuration)

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

When cast, a *protection from constriction* spell will mitigate crushing damage taken each round from a single attack form. Up to one hit point per level of the priest is deducted from crushing damage. Note that this does not mitigate damage from crushing weapons or falling; it will protect against constriction, bear hugs, *Bigby's crushing hand*, or any similar gradual compression. Example: a 6th-level priest under the effect of this spell is hugged by an owlbear on three consecutive rounds for 3, 10, and 7 points of damage. Damage accrued over each round would be 0, 4, and 1 HP, respectively. The material component is a hard-boiled egg anywhere on the spell recipient.

Protection from Frost (Abjuration)

Sphere: Elemental (Air), Paraelemental (Ice), Protection
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 6
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

This spell is in all respects similar to *protection from fire*, except that it protects the creature touched against cold attacks.

Protection from Lycanthropes, 10-foot Radius (Abjuration)

Sphere: Protection
 Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 4 rounds
 Area of Effect: 10-foot radius sphere around creature touched
 Saving Throw: None
 Author: Charles Anthony Leone <clg2+@andrew.cmu.edu>

This spell is equal to the 4th-level priest spell *protection from evil, 10-foot radius*, except as noted above, and that it protects only from lycanthropes. The material component of this spell is a small silver dagger.

Protection from Petrification (Abjuration)

Sphere: Elemental (Earth), Protection
 Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 6
 Area of Effect: One creature touched per level
 Saving Throw: None
 Author: Unknown

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

Priest Spells (3rd level)

Protection from Undead, 10-foot Radius

(Abjuration)

Sphere: Necromantic, Protection

Range: 0

Components: V, S, M

Duration: 1 turn per level

Casting Time: 4 rounds

Area of Effect: 10-foot radius sphere around creature touched

Saving Throw: None

Author: Charles Anthony Leone <clg2+@andrew.cmu.edu>

This spell is equal to the 4th-level priest spell *protection from evil*, 10-foot radius, except as noted above, and that it protects only from undead.

Remove Scar (Necromancy)

Reversible

Sphere: Healing

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 6

Area of Effect: Creature touched

Saving Throw: Negates

Author: Scott Neilly

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

The reverse of this spell, *scar*, causes hideous scars to form on the targets face and body causing a loss of 1d3 Comeliness points. Multiple applications of this spell cannot drop Comeliness lower than 0. A saving throw versus spell will negate the effect. The material component of the reverse is a small knife.

Resist Acid (Abjuration)

Sphere: Protection

Range: 10 feet per level

Components: V, S

Duration: 3 turns per level

Casting Time: 3

Area of Effect: One creature

Saving Throw: Negates

Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the 3rd-level *resist water* (q.v.). It is completely alike, save that it offers protection from phenomena that are connected to acid, instead of water. Acid is obviously enough a serious problem. Why no priest ever before developed a spell against it is a mystery to me.

Resist Air (Abjuration)

Sphere: Elemental (Air), Protection

Range: 10 feet per level

Components: V, S

Duration: 3 turns per level

Casting Time: 3

Area of Effect: One creature

Saving Throw: Negates

Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the 3rd-level *resist water* (q.v.). It is completely alike, save that it offers protection from phenomena that are connected to air, instead of water. Linked to air are all those lovely *gusts of wind*, *wind breath*, *control wind*, *air blast*, and *elemental*

blast spells plus the lovely effects of being hurled about by air elementals.

Resist Dust (Abjuration)

Sphere: Elemental (Air, Earth), Protection

Range: 10 feet per level

Components: V, S

Duration: 3 turns per level

Casting Time: 3

Area of Effect: One creature

Saving Throw: Negates

Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the 3rd-level *resist water* (q.v.). It is completely alike, save that it offers protection from phenomena that are connected to dust, instead of water. The definition of dust is very easy: think of a lovely big sandy desert and then think of wind and presto: you got it (come to think of it, it is normally used only in deserts and on the plane of dust).

Resist Electricity [1] (Abjuration)

Sphere: Protection

Range: 0

Components: V, S, M

Duration: 1 turn per level

Casting Time: 5

Area of Effect: Creature touched

Saving Throw: None

Author: Joe Colleran <jnc4p@uva.pcmail.virginia.edu>

This spell is similar to the priest spells *resist fire* and *resist cold*. The spell adds +3 to all saving throws against electricity or electrical attacks, and further reduces all damage by 50%. Thus, a successful saving throw indicates that quarter damage is taken and failure indicates that half damage is taken.

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

Resist Electricity [2] (Abjuration)

Sphere: Protection

Range: 10 feet per level

Components: V, S

Duration: 3 turns per level

Casting Time: 3

Area of Effect: One creature

Saving Throw: Negates

Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the 3rd-level *resist water* (q.v.). It is completely alike, save that it offers protection from phenomena that are connected to electricity, instead of water.

Resist Ice (Abjuration)

Sphere: Elemental (Water), Paraelemental (Ice), Protection

Range: 10 feet per level

Components: V, S

Duration: 3 turns per level

Casting Time: 3

Area of Effect: One creature

Saving Throw: Negates

Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the 3rd-level *resist water* (q.v.). It is completely alike, save that it offers protection from phenomena that are connected to ice, instead of water. Ice includes such nasty things such as *ice storm*, walking on harsh and refrozen snow, sliding down very sharp icicles, etc.

Priest Spells (3rd level)

Resist Vacuum (Abjuration)

Sphere: Elemental (Air), Protection
 Range: 10 feet per level
 Components: V, S
 Duration: 3 turns per level
 Casting Time: 3
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the 3rd-level *resist water* (q.v.). It is completely alike, save that it offers protection from phenomena that are connected to vacuum, instead of water. This spell is for those space travellers that somehow seem to find themselves floating around in wildspace a little too often or those that seem to land in those ugly vacuum rooms which have absolutely air-tight doors and then increase their size magically to very big (still having the same amount of air in a room which is now 1000 feet per side which was previously 10 feet per side causes quite a decompression) and for those guys that find themselves rushing up from 3000 feet depth in the ocean to the surface of the ocean — normally any creature which does this goes *pop*.

Resist Water (Abjuration)

Sphere: Elemental (Water), Protection
 Range: 10 feet per level
 Components: V, S
 Duration: 3 turns per level
 Casting Time: 3
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the *resist fire* and *resist cold* spells of first and second level. Similar to these, it reduces the damage the protected creature takes by the appropriate effects by half before saving throws are rolled. In addition, it offers a bonus of +2 to the saving throw against water. The material component is the holy symbol of the priest.

Resist water is for those that don't fancy to be pounded by huge waves on the ocean, those that don't like to get wet in the rain (or in the sea), those that don't like to be flooded by a *transmute dust to water*, which is normally quite a killer spell (one cubic yard of water normally weighs nearly one ton), etc.

Revisitation (Invocation)

Sphere: Law, Vengeance
 Range: 120 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: One creature
 Saving Throw: Special
 Author: Dan Alexander Thompson <dant@cs.utexas.edu>

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

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

4 HP of damage, then the breath weapon attack would be ineligible for *revisitation* purposes.

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

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

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

Root (Enchantment/Charm)

Sphere: Plant
 Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 1 round
 Area of Effect: Three creatures touched maximum
 Saving Throw: Special
 Author: Mark A. Robinson <jarvis@eleazar.darthmouth.edu>

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

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

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

Sap Strength (Necromancy, Summoning)

Sphere: Necromantic, Summoning
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 6
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Robert A. Howard <ssa94isa06@rcnvm.srn.mass.edu>

This spell duplicates a shadow's Strength drain. The priest must roll to hit, and if he fails to hit, he himself must save versus death magic or be drained of a point of Strength. This spell does not trigger a *negative plane protection*, and it will affect creatures normally immune to undead energy drains. When used against undead with energy drain abilities, the priest must save versus death magic or lose twice as many energy levels as normal. When used against normal living victims, if the victim fails a saving throw versus death magic, they lose a point of Strength. People drained to a 0 Strength die and come back one day later as a free-willed shadow. The material component of this spell is a piece of ice.

Priest Spells (3rd level)

See in the Dark (Alteration)

Sphere: Divination
 Range: 0
 Components: V, S, M
 Duration: 3 turns + 1 turn per level
 Casting Time: 3
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Johan Hartzberg <hartz@wwg3.uovs.ac.za>

This spell allows the recipient to see in darkness as if it were normal daylight. This does not grant vision in magical darkness. If a creature under the effect of this spell encounters a non-dark area where he can see normally, the spell will end, and he will not be able to see in darkness any more.

The material component of this spell is a piece of glass, covered with ash.

See through Darkness (Alteration)

Sphere: Sun
 Range: 0
 Components: V, M
 Duration: 1 turn + 1 round per level
 Casting Time: 3
 Area of Effect: Creature touched
 Saving Throw: None
 Author: John Boelter <boelter@cwis.unomaha.edu>

This spell allows the recipient to partially see through the various *darkness* spells. Clear sight is not gained, but outlines and shades of light versus dark are noted. Combat is possible at 2 less on the penalties for normal darkness (-2 for normal creatures, no penalty for those with blind fighting, and ranged attacks are allowed). This spell does not counter the effects of natural darkness (i.e.: nighttime) but can be used against magical darkness effects other than those of spell origin (eg., some creatures can magically generate darkness). The material component is a piece of phosphorus.

Selective Entangle (Alteration, Invocation)

Sphere: Plant
 Range: 80 yards
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 4
 Area of Effect: One creature per 2 levels
 Saving Throw: ½
 Author: Paul D. Walker <pdwalker@hk.super.net>

This spell is very similar to the 1st-level priest spell *entangle* except that it affects only the creatures targeted by the spell and no-one else, unlike *entangle*.

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

If the creatures fail their saving throw versus spell, they are held fast by the plants. If the saving throw is made, the targeted creatures have their movement reduced to half normal.

If the creatures struggle to free themselves from the plants then a new saving throw versus spell can be made every turn (note: this is very tiring). The to-hit bonus can be used as a positive modifier for these additional saving throws. If the creatures make one of these additional saving throws, they are freed, but their movement is still reduced by half. If after another turn the creatures are still in an area with plant life then a saving throw versus spell is required with the effects outlined above occurring. In short, a saving throw must be made every turn when in areas of vegetation to determine the effects

of the spell if the spell target is actively fighting the effects of the spell.

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

Shattershout (Alteration)

Sphere: War
 Range: 20 yards
 Components: S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: 30 cubic feet + 5 cubic feet per level
 Saving Throw: Special
 Author: Tim Rightnour <garbled@indirect.com>

This spell will cause the casters next word to be so loud that it will destroy any large building, or area of a wall the priest is able to affect. It will also destroy boulders, towers, roofs, etc. The spell has no direct effect on living, though the destruction of a building may have adverse effects on its occupants, but it will do 5d20 damage against undead. The building is allowed to save on this chart:

Strong wall, brick, rock, steel	8
Soft wall, earth	12
Thick wood	15
Thin wooden wall	20

This saving throw is modified by -1 for every 3 levels of the priest. The material component for this spell is a small horn.

Sleep (Enchantment/Charm)

Sphere: Charm
 Range: 30 yards
 Components: V, S, M
 Duration: 5 rounds per level
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: None
 Author: Lord Skigg <campite@wkuvx1.bitnet>

Except as noted above, this spell is the same as the wizard spell *sleep*. Also, it affects only males.

Smoke Cloud (Conjuration/Summoning)

Sphere: Elemental (Air, Fire), Summoning
 Range: 40 yards
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Tim Rightnour <garbled@indirect.com>

This spell summons a weak 3 HD smoke elemental. It hits twice for 1d4+1 points of damage and has a movement of 190 feet per round. The smoke will choke anyone within 10 feet for 1d3 rounds. Any creature from the para-elemental plane of smoke, fire, or air can dissipate it with a touch. If the cloud moves more than 40 feet away from the caster at any time, it will instantly dissipate. The material component is, not surprisingly, a wisp of smoke.

Priest Spells (3rd level)

Snake Arrow (Enchantment/Charm)

Sphere: Animal
 Range: 2 yards
 Components: S, M
 Duration: 1 turn + 1 round per level
 Casting Time: 3
 Area of Effect: 3 creatures
 Saving Throw: None
 Author: K. Yavuz Ozbay <e73857@vm.cc.metu.edu.tr>

Upon casting this spell, the priest paralyzes 1 to 3 snakes causing them to elongate or be reduced to the size of a flight arrow. Any size of snakes can be used but the snake must be non-magical. Then, these snakes can be fired as arrows as they harden like wood while under the spell's effects. They have the same range as flight arrows, unless the snake used is of size L or G. Then, the range is halved, but a +1 damage bonus is applied, due to the mass that is conserved, despite the change in size.

If a poisonous snake is used, the victim must make a saving throw versus poison or suffer the ill effects of the poison the snake possesses within (the DM decides). After the impact, the spell wears off, and the snake turns back to its original form without getting injured, even if it had hit a plate armour or a tree or any other kind of barrier, as it is under the protection of the spell. The arrow itself does 1d6 HP of damage, and if the snake was L or G, an additional 1d8 damage is taken as the creature grows in the body.

After the spell expires, the snake's attitude is determined by a 1d4 roll: a 1 means the snake continues to attack its victim, a 4 indicates that it starts looking for the priest to take some kind of revenge. Note that this won't take much time if the caster is still in the melee area. Other results mean that it leaves the area silently. The material component of this spell is the caster's holy symbol.

Snow Man (Conjuration/Summoning)

Sphere: Elemental (Air, Water), Summoning
 Range: 40 yards
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Tim Rightnour <garbled@indirect.com>

This spell conjures up a 5 foot snow man. The snowman has 3 HD, MV 90 feet per round, and one attack for 2d6. It can be hit by normal weapons, and can freeze potions with a touch. It can put out normal fires and torches. It can also cause a small snowstorm in its range (40 yard radius from priest) that lasts for 1d4 rounds, making all creatures in the storm blind. Any being from the planes of ice, air, or water can destroy the snowman with a touch, including another snowman. If the snowman moves more than 40 yards away from the caster it will instantly melt. The material component for this spell is a bit of snow.

Spiritual Staff (Invocation)

Sphere: Combat
 Range: 40 yards
 Components: V, S, M
 Duration: 3 rounds + 1 round per level
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: None
 Author: Joe Colleran <jnc4p@uva.pcmail.virginia.edu>

This spell is a more powerful version of the 2nd-level priest spell *spiritual hammer*. The spell creates a shimmering field of force shaped vaguely like a staff. The staff strikes for 1d6 points of damage against all opponents, and further has a magical bonus of +1 for every 3 levels of the priest. This bonus applies for purposes of hitting creatures only hit by magical weapons, attack rolls, and damage rolls.

Unlike *spiritual hammer*, *spiritual staff* strikes as a fighter of equal level to the priest who cast the spell. *Spiritual staff* also gains multiple attacks as a proficient fighter of equal level to the priest who cast the spell (i.e., priests level 1-6: 1/1, level 7-12: 3/2, level 13+: 2/1).

The material component is a normal staff anointed with either a dose of a *potion of heroism*, or the blood of a 5th- or higher level fighter, which disappears when the spell is cast. For further restrictions, see the 2nd-level priest spell *spiritual hammer*.

Spontaneous Combustion (Alteration, Conjuration)

Sphere: Elemental (Fire)
 Range: 30 feet
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One square foot per level
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

Status (Enchantment/Charm)

Sphere: Charm
 Range: 0
 Components: V, S, M
 Duration: 1 week
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

Stone Seeds (Alteration)

Sphere: Elemental (Earth), Plant
 Range: 0
 Components: V, S, M
 Duration: 1 month
 Casting Time: Special
 Area of Effect: 50-yard long square per level
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

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

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

To cast this spell, the priest must mix a handful of seeds from whatever hardy plants are available (such as crabgrass, ivy, cactus, dandelion, etc.) with the seeds to be planted. This must be then mixed in a leather pouch with sapphire dust of not less than 50 gp value per 5 inch square area to be covered. The priest then "sows" the

Priest Spells (3rd level)

seeds as he casts the spell, with the seeds magically implanting themselves in the stone.

The spell takes 1 turn per 5 inch square area to be covered to cast.

Sunblade (Conjuration)

Sphere: Combat, Sun
Range: 0
Components: V, M
Duration: 1 round per level
Casting Time: 3
Area of Effect: Special
Saving Throw: None
Author: François Menneteau <mennetea@acri.fr>

A brilliant sword of fiery sunlight appears in the caster's hands when this spell is cast. The sword can be used without penalty for non-proficiency, is equivalent to a +3 weapon, inflicts 1d8+3 points of damage, and grants a +3 bonus to attack rolls. Blinding rays emanate from the flaming blade, subtracting -1 from an enemy's attacks, as long as the opponent remains in melee. The sword does double damage to any creatures with a weaknesses for sunlight. The material component is a light source, which is extinguished in the casting.

Thunder Clap (Invocation/Evocation)

Sphere: Elemental (Water), Weather
Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 3
Area of Effect: Special
Saving Throw: ½
Author: John M. Martz <john_martz@unc.edu>

This spell is similar to the wizard spell *thunder staff*, with the exception that the priest needs no material components. Upon completion of the spell, the priest claps his hands together and produces a thundering cone of force 5 feet wide at the apex, 20 feet wide at the base, and 40 feet long. All creatures and objects wholly or partially in the cone incur the effects of *thunder staff* as printed in the *Tome of Magic* (pages 32–33).

While the priest must have both hands free to cast the spell most effectively, he can cast it with only one hand. This case might occur if the other hand is bound, missing, or holding a shield, for example. If the caster only has one hand free, he may clap it against bare skin on any part of his body (thigh, cheek, etc.). The resulting cone of force is 2½ foot wide at the apex, 10 feet wide at the base, and 20 feet long. All creatures wholly or partially in the cone must roll a successful saving throw versus spell. Those who fail are stunned for 1 round and deafened for 1d3–1 rounds (they cannot be deafened for less than 1 round, however). Those creatures who fail are also hurled 2d4+2 feet by the wave of force, suffering 1 point of damage per two feet thrown (damage will always be 2d4+2, even if the creature encounters an intervening surface). If the saving throw is successful, the victim is not stunned, but is deafened for 1d3–1 rounds and is hurled only half the distance. Giant-sized creatures or larger who succeed at their saving throws are deafened but are not thrown, suffer no damage, and are not stunned. If the saving throw is failed, they are hurled 1d4+1 feet, suffer 1 point of damage per two feet thrown, and are deafened and stunned.

Regardless of whether one or two hands are used in the casting, the cone has a Strength of 19 for the purposes of opening doors. It can move objects weighing up to 640 pounds 4d4+4 or 2d4+2 feet, depending on the method of casting. Fragile items must make a saving throw versus crushing blow or be destroyed.

Thunderclap (Invocation)

Sphere: Weather
Range: 50 yards
Components: V, S
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: Negates
Author: Tim Rightnour <garbled@indirect.com>

This spell allows the priest to call upon a clap of thunder that will deafen all creatures outside a 20 foot safety sphere. Anyone within the effect of the spell will be deaf for 3d10 rounds, and stunned for 2d4 rounds.

Trace Timeline (Divination)

Sphere: Divination, Time
Range: Special
Components: V, S
Duration: Instantaneous
Casting Time: 1 turn
Area of Effect: One timeline
Saving Throw: None
Author: Steve Miller <smiller@media.utah.edu>

This spell reveals crucial events in one sentient being's life to the caster. The caster must be intimately familiar with the subject's history as it is commonly known, or at least casually acquainted with the subject personally. However, "crucial" need not even be part of recorded history or even presented accurately in said history. The event is replayed instantly in the mind's eye of the caster. A timeline can be traced back 1d10 years per skill level of the caster. The use of this spell has a 5% chance of attracting the attention of time guardians.

This spell was written for the "time spirit" class. Contact the author for more information on this class.

True Speak (Enchantment/Charm)

Sphere: Law, Vengeance
Range: 30 yards
Components: V, S, M
Duration: 1 round per level
Casting Time: 3
Area of Effect: One creature
Saving Throw: Negates
Author: Dan Alexander Thompson <dant@cs.utexas.edu>

This spell is similar to the 2nd-level *zone of truth*, but *true speak* is much more powerful. *True speak* is used to force creatures to answer questions truthfully. To complete the spell, the priest presents his holy symbol in a forceful manner and demands the answers to various questions. The priest then touches the creature he wishes to question with his holy symbol. Ensorcelled creatures are then compelled to answer the questions truthfully and to the best of their ability. Although information need not be volunteered, nothing relevant may be omitted in answering a direct question.

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

In many areas, admissions made under the effects of *true speak* are admissible in courts of law. The material components of this spell are the priest's holy symbol and a true emerald, ruby, or diamond.

Priest Spells (3rd level)

Vylja's Aurora Borealis (Charm, Invocation)

Sphere: Charm, Weather
 Range: 20 yards per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: One 30×30-foot area per level
 Saving Throw: Negates
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

Casting this spell will only work under the open sky at night. It invokes extremely colourful and beautiful northern lights that slowly swirl through the entire sky. The aurora is visible to all creatures in the area of effect, even to those that are looking outside through a window. All affected creatures have to roll a saving throw versus spell in order to avoid the charming effects of the spell. The following modifiers apply:

- -4 on a moonless night
- -2 if there is a real aurora
- -2 for a quarter of the moon
- -2 at midnight
- +2 for three quarters
- +2 at dusk or dawn
- +4 for a full moon

The normal Wisdom modifiers against charming spells also apply. Those creatures that fail their saving throws are fascinated by the spectacle in the sky and will continue looking at it for the full duration of the spell — possibly resulting in strained necks. A physical attack on a charmed creature cancels the charm immediately for that creature. If a lot of noise is made (by alarm-bells or shouting, for example) a new saving throw is granted at +4 for all the creatures affected by the spell. Those creatures that successfully save versus spell are free to look at the northern lights if they want to, but are in no way charmed.

The priest casting *aurora borealis* is always immune to his own northern lights. He needs his holy symbol to cast the spell.

Vylja's Cloud Message (Alteration, Conjunction)

Sphere: Elemental (Air), Weather
 Range: 0
 Components: V, S
 Duration: 1 day per level
 Casting Time: 5
 Area of Effect: 1 cloud
 Saving Throw: None
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

This spell enables the priest to write a message into a cloud so that it becomes visible to all creatures who can see the cloud. The caster summons a small (1 HD) air elemental from the elemental plane of air, points at the cloud he wants to use and then writes the message into the air. The elemental then flies to the cloud and changes its shape until it is an exact copy of the original message magnified many times. The handwriting of the caster will even be recognised by all that are familiar with it.

The message will be visible during the day and the night as long as there is at least one major celestial body in the sky that can shine through the holes made in the cloud. The cloud is magically protected for the duration of the spell and it will not lose any vapour during this time, even if the surrounding clouds disappear into rain (the elemental is taking care of this). What's more, the priest can influence the direction the cloud is moving: he can cause it to stay immobile, or he can choose a direction the cloud has to travel to (at about 2 miles per hour). But once this choice has been made it cannot be changed and will remain the same for the full duration of the spell – 1 day per level of the caster. At the end of the duration, the elemental returns to its native plane.

Vylja's Flight Cancellation (Alteration)

Sphere: Elemental (Air)
 Range: 10 yards per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 6
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

Because it simulates one of her innate abilities, this spell is normally only granted by Ærdrie Fænya, the elven goddess of weather and flying creatures. By casting *Vylja's flight cancellation* a priest can make it impossible for any one creature to lift itself into the air by physical or magical means. A saving throw versus paralysis is always allowed if the target wants to avoid the spell's effects.

If the saving throw is failed, the creature will not be able to get off the ground itself: all its attempts to jump, rise or fly will simply fail for as long as the spell lasts. Neither wings, nor spells, nor innate abilities, nor magical items will work for the target creature. If a flying or levitating creature is affected by this spell, it will instantly plummet to the ground, taking normal falling damage (except for winged creatures, which can glide to the ground for half damage). As soon as the spell expires, the creature can again leave the surface if it is able to do so. Note that spells like *fly* or *levitate* are not dispelled by *Vylja's flight cancellation* — they simply do not work while the flight cancellation is active (although their duration is calculated as normal).

A creature affected by this spell can still be lifted off the ground by other creatures. Spells like *teleport*, *feather fall*, and *dimension door* function normally (but *jump* is negated).

The priest needs his holy symbol to cast this spell.

Vylja's Hailstorm (Alteration)

Sphere: Weather
 Range: 30 yards
 Components: V, S, M
 Duration: 1 round
 Casting Time: 6
 Area of Effect: 15-foot cube
 Saving Throw: ½
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

In the round following the casting of this spell, a hailstorm breaks loose in the area of effect, if and only if the spell is not cast in a desert or near the crater of an active volcano or the like. As long as there is a minimal amount of moisture in the air, it will be compacted to form hailstones that inflict 2d4 points of damage + 1 point per level of the priest casting the spell. All creatures are allowed saving throws versus spell for half damage. Those wearing plate mail, field plate or full plate suffer no damage at all, although their armour will be dented. If it is snowing or raining at the time of casting the amount of damage inflicted is 3d4 points of damage + 1 per level of the priest; and if it is actually hailing in the area of effect, damage is doubled to 4d4 points + 2 per level of the priest.

The priest needs his holy symbol to cast this spell, and either a small spherical piece of ice or a diamond worth at least 100 gp. The material component (not the holy symbol) is to be thrown into the air at the end of the casting time where it disappears.

Priest Spells (3rd level)

Vylja's Hands of Healing (Necromancy)

Sphere: Healing
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 6
 Area of Effect: Creatures touched
 Saving Throw: None
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

When this spell is cast, the priest's hands start to give off a soft white glow. The glow indicates the presence of healing magic, which the caster can use to cure the wounds of other creatures than himself (for creatures that are unaffected by this spell, see *cure light wounds*). The healing charge rises with the caster's level: each hand can cure 1 point of damage for each experience level of the priest.

A hand's healing charge must be used up all at once on a single creature. Moreover, a single creature will not benefit from the charges of both hands (consider the second charge lost in such a case). The benefits of *Vylja's hands of healing* are cumulative with those of the various *cure ... wounds* spells.

A priest can spend the two healing charges in a single round, provided he can touch the creatures he wants to heal. He can also keep the charges in his hands for up to 1 hour for each experience level he has. In the latter case, he is not allowed to attack other creatures physically or magically if he desires to retain the healing charges. If he does attack, the remaining charges disappear instantly.

The material component is the caster's holy symbol.

Vylja's Thunderclap (Evocation)

Sphere: Weather
 Range: 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: 20-foot radius sphere
 Saving Throw: Negates
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

After the casting of this spell a strong thunderclap occurs in the area of effect. It automatically deafens all creatures in the target area for two rounds. Moreover, all creatures subject to the *thunderclap* have to roll a successful saving throw versus spell in order to remain standing. Creatures that fail their saving throw are knocked over by the force of the movement of air and may be stunned for up to one round if the surface they hit is hard (stone or metal, for example).

Deafened creatures suffer a -1 penalty on surprise, a +1 penalty on initiative, and any spells they cast requiring a verbal component has a 20% chance of going awry. If the creature is stunned, it cannot even defend itself, let alone cast spells.

Large creatures get a +3 on their saving throw, small creatures suffer a penalty of -3, and tiny creatures have to save at -6. Huge or gargantuan creatures are immune to the spell's effects. Note that the caster is not in any way protected against the spell's effects.

The spell can be used to scare or confuse a group of creatures and to disperse swarms of flying insects. Used defensively, Thunderclap can deafen the party on purpose so as to avoid the adverse effects of Harpy songs and the like.

The priest needs a small inflated balloon which he has to destroy at the end of the casting by clapping his hands.

Vylja's Vortex (Alteration)

Sphere: Elemental (Air), Weather
 Range: 5 yards per level
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 5
 Area of Effect: 10-foot circle
 Saving Throw: None
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

Upon the completion of this spell a magical platform of dense air is formed at ground level in the area of effect. The platform can be pushed up by a strong but harmless rising current of air: creatures can struggle through it without too much difficulty, but spellcasting is impossible underneath the platform. The caster can cause the platform to move up or down at a maximum rate of 10 yards per round. All creatures standing on the platform will be moved accordingly, unless they either jump off or find some other way of transportation (flying, for example).

The caster need not stand on the platform to control its height, but if he wants to raise or lower it he has to concentrate on that task during each round he wants to do so. If he does not concentrate on it, the platform remains stationary. If the caster's concentration is interrupted the platform stops with a jerk (all creatures on it have to make a successful Dexterity check to avoid falling off).

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

Vylja's Webs to Dust (Alteration)

Sphere: Sun
 Range: 0
 Components: V, S, M
 Duration: 1 round
 Casting Time: 6
 Area of Effect: One 10-foot cube per level
 Saving Throw: Special
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

When this spell is cast, the area of effect is bathed in a golden glow that lasts for about ten seconds and then slowly dims away. This golden light is harmless for living creatures (a living web, for example), although Underdark creatures like drow and duergar will be affected for one round as if they were standing within the area of effect of a *Light* spell. The golden glow will, however, cause all natural spider webs within the area of effect to be turned into grey and harmless dust. This applies to the webs of large or huge spiders and the like as well. All creatures and objects that were supported by the web will fall towards the surface and suffer normal damage for doing so.

When used solely to counter a *web* spell, the *web* will be destroyed if it fails a saving throw versus magical fire (18 or more saves). If the *web* is targeted along with normal spider webs, the *web* will never be disintegrated. However, whether solely targeted or not, a *web* bathed in the golden glow will lose all its adhesive properties for the full duration of the glow (10 seconds), enabling creatures that were stuck in it to free themselves if they make a successful Dexterity check.

The material components are the caster's holy symbol and an item with a *light* spell cast on it. The item disappears during casting.

Priest Spells (3rd level)

Vylja's Wings (Alteration)

Sphere: Creation, Elemental (Air)
 Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

By casting this spell, a priest of Ærdrie Fænya (the elven goddess of weather, skies and flying creatures) makes large white wings grow from his shoulders. Those wings are made of strong feathers and are as large as the priest is tall. They enable him to fly at a speed of 15 in manoeuvrability class B. While flying, the priest can use weapons but he suffers a -1 penalty on his attack dice rolls. He can also cast spells that do not require a somatic component.

Because the wings grow from his shoulders, the priest must wear clothing that makes it possible for the wings to come into existence. This implies that the caster cannot be wearing any type of armour when he utters the spell — the wings will fail to reach their normal size and disappear immediately. Normal clothing can be adapted for use with *wings* by cutting holes (some 6 inches across) in it at shoulder height. The wings can be combined with the protection provided by spells or by items like a *bracers of defence* or a *ring of protection* (but not a magical cloak, unless it was especially made for the purpose).

The wings themselves are AC 8 (unless magically protected), and due to their size and weight the priest also suffers an Armour Class penalty of 1 when flying and a penalty of 2 when walking or standing on the surface. If the wings disappear, either at the end of the duration or through a successful *dispel magic*, a flying priest will plummet towards the ground and suffer normal falling damage.

In order to cast this spell the priest needs his holy symbol and two feathers of a flying creature that is at least size M.

Wind Burn (Evocation)

Sphere: Elemental (Air, Water)
 Range: 0
 Components: V, S
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: 75-foot long cone
 Saving Throw: ½
 Author: John M. Martz <john_martz@unc.edu>

Despite the name of this spell, *wind burn* has nothing to do with fire. Upon casting, the priest causes an exceptionally dry cone of air to originate from his hand. The cone is 5 inches in diameter at its base, 25 feet in diameter at its end, and 75 feet long. All targets of the spell must save versus spell. Those who fail suffer 1d6 points of dehydration damage per level of the caster as well as a temporary loss of 1 point of Constitution (creatures without Constitution scores suffer a -1 penalty to Armour Class). A successful saving throw means half damage and no loss of Constitution. Creatures exceptionally susceptible to dehydration damage (for example, those from the elemental plane of water, plant creatures, or even aquatic creatures) suffer a -4 penalty to their saving throw. Constitution point loss is cumulative; that is to say, if a target of two of these spells fails to save against both it will suffer a -2 to its Constitution (if it survives the damage, of course). A character is dead if his Constitution reaches zero (for creatures without Constitution, use Hit Dice; thus, even if a 3 HD monster had enough hit points to survive failing to save 3 times, it would still die since 3-3=0).

Constitution points may only be restored by consumption of a full day's water requirement (use the Dark Sun rehydration rules; or simply 1 gallon per day for a human sized creature). This spell is cannot be cast under water.

Wings of God (Alteration)

Sphere: Animal, Elemental (Air), Travellers
 Range: 0
 Components: V, S, M
 Duration: 1d6 turns + 1 turn per level
 Casting Time: 3
 Area of Effect: One person
 Saving Throw: None
 Author: Ådne Brunborg <brunborg@solan.unit.no>

This spell causes large wings to grow on the back of the priest, allowing him to fly as per the wizard spell *fly*. The spell is not affected by armour of any sort (the wings will grow through the armour, and the armour will not be destroyed). If the deity is good aligned, the wings are white, angel-like; if he is evil, they will be black, devil-like. Druids grow eagle-like wings, and other neutral deities grant grey feather-wings.

Normally, this spell may only be cast on the followers of the same god as the priest. However, in dire need it may be cast on any person. If cast on another person under circumstances that are not "dire", the priest loses access to the spell for two days. The material components are the priest's holy symbol, plus an eagle's feather for druids, a white feather for good, any feather for neutral and a bat wing for evil priests. The components may be reused.

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

Winston's Create Party Food and Drink (Conjuration)

Sphere: Creation, Elemental (Water)
 Range: 5 yards
 Components: V, S
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: One cubic foot per level
 Saving Throw: None
 Author: Winston

When this spell is cast, the priest causes party food and party drink to appear. To determine the food conjured, roll 1d6 and check on the table below:

D6 Roll	Type of Party	Food Summoned
1	Kid's birthday party	Very sweet cordial, birthday cake, potato chips, chex mix, hotdish
2	Barbecue	Dark beer, brauts hamburgers, buns, egg salad, potato chips
3	Frat party	Very low quality beer, popcorn, peanuts
4	Pizza party	Soda, assorted flavours, pizza
5	Society gathering	Fine wine, shrimp, little sandwiches, brie, crackers, assorted appetizers
6	Ice-cream sundae party	Root beer, soda water, assorted flavours of ice cream, lots of toppings

The DM should feel free to substitute any other party foods and drinks. Each cubic foot of the material sustains four human sized creatures or one horse sized creature for a full day. The food decays and becomes inedible within 12 hours, although it can be restored for another 6 hours by casting *purify food and drink* on it. The liquid produced by this spell is the same as that created by the 1st-level priest spell *Winston's create party drink* (q.v.). For each experience level the priest has obtained, one half cubic foot of food and drink will be created by the spell. A 2nd-level priest could create one cubic foot of food and one cubic foot of drink.

Priest Spells (4th level)

Fourth-Level Spells

Adaptation (Abjuration)

Sphere: Protection
 Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Unknown

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

Air Pocket (Alteration)

Sphere: Elemental (Air)
 Range: 0
 Components: V, S
 Duration: 1 hour per level
 Casting Time: 4
 Area of Effect: 20-foot cube
 Saving Throw: None
 Author: Steve Bartell <stevebar@wordperfect.com>

This spell creates an area of pure, clean air in the location the caster desires. The *air pocket* appears in a 20-foot cube and remains stationary in the location it was cast. It cannot be made to move with the caster. The cube is self contained, and will keep out surrounding air or water. This makes it a useful spell to cast underwater, in wildspace, or around poisonous gas. The cube will only keep out liquids, gases, and outside air. Humanoids, creatures, and objects can pass through freely. The air in the cube will remain fresh for the duration of the spell.

Alter Animal Intelligence (Enchantment/Charm)

Sphere: Animal
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: Special
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Nathan Amed <named@viking.navair.navy.mil>, Andrew Lohmann <lohmann@social.chass.ncsu.edu>, and TSR

By means of this spell it is possible to alter the mental faculties of a non-fantastic animal with an Intelligence of 5 or less. Upon completion of the spell the caster must make a system shock roll. Success indicates that the recipient creature's Intelligence is increased to 1d4+5 HP. Sentience, if not previously possessed, is granted, as is a basic understanding of one language known by the caster. Failing the system shock roll kills the animal and causes the caster to lose 1 point of Intelligence for 1 year.

This spell does not usually grant the recipient the power of speech, since few animals' vocal chords are capable of producing humanoid sounds. DM discretion should be used here; if the animal is one that would seem to have the ability to use human speech (eg., a Myna Bird), then the DM can rule that the animal is also capable of conversation.

Casting time is 2d6+4 weeks, which includes constant companionship and training. Successful use of the animal training non-weapon proficiency will half the casting time. Only one animal at a time can be affected by the druid or priest.

The animal must be regularly touched during the training period. This could initially be quite dangerous as the spell does not magically affect loyalty or friendship. One may assume, however, that,

depending upon the treatment of the animal, the awakened intelligence will lead to a bond between caster and animal.

Only a *limited wish* or *wish* will reverse the spell's effects. Awakened intelligence is not be passed on to offspring. The material components are a dried fish and a piece of brain coral.

Analyze Element (Divination)

Sphere: Elemental (All)
 Range: 5 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

Using this spell, the elemental priest can analyze some non-magical amount of his own element and learn its components.

- Air priests can learn the ingredients of gases and other similar material within range.
- Earth priests can analyze an amount of any mineral, metal, gem, etc.
- Fire priests have somewhat limited options. They can only inspect a fire or smoke and learn about the source of it (what kind of material is burning) or learn about the temperature of a place.
- Water priests can learn the ingredients of any liquid solution. If the caster is of twelfth level or higher he can also examine magical items or materials (or magical fire in case of the fire priest). In all cases, the caster can later try to construct the material examined, if he has the proper ingredients.

The substance to be affected must be in a single body (one flask of liquid or one solid mixture). The material component of the spell is a gold coin. This spell was designed for the Dark Sun campaign world. Any monetary units are for Dark Sun, increase where appropriate.

Animal Haste (Alteration)

Reversible

Sphere: Animal
 Range: 10 feet per level
 Components: V, S, M
 Duration: 3 rounds + 3 rounds per level
 Casting Time: 4
 Area of Effect: One animal per level in a 60-foot square area
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the 3rd-level wizard spell *haste* with the following changes:

- it only affects animals (even animals that are *polymorphed* or shapechanged wizards or priests; they lose this speed once they change into another form which is not an animal),
- it does not cause ageing of the animals,
- it is cumulative with one *haste* of the normal type but not with itself.

The reverse of this spell, *slow animal*, is similar to the reverse of *haste*, with the same provisions as above. The material component is the holy symbol of the priest.

Priest Spells (4th level)

Animal Healing IV (Alteration)

Reversible

Sphere: Animal, Healing
 Range: 10 feet per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 7
 Area of Effect: One animal
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell simulates the casting of a *heal* for a true animal only. This spell does not work for a shapechanger of any kind, even if its natural shape is an animal and its other shape is something else. This spell cures all hit points of the animal. It even cures critical wounds such as laming or a broken leg. The reverse, *animal harm IV*, requires a touch in combat and causes a loss of all hit points with the exception of 1d4 HP. Note: the reverse will almost never be used by a priest with access to the animal sphere — if it is used, there have to exist some very good reasons — and if it is used without such reasons, the priest should be prepared to suffer the consequences.

The spell requires an ointment made from healing plants and the holy symbol of the priest. The reverse requires an ointment made from poison ivy and the holy symbol of the priest.

Area Effect Withdraw (Abjuration)

Sphere: Time
 Range: 10 feet per level
 Components: V, S, M
 Duration: Special
 Casting Time: 4
 Area of Effect: One creature per level in a 2-foot per level radius sphere
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the 2nd-level *withdraw*. It affects one creature per caster level in the sphere of effect. The restrictions are also the same: the creature is not able to move from the space it was when the spell was cast, it cannot cast any non-personal spells (except cure light wounds), it cannot cast any spells on others. If any of the previous are tried, the creature immediately returns to the normal time frame when it starts the prohibited action. For all those affected by this spell they will have additional time to think about a problem, to rest, to cast personal spells, etc. The time that passes is real for all purposes. In the one-round duration of the spell one round per level of the caster passes for those affected by the spell. Thus, if it were cast by a 10th-level caster, all those affected would have 10 minutes = 1 turn to prepare weapons, cast personal spells, etc. within one minute. The caster can choose which creatures are to be affected by this spell. If this effect is not desired, the creature may save versus spell to resist this spell.

The material components are the holy symbol of the priest plus the sand from an hourglass which has lain still for one year in water.

Awake (Alteration, Invocation)

Sphere: Healing
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 5
 Area of Effect: 30-yard radius sphere
 Saving Throw: None
 Author: Teh S. Cheng <tsc0265@rigel.tamu.edu>

When this spell is cast, the priest invokes the blessings of his deity and claps his hands sharply once. The sound of the clap allows all creatures within the area of effect who hears it to awaken. Sleeping (naturally or magically induced) creatures will wake up. Those under the influence of mind affecting drugs or other substances will become

coherent for 1 round per level of the priest. Creatures whose minds are under some sort of foreign influence (charmed, hypnotised, dominated, enthralled, etc., but not possessed) get a second saving throw. In any case, all creatures within the effect will experience a temporary clarity of thought. Note that this may make the subject more vulnerable to any mind based eavesdropping such as *ESP* or *empathy*. The material component for this spell is a 1000 gp gem hanging on a chain which must be wound around the priest's hand while he claps.

Beppie's Happy Hour (Enchantment/Charm)

Sphere: Charm
 Range: 0
 Components: V, S, M
 Duration: 1 hour
 Casting Time: 4
 Area of Effect: 100-foot radius
 Saving Throw: Special
 Author: Boudewijn Wayers <dedos4@win.tue.nl>

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

For exactly one hour, everyone within the area of effect will party: they will drink, sing, dance, and otherwise rejoice. Also, all within the area of effect will experience nothing like hatred, fear, or other "negative" feelings. All others will be considered friends, for the time being.

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

Note that the area of effect moves with the priest, that the priest himself is always affected by the spell, and that those affected by the spell will probably have run out of alcohol at the end of the spell's duration. Some liquid containing alcohol is the material component for this spell, by the way.

Breath Silt (Alteration)

Sphere: Elemental (Air), Paraelemental (Silt)
 Range: 0
 Components: V, S
 Duration: 1 hour per level
 Casting Time: 7
 Area of Effect: Creatures touched
 Saving Throw: None
 Author: John M. Martz <john_martz@unc.edu>

The recipient of a *breath silt* spell is able to breathe silt freely for the duration of the spell (this ability does not interfere with the ability to breathe normal air). The priest can divide the base duration between multiple characters. Thus, a 10th-level priest can confer this ability to 2 characters for 5 hours each, to 5 characters for 2 hours each, etc., to a minimum of half an hour per character.

As this spell allows the recipient to breathe silt and air, it will not only protect against choking in a silt storm but also against total submersion in the Sea of Silt. This spell will not protect against submersion in sand, water, or any other material; nor will it protect against noxious vapours, such as poisonous clouds or smoke.

Priest Spells (4th level)

Broken Heart (Enchantment)

Reversible

Sphere: Charm
 Range: 30 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: One creature
 Saving Throw: Negates
 Author: The Avangion of Delphi <syrek@delphi.com>

The Magic of Nilrem is a series of humorous spells made in AD&D 2nd-edition format. They aren't intended for game use, but if a DM has a real sense of humour, pertinent game information is included. The following spell is a special one created by Nilrem on a day similar to our Valentine's Day which he (unsuccessfully) cast on a woman he desired.

This is one of the more unusual spells created by Nilrem. When casted, several magical missiles are evoked and travel at a medium pace to the intended target. The missiles seeks out the target, turning corners, dodging bystanders, and other such complicated manoeuvres. If the target is struck by at least one of the missiles, or fails a saving throw versus petrification, the spell takes effect. The missiles do not harm the affected creature, only deliver the magic. The actual effect of the spell is to effectively "break the heart" of the creature causing extreme misery and coldness to others around it. An additional effect, the one Nilrem originally intended, is to end any feelings of love the creature has towards anyone else and to even lose partial memory of such partners.

The results of the use of this spell can be quite strange and not always follow the above description exactly. Nilrem's naïve intention was to sever his target's relations with her fiancée and then move in on her himself. What he didn't realise was that, as an additional effect of the spell, the woman had developed a callousness towards all imposing men and so she rejected him. The only way the effects of this spell can be removed is with the spell's reverse, *mended heart*, which Nilrem attempted to cast on his love, but when he did so she regained her senses (and her memory) she scorned him for what he did and went out in search of her former lover. The material component of this spell is a jewel or piece of gold shaped like a heart which is snapped in two upon the casting of the spell.

The material components of the reverse are the original, resulting pieces which must be placed together upon casting and fuse together if the spell is successful.

Chime of Opening (Enchantment/Charm)

Sphere: Travellers
 Range: 1 foot
 Components: S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One non-magical lock
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

Cloak of Shifting Shadows (Alteration, Illusion)

Sphere: Necromantic, Protection
 Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 1 round
 Area of Effect: Person touched
 Saving Throw: None
 Author: Robert A. Howard <ssa94isa06@rcnvm.rcn.mass.edu>

Shifting shadows is a spell that mimics the abilities of a displacer beast or a *cloak of displacement*, using shadows to hinder weapons and spells. First attacks, including *magic missiles*, against someone cloaked will miss, although multiple missiles will hit (the first one always misses). After the first strike, the *cloak* gives a -3 to-hit and damage against the shielded person. Spells are saved against at +3. The cloaked person cannot be clearly seen (except with *true seeing*), nor can his features be made out. The spell does not cloak voices, so if the cloaked person speaks, you might be able to tell who it is. The material component of this spell is a cloak.

Cloud of Misery (Conjuration/Summoning)

Sphere: Weather
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: None
 Author: The Avangion of Delphi <syrek@delphi.com>

The Magic of Nilrem is a series of humorous spells made in AD&D 2nd-edition format. They aren't intended for game use, but if a DM has a real sense of humour, pertinent game information is included.

The *cloud of misery* is a small, dark grey cloud of moisture that floats about 10–15 feet above the affected creature. The effect of the spell is to constantly precipitate on its respective creature. It can be dismissed only by *dispel magic*. Other creatures that enter the cloud's area of effect are unaffected. The type of precipitation that falls on the creature at any given time is normally based on alignment and mood. The DM determines what the effect is but obvious effects are rain falling on miserable creature, lightning on an angry or evil one, snow on a cold-hearted creature, etc. While under the effects of the cloud, the creature receives a -3 penalty to Charisma until the cloud is dismissed.

The cloud cannot be attacked, but it can be blown away by strong winds for 1d4 rounds, after which it returns. If the affected creature attempts to fly above the cloud, the cloud rises until once again over it. The cloud follows the creature to any other plane where the associated weather conditions could exist and reappears in such planes if the creature travels to a plane in which the cloud cannot exist and then returns to one in which it can. The material component of this spell is either a small piece of dry ice, or a larger piece of normal ice and a crystal or jewelled bead of at least 200 gp in value.

Comprehend Written Messages (Divination)

Sphere: Cosmos
 Range: 5 yards
 Components: V, S
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

With this spell, the caster is able to understand any written message, in any language of the present or the past. The writing must be non-magical, so the caster cannot read magical runes for example. The message can contain any number of different languages or

Priest Spells (4th level)

dialects at the same time; the caster can discern between them and understand them without difficulty.

The caster can read the equivalent of one page per round, so most texts can be read fairly easily. The caster fully understands the message, even if it contains concepts totally alien to his way of thinking (in that case, the closest thing will be formed in his mind). He is able to remember it, even after the expiration of the spell. This spell was designed for the Dark Sun campaign world. The spell was created by the thri-kreen earth druid Kil'Rkh.

Conjure Animental (Conjuration/Summoning)

Sphere: Animal, Elemental (All)
 Range: 10 feet per level
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 5 rounds
 Area of Effect: Special
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell conjures the so called animentals, which are animals from the elemental planes, to the caster. These animentals may not have more than the caster's level in Hit Dice each with a minimum of one Hit Die per creature each. Animentals with less Hit Dice (1-1 HD, ½ HD, or less Hit Dice) are not viable on the prime material, not even with this spell. This means that the caster will get a minimum of one creature (if he desires with a maximum of one Hit Die per level) up to a maximum of one creature per level (with a minimum of one Hit Die).

To determine how many Hit Dice a creature might have, add 50% of the normal animal's Hit Dice to the animental's Hit Dice, as their normal habitat is a lot more violent than the prime material plane.

These animentals are even less intelligent than their greater cousins, the normal elementals. Although they follow the priest's desires willingly, they will follow their own instincts in fulfilling them. They are very scared of the opposing element and will not enter it under any circumstances, not even if the priest charms them into doing so.

The priest can determine which kind of animental he can summon (see below), but he can only conjure one type of animental. He cannot use any leftover Hit Dice to summon smaller versions. The conjured animentals have to be of the normal Hit Dice variety of their type. The only animentals he can summon are those that have equivalents in the natural animal world. These conjured animentals tend to look like their real world cousins with the exception of being made up of their respective element.

The animentals are affected by spells which affect animals as well as spells that affect elementals of the appropriate type.

The material components are the priest's holy symbol, a bit of the element from which he desires to conjure the animental, and a tiny piece of the animal type he wishes to conjure.

Cure Serious Wounds [2] (Necromancy)

Reversible

Sphere: Healing
 Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 8
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

This spell is a more potent version of *cure medium wounds*. The spell cures (or causes) 4d8+5 HP per application. Otherwise, this spell is the same in all respects as a *cure light wounds*. This spell replaces the *cure serious wounds* from the *Player's Handbook*.

Cure with Fire (Necromancy)

Reversible

Sphere: Elemental (Fire), Healing
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 7
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Dennis Kefallinos <denison@theseas.ntua.gr>

By laying his hand upon a creature, the priest heals 3d8 points of wound or other injury damage to the creature's body. This healing cannot affect non-corporeal, non-living or extraplanar creatures. Because of the heat the spell causes inside its body, the creature for this day needs 1½ times the normal amount of water (or the following day, if the spell is cast at night). Also, very flammable objects (lamp oil, for example) worn or just carried may catch fire. The reverse of the spell, *harm with fire*, operates similarly but causes damage. The material component is the caster's holy symbol.

Destroy (Alteration)

Sphere: Elemental (All)
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 2
 Area of Effect: One object touched, up to 3 cubic inches per level
 Saving Throw: Special
 Author: Tim Rightnour <garbled@indirect.com>

This spell when cast will instantly destroy one object. The caster merely needs to cast the spell, and touch the object to be destroyed with his holy symbol. If the object is being held by another creature, the caster can touch the creature, and the intended object will be destroyed. The spell can be carried through any number of touching objects. For example: a rope is attached to a grappling hook. The caster can touch the rope to destroy the hook, without destroying the rope.

This spell will not destroy magical items, or any living or undead creatures. If the object is being carried by a creature, the object saves as the creature. No damage will be done if the saving throw is made. Should the object destroyed be dangerous, such as a flask of acid, the contents will spill on the owner doing half damage. A flask of oil however, will not ignite, as most things will simply turn to dust (however, the creature may end up covered in oil).

Detect Curse (Divination)

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

When cast, *detect curse* enables the priest to detect the existence of a curse on the creature or object, such as a cursed sword. The spell will detect the first cursed creature or object that lies along the casting priest's line of sight (and within range) with a base chance of 50%. An extra 1% is added to the base chance for each level of experience of the casting priest. Note that stone of more than 1 foot thickness or metal of any thickness will block the spell. The material components of the spell are the priest's holy or unholy symbol and a crushed sapphire of at least 1000 gp value.

Priest Spells (4th level)

Double Specialisation (Alteration, Invocation)

Sphere: Combat
 Range: 0
 Components: V, S, M
 Duration: 4 rounds per level
 Casting Time: 6
 Area of Effect: The priest's weapon
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

This spell is similar to the 2nd-level priest spell *specialisation* except for two differences. The first is that it gives the priest double specialisation in the god's preferred weapon, if he has one, or the priest's weapon of choice if not. The second difference is that this spell can be used to give specialisation to another person in any chosen weapon. The material components and somatic gestures are the same as for *specialisation*.

Dream (Enchantment/Charm)

Sphere: Thought
 Range: 1 mile
 Components: S, M
 Duration: 1 hour
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: Negates
 Author: Lord Skigg <camp1te@wkvx1.bitnet>

This spell allows the seductress to enter a person's dream and give subtle hints or induce nightmares for one hour. The seductress must have touched the person within three days and have an item that was in the target's possession. This object will be consumed in the spell.

Earth Favour (Abjuration, Enchantment)

Sphere: Elemental (Earth)
 Range: 0
 Components: V, S, M
 Duration: 1d12+12 hours
 Casting Time: 1 round
 Area of Effect: One stone touched per three levels
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

The priest casts this spell on a variable number of small rock stones, one per three experience levels. The stones are then filled with protective energy that will last for 1d12+12 hours. The stones must be ordinary rock of no special value (gems, for example, are excluded) and weigh about one pound.

If the caster or any person who receives spells from the earth sphere carries such a stone on himself, he will get bonuses to all of his saving throws for a day. For every five experience levels of the priest, the stone will give +1 to the saving throws of whoever carries it. For example, a 7th-level priest's enchanted stone gives a +2 bonus to the saving throws, while a stone from a 11th-level priest gives a +3.

There is no limit to the number of the saving throws affected. The bonuses are cumulative with other means of protection but not with the spell itself; one can benefit from only one stone at a time. At the end of the spell's duration, the stones crumble to dust. This spell was designed for the Dark Sun campaign world. It was created by the thri-kreen earth druid Kil'Rkh.

Elemental Bonding II (Alteration)

Reversible

Sphere: Elemental (All), Paraelemental (All), Summoning
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: None
 Author: John M. Martz <john_martz@unc.edu>

This spell is a more powerful version of the 1st-level spell *elemental bonding* (see the *Dragon Kings* source book). With this spell, the priest attempts to repair physical damage done to another being or creature. In an elemental sense, part of the damage incurred by combat wounds or disease is, in fact, an imbalance created in the body's elemental proportions. Through this spell, the priest restores some of this balance.

The caster can heal 2d4+4 points of damage. The same restrictions apply to this spell as to the 1st-level spell: the priest cannot completely heal the recipient with this spell. He can only heal the recipient to within 3 points of perfect health (unless the damage was solely from an elemental, then all damage can be healed). Additional means must be used to bring the recipient back to perfect health (*cure light wounds*, rest, etc.). However, *elemental bonding I* cannot be used to achieve this, since both spells work on the same principle.

By casting the reverse of this spell, the priest does 2d4+4 points of damage. While no saving throw is allowed, a successful attack must be made (the caster must succeed in touching the target).

The material component for this spell is enough of the caster's element to sufficiently cover the recipient's wounds.

Elemental Wall (Alteration, Evocation)

Sphere: Elemental (All)
 Range: 10 yards per level
 Components: V, S, M
 Duration: 1 turn + 1 round per level
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None
 Author: John M. Martz <john_martz@unc.edu>

This spell allows the caster to create a stationary wall composed of material from his elemental plane of worship (templars may cast this spell in any form). As with *minor* and *lesser elemental walls*, *elemental wall* covers a 20-foot-square area per level (the thickness varies depending on the element); this area may be arranged in any manner to form a rectangular wall, as long as neither dimension falls below 5 feet. While this set of spells share common characteristics, such as duration and area of effect, the wall's specific properties differ based on its composition.

Element Properties

- | | |
|-------|--|
| Air | Creates a deafening wall of violently disturbed air that is two feet thick. Treat as a <i>wall of sound</i> (page 78, <i>Complete Bard's Handbook</i>), however the roar of an air wall is so intense that anyone passing through the wall suffers damage as per <i>shout</i> (page 163, <i>Player's Handbook</i>) and suffers a -3 penalty to his saving throw. |
| Water | Creates a vertical wall of ice. Treat as an "ice plane" version of a <i>wall of ice</i> (page 164, <i>Player's Handbook</i>). |
| Fire | Creates a billowing wall of smoke that is 10 feet thick. Similar to <i>incendiary cloud</i> (page 189, <i>Player's Handbook</i>), on the third round it erupts into flame (3d2) and continues to flame for the fourth (3d4) and fifth rounds (3d2). A saving throw versus spell is allowed to halve damage. On subsequent rounds, it is identical to a <i>lesser fire wall</i> , except that the heat remains intense, and those within the wall suffer 1 point of damage each round. |
| Earth | Creates a wall of sand that is 1 foot thick per level of the caster. Treat as a <i>wall of sand</i> (in the <i>Forgotten Realms</i> |

Priest Spells (4th level)

Adventures). Namely, the sand is thick and viscous, reducing movement through the wall to half speed. All creatures relying on normal sight or infravision are blinded while within the wall, and they suffer a -3 penalty to their Armour Class for the round after leaving the wall. Creatures needing to breath suffer 1 point of damage per round spent within the wall. The wall extinguishes open flames, prevents speech within it, and blocks all sight through it.

The material component is a bit of the element (air, water, fire, earth) of which the wall is composed.

Encase (Evocation)

Sphere: Elemental (Earth)
Range: 10 yards per level
Components: V, S, M
Duration: 1 turn + 2 rounds per level
Casting Time: 4
Area of Effect: One creature of size Large or smaller
Saving Throw: Negates
Author: John M. Martz <john_martz@unc.edu>

When cast, this spell completely encases the target in volcanic rock. The casing does not hinder breathing due to its porous nature, and the victim suffers no damage; however, it does block vision and prevent all movement for the duration of the spell, including somatic and verbal spell components.

If the target saves versus spell, he completely avoids the effects of *encase*, as a hollow stone statue roughly his shape appears next to him, collapses in on itself, and disappears. If the target fails his saving throw, he is immediately encased. Each round thereafter, he may attempt to break free. Breaking free requires the entire round and a successful bend bars/lift gates roll.

The volcanic casing will crumble after suffering 15 points of damage plus 1 point per level of the caster. For damage purposes, treat the casing as having an Armour Class of 5. Any attack that damages the casing has a $\frac{3}{4}$ probability of wounding the victim within; divide the damage equally between the casing and the victim. In addition, the victim automatically incurs all damage above the amount required to destroy the casing. For example, Chlucky takes 25 HP. His comrades attempt to free him by chipping him free. Blitz strikes the casing and does 6 points of damage and rolls a 2 on 1d4 — the casing takes 3 points of damage and Chlucky takes 3 points of damage. Taraq does 12 points of damage and rolls a 4 — the casing takes all 12 points of damage. Finally, Morgart does 28 points of damage, rolling a 1 — Chlucky takes 14 points of damage, and the casing takes 14 points; however, since the casing had only 10 HP left (25-3-12), the remaining 4 points damage are applied to Chlucky. Thus, Chlucky's friends inflict a total of 21 points of damage (3+14+4) to him while trying to free him.

A successful *dispel magic* will immediately remove the casing. The material component for this spell is a fist-size piece of volcanic rock.

Etrigan's Cure Serious Wounds with Water (Necromancy)

Sphere: Elemental (Water), Healing
Range: 0
Components: V, S
Duration: Permanent
Casting Time: 7
Area of Effect: Creature touched
Saving Throw: None
Author: Angelos Bartzis <mc87034@central.ntua.gr>

This spell cures 2d8+1 HP. The recipient must drink 1 gallon of water blessed by the priest. Then he is cured, but his water requirements for the day are quadrupled (cumulative). Thus, a human cured three times in a single day would require 12 gallons of

water. Failure to meet the water requirement is treated according to standard dehydration rules.

Eye of Set (Necromancy)

Sphere: Necromantic
Range: 20 yards per level
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: One creature
Saving Throw: Negates
Author: Thomas Huijjer <v912451@morrien.si.hhs.nl>

The target of this spell comes under the eye of Set and will become sick and slowly waste away. The target loses 1 point of Strength and Constitution per day and 1 HP per day. This cannot be healed. It stops when a *remove curse* is cast, which has 10% chance of curing per level of the caster while a *heal* always cures. After the *remove curse* or *heal*, lost hit points can be healed normally and lost Strength and Constitution points recover at a rate of one per day. The material component for this spell is an eye of a creature killed no longer than one hour before the spell is cast.

Falsehood (Enchantment/Charm)

Reversible

Sphere: Charm
Range: 5 feet
Components: V, S, M
Duration: 1 day per level
Casting Time: 2 rounds
Area of Effect: One creature
Saving Throw: Negates
Author: Tim Rightnour <garbled@indirect.com>

This spell will cause the recipient to think he is much stronger than he actually is. The recipient will fully believe this to be true, and no words to the contrary will change this. The creature will act accordingly, such as a goblin runt, who will bravely rush in to kill a dragon singlehandedly. The reverse of this spell, *weakthoughts*, will cause a powerful creature to think he is weak and small, and to act irrationally. Such as a storm giant fearing a newt.

Only a *remove curse*, cast by a higher level caster can cure this curse before its duration is up. A *limited wish*, or *wish* will also cure its effects. The material component for this spell is a bull's eye for *falsehood*, and a mouse's tail for the reverse.

Fearlessness (Abjuration)

Sphere: War
Range: 0
Components: V, S, M
Duration: 2 turns per level
Casting Time: 1 turn
Area of Effect: All followers in a 60-yard radius sphere
Saving Throw: None
Author: Paul D. Walker <pdwalker@hk.super.net>

When this spell is cast, it fills the followers of the priest's god with bravery. For the duration of the spell, all of the followers will be immune to any form of fear. There is one material component required. The spell requires the ritual slaying of a brave animal, such as a lion. The priest then drinks the blood of the animal and then blesses the followers, thus transferring the trait of bravery to them. That material component causes some druids to be upset, so there might sometimes be some frictions between the religions that use this spell and the local sect of druids.

Priest Spells (4th level)

Fertility (Alteration, Necromancy)

Reversible

Sphere: Creation, Necromantic
 Range: 10 yards per level
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn + 1 turn per target
 Area of Effect: Special
 Saving Throw: Negates
 Author: John M. Martz <john_martz@unc.edu>

This spell enables the caster to increase the fertility of the target. The target may be either male or female. The fertility of a character may be calculated as follows (as per *The Carnal Knowledge Guide*). A target's normal fertility equals the base chance plus constitution modifier, determined from the table below. If both participants are "fertile" at time of copulation, pregnancy results.

Race	Base Chance	Constitution	Modifier
Dwarf	22%	01-03	-6%
Elf	13%	04-06	-4%
Gnome	20%	07-09	-2%
Half-Elf	54%	10-12	+2%
Halfling	50%	13-15	+4%
Human	77%	16-18	+6%

Successful casting of this spell increases a character's fertility by 5d6%. In addition, there is a probability, equal to the level of the caster (1% per level), that successful conception will result in multiple births (roll 1d20: 1-17 twins, 18-19 triplets, 20 quadruplets). Multiple castings of this spell on the same individual (while the first is still in effect) automatically fail, as does casting on a pregnant person. This effect lasts through the target's next copulation; thereafter, the target's fertility returns to normal. *Fertility* can also be countered magically by spells such as *dispel magic*, *infertility*, or *wish*.

The reverse of this spell, *infertility*, destroys the target's ovaries or testes, and automatically results in a failed attempt at conception (assuming that the target did not save versus spells). The target remains infertile until a successful *dispel magic* is cast upon him or her, followed immediately by a *regenerate* (the former dispels the magic, the latter repairs the physical damage).

Note: *fertility* cannot counter the effects of *infertility*, but if the target is already under the effect of the former, he or she receives a +1 bonus to save.

This spell and its reverse may also be cast upon animals (eg., on horses). The DM should adjudicate the animal's initial fertility based on type, breed, and quality of animal.

The spell can affect up to one creature for every 3 levels of the caster, unless the priest worships a god of fertility, creation, death, or destruction, in which case the priest can affect one creature per level. Priests who worship fertility or creation gods cannot cast *infertility*. Priests who worship gods of death or destruction cannot cast *fertility*.

The material components for *fertility* are the caster's holy symbol and a seed from any plant (the seed is not damaged). The caster's holy symbol and the ashes from a handful of seeds are required for the reverse (the ashes disappear during the casting).

Fish Command (Charm)

Sphere: Animal, Charm
 Range: 90-yard radius
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 2 rounds
 Area of Effect: One fish
 Saving Throw: None
 Author: Charles Anthony Leone <clg2+@andrew.cmu.edu>

This spell allows the priest to command any fish within range as long as the fish can hear him and he does not exploit it. Only normal fishes can be affected, including variants in size. Thus catfish, sharks, etc. can be commanded but dolphins (mammals) or mermaids cannot.

The command must be given in a short sentence of at most 25 words. The fish will automatically understand the language the priest is speaking. Since familiars are not considered to be normal animals, they cannot be commanded by this spell. The material component of this spell is a fish's fin.

Flameform (Alteration, Evocation, Illusion)

Sphere: Elemental (Fire)
 Range: 0
 Components: S, M
 Duration: 5 rounds + 1 round per level
 Casting Time: 2
 Area of Effect: The caster
 Saving Throw: None
 Author: Dennis Kefallinos <denison@theseas.ntua.gr>

The spell is a combination of *wraithform* and *wall of fire*. It changes the caster into a moving magical flame. It may be dispelled. In *flameform*, the caster can pass through cracks. He cannot be hit by material weapons (except those of +1 enchantment or more) and he is not affected by magical or normal fire and vapours. Magical cold causes double damage though. Creatures within 10 feet of a flameformed priest take 2d4 points of damage, while creatures touched or passed through take 2d6 + 1 per level of the caster. Undead or creatures especially vulnerable to fire take double damage. No other physical attacks are possible when in *flameform*, except against creatures that exist in the ethereal plane, where all attacks (both ways) are normal. Spells cannot be cast. Granted powers such as turn undead and gate fire *do* function. The material components of this spell are a bit of gauze and the caster's holy symbol.

Glyph of Shielding (Abjuration, Evocation)

Sphere: Protection
 Range: 0
 Components: V, S, M
 Duration: 6 hours per level or until discharged
 Casting Time: Special
 Area of Effect: The caster
 Saving Throw: Special
 Author: Joe Colleran <jnc4p@uva.pcmail.virginia.edu>

This spell is similar to the 3rd-level priest spell *glyph of warding*. Unlike the *glyph of warding*, the *glyph of shielding* is actually cast on the priest himself. If, in combat, the priest is successfully hit by an attack roll, the *glyph of shielding* is set off and affects the attacker. This occurs even if the priest took no damage (i.e. was protected by a *stoneskin* or similar magic). The priest is not affected by the *glyph of shielding*. See the 3rd-level priest spell *glyph of warding* for restrictions and typical glyphs. Any priest spell or its reverse may be used as a *glyph of shielding*, provided the priest is high enough level to cast it. The material components of the spell are determined by the type of glyph (if any are necessary).

Spells which normally require only a successful to-hit roll and allow no saving throw (*destruction*, *cause serious wounds*, *harm*, etc.) are given a special saving throw. The attacker must save versus spell with a negative penalty equal to the priest's level divided by 3 (i.e.: -1 per 3 levels). Success equals half damage or negation depending on the type of glyph. A special case is the *destruction* glyph, where a successful saving throw stuns the target for one round. The damage from the attack against the priest and the damage from the *glyph of shielding* are simultaneous.

The material component for this spell is a golden statue of at least 400 gp value, portraying the caster.

Priest Spells (4th level)

Godly Protection (Conjuration/Summoning)

Reversible

Sphere: Protection
 Range: 60 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: One 50-foot cube
 Saving Throw: None
 Author: The drow priestess Tas'Vinct Sharessaban
 <knudsenm@wpsmtp.ohsu.edu>

Upon casting this spell, the caster raises the moral of friendly creatures and any saving throws they make against fear effects by +5. Furthermore, it favourably modifies all of their other 1d20 rolls by 4. This spell however, may only be cast upon creatures not engaging in any other activity during that round. Once a creature has come under the effects of this spell, it may leave the 50-foot cube and still retain its effects until the duration expires.

The reverse of this spell, *godly damnation*, forces all creatures within the area of effect to save versus death magic or suffer a negative modifier of 4 to all future 1d20 rolls for the duration of the spell. The material component for both versions of this spell is the priest's holy symbol.

Hallucinatory Plain (Illusion/Phantasm)

Reversible

Sphere: Charm
 Range: 80 yards
 Components: V, S, M
 Duration: Permanent
 Casting Time: 6
 Area of Effect: 40-yard long square per level
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

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

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

Heal Elemental (Alteration)

Reversible

Sphere: Elemental (All), Paraelemental (All)
 Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 1 round minimum
 Area of Effect: Elemental creature touched
 Saving Throw: None
 Author: John M. Martz <john_martz@unc.edu>

Do to their unique physical nature, creatures from the elemental planes (air, water, earth, and fire) and the paraelemental planes (rain, silt, magma, and sun) cannot be cured by normal means while on the prime material plane. That is to say, spells from the necromancy school, such as *cure light wounds*, *heal*, and *regenerate*, produce no effect. In order to repair damage to such a creature, the priest must act as a conduit for healing powers specific to the creature's home plane; *heal elemental* allows the caster to serve as this conduit. Thus, the priest may only heal creatures from his plane of worship. Neither Dark Sun druids nor templars are able to cast this spell, since they do not have a direct link to the elemental planes (a druid's powers are granted via the spirit of his guarded land, and a templar's spells are granted by his sorcerer-king).

Upon the initiation of this spell, the caster must establish physical contact with the elemental creature (he cannot be wearing gloves) and maintain this contact for at least 1 round. For each round that he

maintains contact, he heals 1 HP per his level. For example, Baltasar, a 9th-level priest of air, summons a lesser air elemental and sends it into battle. Although the first wave of opponents are defeated, the elemental has taken damage. Since the enemy's reinforcements are several rounds behind, he casts *heal elemental* and may restore 9 HP to the elemental per round until battle is resumed or until all hit points are restored (it cannot have more hit points than it did when initially conjured).

While it is possible to cast the reverse of this spell, *harm elemental*, the caster must still touch the target and maintain contact for at least 1 round. Needless to say, the elemental will experience this treatment as an attack and attempt to fight back; however, if the priest can keep his hold, the elemental suffers 1 HP per level each round. Use the wrestling rules in the *Player's Handbook* to determine what type of hold the caster achieves and if he can maintain it after the initial round; in addition, wrestling moves normally inflict no damage on such creatures (do to their immunity to non-magical attack forms) above the damage from this spell. Since the priest can only affect creatures from his plane of worship, he must be very careful with the use of this spell lest his powers be revoked.

Note that this spell does not convey resistance to the elemental's element; thus, using this spell on a creature from the elemental plane of fire or the paraelemental plane of magma — in the absence of some protective magic — is a hazardous proposition.

Holy Orb (Invocation)

Sphere: Combat
 Range: 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: One 15-foot radius sphere
 Saving Throw: Special
 Author: Todd O. Howard <toh@clark.net>

The *orb* is a spell normally granted to a priest who expects to encounter enemies whose alignment (with respect to good or evil) opposes his own. When cast, the spell streaks from the caster's hand to the desired point of effect, where a sphere forms. The sphere drains the essence of life from the targets in the area of effect. Unintelligent undead are immune to this effect (as they are animated, not "unliving").

The sphere does damage based on the alignment of the caster with respect to the targets. If the alignment is opposed to the caster (good versus evil) the damage is 6d6 HP plus 2 points per caster level, and saving throws are made at -2. If the alignment is only one removed from the caster (good versus neutral or evil versus neutral) the damage is 6d6, with saving throws made normally. If the alignment is the same as the caster's the damage is 6d6 HP minus 2 points per caster level, with the saving throw being made at +2. Note that more experienced casters may thus cast this spell into a melee without harming friendly forces. The material component for this spell is a small glass sphere of the appropriate colour: clear (*holy orb* — good caster), dusty grey (*orb of balance* — neutral caster), or black (*unholy orb* — evil caster).

Impregnate (Alteration, Necromancy)

Sphere: Creation, Necromantic
 Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5 turns
 Area of Effect: Creature touched
 Saving Throw: None
 Author: The drow priestess Tas'Vinct Sharessaban
 <knudsenm@wpsmtp.ohsu.edu>

This spell impregnates a female creature with a healthy, normal foetus. The caster may choose the foetus's sex. The incubation period for the foetus is half of what the normal time would be, but the

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recipient of the spell will be in considerable pain for the first week and last month of this period (i.e., there is a -2 to all rolls). The material component for this spells is a 15-inch smooth obsidian rod.

Lathander's Mourning Glow (Alteration)

Sphere: Elemental (Fire), Sun
 Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: 10-foot radius per level
 Saving Throw: Negates
 Author: Lathander

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

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

Lightning Strike [1] (Invocation)

Sphere: Combat, Elemental (Air), Weather
 Range: 60 yards
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 7
 Area of Effect: One creature
 Saving Throw: ½
 Author: Ken Arromdee <arromdee@blaze.cs.jhu.edu>

Lightning strike causes a bolt of lightning to streak down out of the sky and hit the target, for 6d8 points of damage, save for half. The target must either be exposed to open sky, or be separated from it by a barrier that lightning strikes can blast through: an inch of wood or half an inch of stone per level of the priest, up to a maximum of a foot of wood or half a foot of stone. The material component for this spell is a miniature platinum bolt of lightning, which must be thrown at the target (no to-hit roll required).

Mass Protection (Abjuration)

Sphere: Protection
 Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 2
 Area of Effect: 5 creatures touched per level
 Saving Throw: None
 Author: The drow priestess Tas'Vinct Sharessaban <knudsenm@wpsmtp.ohsu.edu>

All creatures affected by this spell are bestowed with the equivalent of a *ring of protection*, +1 (+1 on Armour Class and saving throws). There is not cumulative with bonuses given by *rings* or *cloaks of protection*. Each creature may be touched only once, i.e., the protection cannot be stacked. The material component is a miniature silver shield.

Meandering Path (Alteration, Illusion)

Sphere: Plant
 Range: 1 mile + ½ mile per level
 Components: V, S, M
 Duration: 1 day per level
 Casting Time: Special
 Area of Effect: 10 feet at both sides of path travelled
 Saving Throw: Special
 Author: Teh S. Cheng <tsc0265@rigel.tamu.edu>

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

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

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

Moonlight (Alteration)

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

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

Neutralise Gas (Alteration)

Reversible

Sphere: Elemental (Air), Protection
 Range: 60 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 6
 Area of Effect: 1-foot per level radius sphere or one creature
 Saving Throw: Special
 Author: Scott Neilly

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

If the spell is cast upon an object or creature, the sphere will move with the target. A target creature would get a saving throw versus spell to avoid this effect if it is unwilling. If the target saves, the globe will centre in the nearby area. Use the thrown missiles table in the *Player's Handbook* to determine where the spell actually centres. This may mean that the target is still in the area of effect until it moves.

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

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

Offensive Summoning (Conjuration/Summoning)

Sphere: Summoning, Vengeance

Range: 40 yards

Components: V, S

Duration: Instantaneous

Casting Time: 4

Area of Effect: One creature

Saving Throw: Special

Author: Dan Alexander Thompson <dant@cs.utexas.edu>

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

If the target has more Hit Dice or levels than the casting priest, he is given a saving throw versus spell. If the saving throw is made, the priest and anyone touching the priest is transported to the location of the target.

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

Pacify (Enchantment/Charm)

Sphere: Charm

Range: 120 yards

Components: V, S

Duration: Special

Casting Time: 4

Area of Effect: All creatures in a 30-yard radius sphere

Saving Throw: None

Author: Unknown

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

Persecution (Enchantment/Charm)

Sphere: Charm

Range: 0

Components: V, S, M

Duration: 1 day per level

Casting Time: 3

Area of Effect: Creature touched

Saving Throw: Negates

Author: Tim Rightnour <garbled@indirect.com>

This spell leads a person to believe that he is being persecuted by his friends and allies. He will feel that they are torturing him, and holding him against his will. If he has been affected by the spell for over 12 days, he will become violent and enraged, and attempt to kill his friends, and others whom he believes to be persecuting him. Any attempt by his friends to reason with him, will incite this rage prematurely. Should he succeed in killing all those that he believes are persecuting him, the spell will instantly end, with him having full realization of what he has done. Roll on the following table:

D100 Roll	Effect
01-10	He commits suicide
11-55	He goes insane permanently
56-90	He becomes mindless and wanders aimlessly forever
91-00	He becomes catatonic for 8 days and forgets everything that has ever happened to him.

The material component for this spell is a cloak.

Possess Animal (Enchantment/Charm)

Sphere: Animal, Charm

Range: 100 yards + 10 yards per level

Components: V, S

Duration: 3 turns + 1 turn per level

Casting Time: 3 rounds

Area of Effect: One natural creature

Saving Throw: Negates

Author: Teh S. Cheng <tsc0265@rigel.tamu.edu>

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

Protection (Abjuration)

Sphere: Protection

Range: 0

Components: V, S, M

Duration: 2 rounds per level

Casting Time: 2 per creature touched

Area of Effect: One creature touched per level

Saving Throw: None

Author: Unknown

All creatures affected by this spell are bestowed with the equivalent of a *ring of protection*, +1 (see the *Dungeon Master's Guide* for more information). This is not cumulative with bonuses given by *rings* or *cloaks of protection*. Each creature may be touched only once, i.e., the protection is not cumulative. The material component for this spell is a miniature golden shield, worth at least 50 gp.

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Protection from Acid [1] (Abjuration)

Sphere: Protection
 Range: 10 feet per level
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 4
 Area of Effect: One person
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the 4th-level *protection from water* [2] (q.v.). It is completely alike, save that it offers protection from phenomena that are connected to acid, instead of water. Acid is obviously enough a serious problem. Why no priest ever before developed a spell against it is a mystery to me.

Protection from Air (Abjuration)

Sphere: Elemental (Air), Protection
 Range: 10 feet per level
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 4
 Area of Effect: One person
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the 4th-level *protection from water* [2] (q.v.). It is completely alike, save that it offers protection from phenomena that are connected to air, instead of water. Linked to air are all those lovely *gusts of wind*, *wind breath*, *control wind*, *air blast*, and *elemental blast spells* plus the lovely effects of being hurled about by air elementals.

Protection from Dust (Abjuration)

Sphere: Elemental (Air, Earth), Protection
 Range: 10 feet per level
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 4
 Area of Effect: One person
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the 4th-level *protection from water* [2] (q.v.). It is completely alike, save that it offers protection from phenomena that are connected to dust, instead of water. The definition of dust is very easy: think of a lovely big sandy desert and then think of wind and presto: you got it (come to think of it, it is normally used only in deserts and on the plane of dust).

Protection from Elementals, 10-foot Radius (Abjuration)

Sphere: Elemental (All), Protection
 Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 4 rounds
 Area of Effect: 10-foot radius sphere around creature touched
 Saving Throw: None
 Author: Charles Anthony Leone <clg2+@andrew.cmu.edu>

This spell is equal to the 4th-level priest spell *protection from evil*, *10-foot radius*, except as noted above, and that it protects only from elementals. The material component for this spell is some substance of elementary sort (eg., a handful of sand, some water, or even just blowing into the air). For every element supplied while casting, the appropriate elementals will be scared away.

Protection from Gas (Abjuration)

Sphere: Elemental (Air), Protection
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 7
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

This spell is in all respects similar to *protection from lightning* (q.v.), except that it protects the creature touched against attacks using gas. However, the duration of the spell is limited to 1 round per 3 levels of the priest casting the spell if *protection from gas* is used to counter the effects of a *cloudkill*.

Protection from Ice (Abjuration)

Sphere: Elemental (Water), Paraelemental (Ice), Protection
 Range: 10 feet per level
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 4
 Area of Effect: One person
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the 4th-level *protection from water* [2] (q.v.). It is completely alike, save that it offers protection from phenomena that are connected to ice, instead of water. Ice includes such nasty things such as *ice storm*, walking on harsh and refrozen snow, sliding down very sharp icicles, etc.

Protection from Intoxication (Abjuration)

Sphere: Elemental (Water), Protection
 Range: 0
 Components: V, S, M
 Duration: 12 hours
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell will make the caster immune to the negative effects of alcohol. While protected, alcoholic drinks will not intoxicate the priest in the slightest way, and no side effects of alcohol will be incurred from drinking. Note that this is really unfair to use in a drinking contest! Poisons or other substances in the drink will still affect the priest normally, however. Taste is not affected.

The material components consumed at casting time are 6 chicken eggs. The other material component is a pink flamingo feather.

Protection from Vacuum (Abjuration)

Sphere: Elemental (Air), Protection
 Range: 10 feet per level
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 4
 Area of Effect: One person
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the 4th-level *protection from water* [2] (q.v.). It is completely alike, save that it offers protection from phenomena that are connected to vacuum, instead of water. This spell is for those space travellers that somehow seem to find themselves floating around in wildspace a little too often or those that seem to land in those ugly vacuum rooms which have absolutely air-tight doors and

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then increase their size magically to very big (still having the same amount of air in a room which is now 1000 feet per side which was previously 10 feet per side causes quite a decompression) and for those guys that find themselves rushing up from 3000 feet depth in the ocean to the surface of the ocean — normally any creature which does this goes *pop*.

Protection from Water [2] (Abjuration)

Sphere: Elemental (Water), Protection
 Range: 10 feet per level
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 4
 Area of Effect: One person
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the 3rd-level *protection from fire* and the 4th-level *protection from electricity*. The effect of this spell depends on the target of the spell. If the spell is targeted on the caster, it protects the caster from 12 HP per level of damage after the saving throws are rolled. If the spell is cast on another person, the spell causes a reduction of the damage to one fourth and grants an additional +4 to the appropriate saving throws. Elementals of the appropriate type may inflict other damage but their damage is still reduced by 2 points per die of damage. In this case, the damage will not be further reduced by this spell. This spell is cumulative with any *endure*, *resist*, or *protection* spells. The material component is the holy symbol of the priest.

Protection from water is for those that don't fancy to be pounded by huge waves on the ocean, those that don't like to get wet in the rain (or in the sea), those that don't like to be flooded by a *transmute dust to water*, which is normally quite a killer spell (one cubic yard of water normally weighs nearly one ton), etc.

Protection on Surface (Abjuration)

Sphere: Elemental (Air, Water), Protection
 Range: 0
 Components: V, S, M
 Duration: 1 day per level
 Casting Time: 1 round
 Area of Effect: Person touched
 Saving Throw: None
 Author: Steve Bartell <stevebar@wordperfect.com>

This spell protects races like locathah, merfolk, etc. from the adverse effects of being on the surface. This spell will prevent taking damage from drying out and will allow the recipient to survive just like a normal human. The spell will also enable air breathing for its duration (if needed). The recipient of *protection on surface* can only receive its benefits once and then need to wait the length of the spell's duration before they can have it cast upon them again (an example: a locathah has *protection on surface* cast on it by an 8th-level priest, allowing the duration to be eight days; when the spell's effects wear off in eight days, the locathah will have to wait another eight days before it can have this spell cast upon it again).

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

Rednog's Plant Transfer (Alteration)

Sphere: Plant
 Range: 10 feet
 Components: V, S, M
 Duration: 5 rounds per level
 Casting Time: 4
 Area of Effect: One person per 5 levels
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell causes one person per five levels of the priest to gain the powers of a single plant the priest has a small part of. Thus, a character could get the effects of oak bark (increase his Armour Class by 4 points, gain a +2 on all saving throws except versus fire), or underwater algae (thus conferring upon the character the ability to breath water), etc. This effect has to be adjudicated by the DM. Some plants are, for example, extremely poisonous. Thus, characters could become highly deadly to creatures that tried to bite or even eat them. The transfer is almost always coupled with a negative side effect (like green skin, an incredible stink, or something like that). This side effect is never something positive unless the characters can find a way to make green skin be a positive asset. If the victim is unwilling, it receives a saving throw versus spell against the spell; if it succeeds they repel the complete effect — not only the negative side effect. The character can act normally unless he uses his special ability to attack — this attack takes up all other actions of that round as it can be assumed that the character is not familiar with the ability. The spell cannot be used to give the same characters more than one ability from a plant at once — not even if the spell is cast again during the duration of the first spell.

The material components are the holy symbol of the priest and a part of the plant that is to transfer one of its features to the characters.

Remove Scars (Necromancy)

Reversible

Sphere: Healing
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 turn
 Area of Effect: Person touched
 Saving Throw: Special
 Author: Unknown

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

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

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

Priest Spells (4th level)

Reptile Command (Enchantment/Charm)

Sphere: Animal, Charm
 Range: 90-yard radius
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 2 rounds
 Area of Effect: One reptile
 Saving Throw: None
 Author: Charles Anthony Leone <clg2+@andrew.cmu.edu>

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

Revive Plant (Necromancy)

Sphere: Plant
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: Ken Arrondee <arromdee@blaze.cs.jhu.edu>

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

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

Rune Stone (Alteration)

Sphere: Combat
 Range: Special
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 5 turns
 Area of Effect: 3 stones per level
 Saving Throw: ½
 Author: Tim Rightnour <garbled@indirect.com>

The priest must first carve his holy symbol into each stone he wishes to enchant. This takes 1 turn per stone, and requires a Dexterity check. The stones must be semi-precious in nature at least, or worth 5 gp or more. The spell is then cast upon the stones whereupon each one becomes a grenade doing 6d4 points of damage to all within 5 feet when thrown. The stones can be put in slings, or simply thrown. Anyone can throw these stones.

Sanctum Sigil (Abjuration, Invocation)

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

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

Sand Storm (Evocation)

Sphere: Elemental (Earth)
 Range: 10 yards per level
 Components: V, S, M
 Duration: Special
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None
 Author: David Gehring <gehring@cs.uwp.edu>

This spell can have one of two effects. First, it can be used as a pounding shower of sand, which rains down for one round in a 60 foot diameter circle inflicting 1d12 HP of buffeting damage plus 1d12 HP of choking damage to all creatures within the area of effect. Certain creatures would be immune to such effects, it is up to the DM's discretion (i.e. golems) Also, undead do not need to breathe. The second use of the spell can be used as a blinding rain of sand in a 60 foot diameter circle which lasts for one round per level of the caster slowing movement to 50% and reducing visibility to zero within the area of effect. The sheet can also extinguish open flames such as torches, candles, camp fires, etc...

The material component for the spell is a handful of fine sand.

Sex Change (Alteration, Invocation)

Sphere: Chaos, Charm, Necromantic
 Range: 2 yards per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 7
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Ken Arrondee <arromdee@blaze.cs.jhu.edu>

Except as noted above, this spell is identical to the 5th-level wizard spell of the same name from the *Great Net Spellbook* (q.v.).

Shocklet (Conjuration/Summoning)

Sphere: Elemental (Air), Summoning
 Range: 50 yards
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 8
 Area of Effect: Special
 Saving Throw: None
 Author: Tim Rightnour <garbled@indirect.com>

Priest Spells (4th level)

This spell summons a 4 HD lightning elemental. The elemental has a movement of 12, and can attack once per round for 3d4 points of electrical damage. The elemental can cast one 4d6 lightning bolt per turn. If the elemental moves more than 50 yards from the caster at any time, it will be destroyed. Any native to the elemental planes of air or lightning can dissipate it with a touch. The material component of this spell is a small silver pendant, shaped like a bolt of lightning.

Slippery like Water (Alteration)

Sphere: Elemental (Water)
Range: 0
Components: V, S
Duration: 1 round per level
Casting Time: 8
Area of Effect: Creature touched
Saving Throw: None
Author: Angelos Bartzis <mc87034@central.ntua.gr>

The recipient of the spell and a maximum of 25 pounds of his equipment turn into a liquid form, which is still recognizable. The recipient becomes very slippery (no wrestling, overbearing, or other such attacks allowed), he gains an effective AC 0 (not cumulative with anything else) and a 24 MV. He is unable to support anything solid (weapons, equipment, items fall to the ground) and no spellcasting is allowed. If the recipient enters any other large liquid in this form he is almost indistinguishable (spotted only by a successful Wisdom check), but he still must breathe normally.

Upon returning to his original form, he must pass a system shock or fall into a coma for 1d4 turns.

Another spell researched by my water priest, Etrigan of Vanadi (a Tyrian).

Slow Death (Necromancy)

Sphere: Necromantic
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 8
Area of Effect: Creature touched
Saving Throw: Negates
Author: Tim Rightnour <garbled@indirect.com>

This will cause a creature to slowly wither away and die over a period of 13 days. After this he cannot be brought back to life short of a *wish*, or divine intervention. If the spell is detected and identified by a priest of at least ninth level, it can be removed. This can only be done before the eighth day, and can only be accomplished by a priest of fifteenth level, casting a *remove curse*.

Song of Courage (Enchantment/Charm)

Sphere: War
Range: 0
Components: V, S
Duration: 1 round per level
Casting Time: 2
Area of Effect: 100-foot radius
Saving Throw: None
Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

Spiritual Flail (Invocation)

Sphere: Combat
Range: 50 yards
Components: V, S, M
Duration: 4 rounds + 1 round per level
Casting Time: 7
Area of Effect: Special
Saving Throw: None
Author: Joe Colleran <jnc4p@uva.pcmail.virginia.edu>

This spell is similar to the 2nd-level *spiritual hammer* and the 3rd-level *spiritual staff*. The caster creates a shimmering field of force, shaped vaguely like a flail. The field does damage equal to a footman's flail (2-7 S or M, 2-8 L). Further, it gains magical to-hit and damage bonuses in exactly the same manner as *spiritual hammer* and *spiritual staff* (i.e. +1 per 3 levels).

The *spiritual flail* strikes as a fighter of equal level to the priest casting the spell, with weapons specialization in footman's flail. Thus, the flail is +1 to-hit and +2 to damage due to specialization, and attacks per round are as follows: levels 1-6: 3/2, levels 7-12: 2/1, level 13+: 5/2.

The material component of the spell is a normal footman's flail anointed with either a dose of a *potion of superheroism* or the blood of a 7th-level fighter, which disappears when the spell is cast. For further information, see the 2nd-level *spiritual hammer*, and the 3rd-level *spiritual staff*.

Spiritual Triangle (Abjuration, Necromancy)

Sphere: Wards
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None
Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

By means of this spell the priest may inscribe a *spiritual triangle* (a triangle inscribed in a circle). There is room for only one creature within the triangle. While within this triangle, one cannot be magically influenced or controlled by any sort of charm, suggestion, or hypnosis, nor can one be psychically or spiritually assaulted. However, the beneficiary of the spell will likewise be unable to cast such spells from within the triangle. An Intelligence check must be made to determine if the inscriptions were made correctly. The material component for this spell is some incense, worth at least 400 gp.

Stone Shatter (Alteration)

Sphere: Elemental (Earth)
Range: 120 yards
Components: V, S, M
Duration: 1 round per level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: Special
Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

This spell can be used to crush large pieces of rock into smaller parts that can then be removed easily. It is used to shatter rocks in order to make room for a new road or passage or simply to get more manageable pieces out of a large, immobile rock.

The spell affects ten cubic feet of rock per round. Magical constructs, such as a wizard's wall of stone, receive a saving throw versus crushing blow to negate the effects. The material component is a shovel or any other excavating instrument. This spell was designed for the Dark Sun campaign world.

Stone Wall (Alteration)

Sphere: Elemental (Earth)
 Range: 5 yards per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 7
 Area of Effect: Special
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

Using this spell, the caster can create a wall made of stone. The wall must stand on a solid surface and can meld into adjacent stone objects.

The spell creates a wall of stone that is half an inch thick, ten feet wide and two feet high per level of the caster. Thus, a 10th-level priest can make a stone wall 5 inches thick, 50 feet wide and 20 feet high. One turn after the casting the magic of the spell fades and the wall of stone becomes a permanent object (that is not subject to dispel magic); this is the reason the spell belongs to the Alteration and not to the Invocation school.

The stone wall is primarily a defensive spell, used to stop pursuers or seal an underground passage. Another use of the spell is to make constructs of stone. The material component of the spell is rock of any type of a roughly equal amount: the spell does not create new material but rather reshapes the material already present. This spell was designed for the Dark Sun campaign world.

Strengthen Bone (Alteration, Necromancy)

Sphere: Necromantic
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 3 rounds
 Area of Effect: Object touched in a 3-foot + 1-foot per level long cube
 Saving Throw: None
 Author: Bill Hincks <whin3560@uriacc.uri.edu>

This spell allows a bone construct to be strengthened and made denser. The strength of the bone is doubled by the casting of this spell. The spell takes one round to cast, and 2 rounds of chanting while the material component is absorbed into the target of the spell. The material component is a piece of bone that is a near perfect match to the object of the spell. The component is then placed against the object and absorbed into it. The new object will be twice as dense and twice as strong, with regards to weapons, they receive no penalties to-hit and damage, and they will not break on a maximum damage strike. There is a 2% chance per level of the caster that the strengthened bone will act as steel.

Strengthen Elemental (Alteration, Conjuraction/Summoning)
Reversible

Sphere: Elemental (All), Paraelemental (All), Summoning
 Range: 10 yards per level
 Components: V, S, M
 Duration: Special
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: Special
 Author: John M. Martz <john_martz@unc.edu>

This spell strengthens any and all elementals and paraelementals conjured by the caster; it affects lesser, standard, and greater elementals. This spell may be cast in one of two ways; its reverse may be cast in only one way. Only one type of elemental (earth, for example) or paraelemental (silt, for example) may be affected per casting of this spell.

If cast immediately before conjuring elementals, all 1s rolled in calculating their hit points are rerolled until another number results.

For example, the priest casts *strengthen elemental* and follows it with *conjure lesser elemental*. After determining that two 4 HD elementals will appear, the DM rolls 6, 5, 2, and 2; then 7, 4, 1, and 3. He rolls again and obtains a 5. The resulting elementals have 15 and 19 HP (6+5+2+2 and 7+4+5+3), respectively. In addition the elementals attack with a +1 to-hit and damage until their service is fulfilled (they are destroyed, dismissed, or the conjure spell expires). The priest must begin the conjuring spell the round immediately after casting this spell. Should he fail to initiate the conjuring during the following round, or should he fail to complete the conjuring (because he takes damage, for example) this spell is wasted.

The second method of casting is to cast this spell on elementals that have already been conjured. If cast in this manner, *strengthen elemental* only confers a +1 to-hit and damage on the target elemental. For this version of the spell, the caster may choose up to 1 elemental per 3 experience levels; all elementals must be of the same type and be within 20 yards of each other. This version of the spell lasts for 1 turn + 1 round per level and has no effect on elementals currently under the effects of the first version of this spell.

The reverse, *weaken elemental*, imposes a -1 to-hit and damage on target elementals. As above, the caster may choose up to 1 elemental per 3 experience levels; all elementals must be of the same type and be within 20 yards of each other. This version of the spell lasts for 1 turn + 1 round per level. Elementals are permitted a saving throw to avoid these weakening effects.

The material component for this spell is a small bit of the elemental's element (for example, the caster's breath when strengthening air elementals). The material component for the reverse is a small bit of the element opposed to the target elemental's native plane (water for a fire elemental, rain for a magma paraelemental, etc.).

Summon Shadow (Necromancy, Summoning)

Sphere: Necromantic, Summoning
 Range: 30 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 7
 Area of Effect: One 20-foot cube
 Saving Throw: Special
 Author: Robert A. Howard <ssa94isa06@rcnvmc.rcn.mass.edu>

This spell is very different than the existing wizard spell *summon shadow*. The spell summons one shadow for every four levels of the priest. In addition, in lieu of summoning 3 shadows, a 12th-level priest can summon one ether shadow (see below). The shadows are under the control of the caster, though an ether shadow gains a saving throw versus death magic and, if successful, overcomes the priest's control and becomes free-willed. The material component of this spell is a black opal of 100 or more gold pieces value.

Duplicated from *Dungeon Magazine* #35, page 56:

Ether Shadow

Climate/Terrain: Any ruins or subterranean chambers
 Frequency: Very rare
 Organization: Solitary
 Activity cycle: Night or darkness
 Diet: Living beings
 Intelligence: Highly
 Treasure: F
 Alignment: Chaotic Evil
 No. Appearing: 1
 Armour Class: 5
 Movement: Fly 12 (A)
 Hit Dice: 8+8
 THAC0: 11
 No. of Attacks: 1
 Damage/Attack: 1d6+1 + special
 Special Attacks: Strength Drain
 Special Defenses: +1 or better weapons to hit, spell immunities

Priest Spells (4th level)

Magic Resistance: Nil
 Size: M (6 feet tall)
 Moral: Special
 Exp. Value: 3,000

Ether shadows, also known as greater shadows, are the progenitors of the more common shadows of monster fame. Like shadows, their chilling touch drains Strength at the increased rate of two points per hit. Lost Strength returns after 3d6 turns. A human or demihuman drained to zero Strength or hit points by an ether shadow becomes a shadow of the type described in the *Monstrous Manual* and *Monstrous Compendium*.

Ether Shadows may travel freely through the ethereal plane to manifest themselves as apparitions on any bordering plane. They have no power to materialize on those planes, so can neither physically affect nor be affected by anything on them. The only thing they can do is insinuate themselves into and control the dreams of any sleeper they discover — a power that lends credence to the notion that dreams are an other-planar experience. While an ether shadow may cause no actual harm to a dreamer, it can use this power to communicate freely, or more likely to plague the dreamer with nightmares of the worst calibre.

In order to combat an ether shadow, it's necessary to follow it to the ethereal plane or to the plane on which it was originally created. On either plane, it is always partially materialized and may be affected by magical weapons and by all but a few spells (ether shadows are immune to sleep, charm, and hold spells, and all cold-based attacks).

An ether shadow can change its body at will into any shape it desires, though that shape will always be made of the same shadow-stuff. It can also vary the exact shade of its substance and so may appear as the three-dimensional creature it is rather than a patch of darkness like ordinary shadows. Regardless, the ether shadow is always black or some shade of grey. If it chooses to remain its normal, featureless black, it is 90% undetectable in any light less bright than a continual light spell.

Ether shadows are created in a dark ritual that divides a creature's essence into three parts, causing it to exist simultaneously on the ethereal plane, the negative material plane, and the prime material plane on which the ritual was performed (other information on Erebus, the ether shadow of *the Ghosts of Mistmoor* has been deleted).

Sunbow (Conjuration)

Sphere: Combat, Sun
 Range: 120 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None
 Author: François Menneteau <mennetea@acri.fr>

The spell creates a shimmering composite short bow in the caster's hands. It is light and easy to pull, so that any character can use it without penalty for non-proficiency. It is equivalent to a +3 weapon, grants a +3 bonus to attack rolls, and inflicts 1d8+3 points of damage (double damage to any creatures with a weaknesses for sunlight). The bow can fire one missile per level of the caster before disappearing. It can be fired up to four times per round.

The material component is a light source, which is extinguished in the casting.

Tentical Focus (Alteration)

Sphere: All
 Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: One rod
 Saving Throw: None
 Author: The drow priestess Tas'Vinct Sharessaban
 <knudsenm@wpsmtp.ohsu.edu>

This spell focuses the priest's spells through her *tentical rod* (minor or major) for the duration of the spell. The effect of this spell is that the priest's touch spells are allowed multiple chances to strike the target (note: multiple *tentical foci* still allow the spell to take effect only once). The damage from the *tentical rod* is still calculated normally. The material components for this spell are the priest's *tentical rod* and her holy symbol.

Track (Divination)

Sphere: Elemental (Earth)
 Range: 0
 Components: V, S, M
 Duration: 3 turns per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

This spell gives the caster the ability to follow the trail of other creatures across most types of terrain. The base chance of success is 5% per point of Wisdom. This is further cumulatively modified as shown below.

The material components are a forked twig and a metal coin. The twig is not expended in the casting and its value can affect the chance of success.

Soft or muddy ground	+20%
Thick brush, vines or reeds	+15%
Occasional signs of passage, dust	+10%
Normal ground, wood floor	0%
Rocky ground or shallow water	-50%
Every two creatures in the group	+5%
Every 12 hours since trail was made	-5%
Every hour of rain, snow or sleet	-25%
Poor lighting (moon, starlight...)	-30%
Tracked party attempts to hide trail	-25%
Experience of the caster	+3% per level
Value of metal twig	+1% per gold piece of value

The spell can be cast by more than one priest. In that case, every one contributes a +5% bonus to the central caster (the tracker). This spell was designed for the Dark Sun campaign world. Any monetary units are for the Dark Sun, increase where appropriate.

Vamoose (Enchantment/Charm)

Sphere: Charm
 Range: 50 feet
 Components: V, S, M
 Duration: 2 turns per level
 Casting Time: 1
 Area of Effect: Four Hit Dice of humanoids per level
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

Priest Spells (4th level)

Vylja's Airbolt (Alteration)

Sphere: Combat, Elemental (Air)

Range: 5 yards per level

Components: V, S, M

Duration: Instantaneous

Casting Time: 7

Area of Effect: One creature

Saving Throw: ½

Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

This spell enables a priest to concentrate the air around him into a powerful gust of wind, 4 yards across. The priest chooses the target of the airbolt, which must be a single creature within range. The airbolt will automatically hit its target as long as the priest can see the creature it is supposed to hit. The airbolt delivers 1d4 points of damage per level of the caster (10d4 is the maximum). The target is allowed a saving throw versus spell for half damage. If the saving throw is failed, the creature will also drop whatever it was carrying in its hands or paws.

The material component needed for this spell is a short (1-foot) crystal blowpipe worth at least 1000 gp. The priest uses this blowpipe to focus the airbolt. Every time the blowpipe is used it has to make a successful saving throw versus crushing blow to avoid bursting. If the blowpipe remains whole, it can be reused later.

Vylja's Ball Lightning (Evocation)

Sphere: Protection, Weather

Range: 10 yards per level

Components: V, S, M

Duration: 1 round per level

Casting Time: 7

Area of Effect: One creature per level

Saving Throw: ½

Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

Upon casting this spell one or more flying balls of lightning appear before the priest. Their diameter depends on their electrical charge: 4 inches for each 1d6 worth of damage (a ball with a diameter of one foot will cause 3d6 points of damage), but no single ball lightning can be larger than 40 inches at the time of casting (but see below). The caster can cause 1d6 of damage for each level he has attained.

When the priest has cast *ball lightning* he points at the target creature or creatures. The balls teleport to their destinations if they are within range, but disappear otherwise. No more than one ball can be sent to a single creature. If a *ball lightning* reaches its target, it starts to swirl *around* it extremely rapidly, coming as close as 1 foot but never actually touching the target. If the creature does not move, the ball disappears with a small but harmless implosion at the end of the duration, which is 1 round per level of the priest casting the spell.

If, however, the target creature tries to move, he inevitably comes into contact with the *ball lightning* which then explodes. The creature is allowed a saving throw versus spell for half damage. If the target creature wants to cast a spell with a somatic component it first has to make a successful Dexterity check in order to avoid coming into contact with the *ball lightning* unintentionally. If another creature than the one targeted tries to pass the swirling ball lightning containing the target, the ball will explode in its face, causing the appropriate amount of damage (1d6 HP), unless a successful saving throw for half damage is made. The target creature is not harmed by such an explosion.

When a spell based on electricity is cast at a creature contained in a ball lightning, it is absorbed into the ball. For each 1d6 HP of damage the spell would have inflicted on the contained creature, the ball lightning grows another 4 inches and increases its charge. It does not touch the target however, even if becomes more than 40 inches in diameter. If the creature inside the *ball lightning* casts an electricity based spell it is also absorbed with similar effects.

The spell cannot be used against flying or rapidly moving targets (moving at MV 12 or more), as the lightning ball fails to take form in such cases. The material component is a rock crystal with a value of at least 200 gp.

The spell can be used to immobilize one or more creatures, or to protect the party from an angry crowd or the breath weapon of a blue dragon.

Vylja's Dark Vision (Alteration)

Sphere: Protection

Range:

Components: V, S, M

Duration: 1 hour per level

Casting Time: 1 round

Area of Effect: Creature touched

Saving Throw: Negates

Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

Except as noted above, this spell is in almost all respects similar to the 1st-level spell *Vylja's dark eyes*. The one difference is that *Vylja's dark vision* will never be dispelled by a *light* spell, and that a *continual light* will itself also be dispelled when the protected creature fails its saving throw against that spell.

Wave of Pain (Necromancy)

Sphere: Necromantic

Range: 10 yards per level

Components: V, S, M

Duration: Instantaneous

Casting Time: 3

Area of Effect: One creature

Saving Throw: Special

Author: Thomas Huijjer <v912451@morrien.si.hhs.nl>

The caster of this spell selects a target, and that target is struck by a wave of pain. It bypasses all armour and can strike from any direction. It causes 1d4 + 1d4 per two levels of the caster damage. If the target fails to save versus spell it is also stunned for the current and next round. No to-hit roll is required. The material components for this spell are a piece of cloth, formerly worn by a lich, and a dragon's tooth.

Winds of Pain (Necromancy, Summoning)

Sphere: Necromantic, Summoning

Range: 60 yards

Components: V, S, M

Duration: 1 round per level

Casting Time: 7

Area of Effect: One 20-foot cube

Saving Throw: Special

Author: Robert A. Howard <ssa94isa06@rcnvmc.rcn.mass.edu>

This spell conjures a wind which duplicates the effects of *painful wounds* — causing intense pain in all wounded beings in the area of effect. If they fail their saving throw versus paralysis, they can do nothing but roll around screaming in pain. The material component of this spell is 50 gp worth of diamond dust, and a pinch of salt.

Younger (Alteration)

Reversible

Sphere: Time

Range: 0

Components: V, S

Duration: Permanent

Casting Time: 1 turn

Area of Effect: Creature touched

Saving Throw: Special

Author: Steve Miller <smiller@media.utah.edu>

This spell removes 10% of the current age of a touched subject. A successful saving throw negates this.

Priest Spells (5th level)

The reverse of this spell, *older*, adds four months per level of the caster to the current age of a touched subject. A successful saving throw versus spell halves the time aged.

This spell was written for the "time spirit" class. Contact the author for more information on this class.

Fifth-Level Spells

Air Messenger (Conjuration/Summoning)

Sphere: Elemental (Air)
 Range: 1 mile
 Components: V, S, M
 Duration: Special
 Casting Time: 3 rounds
 Area of Effect: Special
 Saving Throw: Special
 Author: Dimitris Xanthakis <dxanth@leon.nraps.ariadne-t.gr>

The air priest uses this spell to summon a small flying animal that can serve him as a messenger. The animal must have at least animal Intelligence and be within range (a hawk, an eagle, etc.). The DM decides if one exists. If the animal has more than 5 HD or possess more than 12 Intelligence, it gets a saving throw to negate the summons.

The spell confers the animal a very limited ability to send thoughts, as per the telepathic devotion. The caster can name a specific person, whom the animal will try to locate and deliver a small message, up to one word per level of the caster.

The specification need not to be very specific. "The mul Farggon in the merchant district of Tyr" or "the human Kalarrog in Ledopolis" will suffice, if there is only one mul Farggon or only one human Kalarrog in these places. Description can be made more detailed, at the DM's option (common sense should be used, 40 or 50 words is usually the maximum).

To deliver the message, the animal must get closer than 10 feet from the target, at which point the ability to send thoughts is activated. The animal is then free to go as it wishes. Note that the target must be conscious and able to understand the sent thoughts, or the spell does not expire.

It is possible for the animal to be slain by natural predators or other hazards, as specified by the DM. Base chance is 10%, modified by the place and time of the casting, the recipient's place and other such factors. It is possible for the chance of failure to get as high as 80% or even more. Note that the caster does not learn if the messenger succeeded.

Casting of this spell for any reason other than to deliver a message is an evil act (if one summons the animal for food, for example). This spell was designed for the Dark Sun campaign world.

Animal Merge (Enchantment/Charm)

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

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

Once the druid and the animal have merged, the druid can cause the animal's body to do anything within its ability, regardless of the consequences to the animal. However, for every hit point of damage suffered by the animal, the druid suffers half a hit point of damage. In addition, should the animal die while under the control of the druid, a system shock roll must be made. If the roll is failed, the druid dies as well. When the spell ends, the druid is expelled from the body of the animal, and re-enters the form he had before entering the animal.

This spell functions for druids only. If any other priest wishes to merge into an animal, he must use the 6th-level spell *monster merge*.

Avian Command (Enchantment/Charm)

Sphere: Animal, Charm
 Range: 90-yard radius
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 2 rounds
 Area of Effect: One avian
 Saving Throw: None
 Author: Charles Anthony Leone <clg2+@andrew.cmu.edu>

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

Body Mending (Necromancy)

Sphere: Healing
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 4 hours
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Tim Rightnour <garbled@indirect.com>

This allows the priest to mend broken or severed limbs of up to 1 day (per level of the caster) old. The caster must have the severed limb in his possession. The recipient must be currently alive, however he may have died previously. If the wound was cauterized, the spell will not work. Should the spell work, the limb will be returned, but no hit points are regained.

The material components for this spell is a piece of cloth and a splint.

Breed True (Alteration)

Sphere: Animal, Plant
 Range: 10 feet
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 month
 Area of Effect: One creature or plant
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o wagner@orville.zdv.uni-mainz.de>

This spell causes any changes in the creature by *speed plant growth* or *speed animal growth* to become a normal feature in the animal's or plant's species. This animal or plant is then considered a normal animal or plant for most purposes of other spells — with the exception of further uses of the said spells.

The material component is greater mistletoe cut freshly from a tree, which is cut by a platinum sickle never before used by anyone. The mistletoe has to be caught in a bowl made from the living leaves of

Priest Spells (5th level)

an oak. All material components vanish at the casting of this spell. The priest offers part of his life to stabilise the effect of the size increase or decrease; thus he loses a Constitution point in addition to the platinum sickle, the greater mistletoe and the bowl.

Brittle Stone (Alteration)

Sphere: Elemental (Earth)
 Range: 5 yards per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 7
 Area of Effect: 2 cubic foot per level
 Saving Throw: Negates
 Author: John M. Martz <john_martz@unc.edu>

With this spell, the caster causes any type of stone (sandstone, granite, etc.) to become extremely brittle and easily broken; so much so, that the stone may be crumbled by hand like pottery. When cast against normal stone, no saving throw is allowed, and the caster affects up to 2 cubic foot of stone for every level of experience. The priest may shape the spell to any dimensions, as long as no dimension is less than 1 foot and the area does not exceed the allowable amount. For example, at eighth level, Krystan can affect up to 16 cubic feet of stone; she might create a shallow hole in a door 4×4×1, or create a narrow tunnel 1×1×16. Stone doors and walls thinner than the area of effect may easily be kicked through — treat as thin wood for structural saving throws. When used to tunnel through underground rock, the DM must determine the likelihood of cave in.

When this spell is cast against inanimate stone that was magically created, such as that created by a *wall of stone* spell, treat as if a *dispel magic* spell was cast on the stone. If the dispelling fails, the stone remains intact. If the dispelling succeeds, the *brittle stone* spell functions normally (note: this spell does not dispel the stone, simply make it brittle).

If cast against a creature made entirely of stone, such as a stone or obsidian golem (but not rock golems, which are immune to transmutation spells), the creature is allowed a saving throw versus spell in addition to any innate magic resistance. If it fails both, it suffers a +4 penalty to its Armour Class for the number of rounds equal to the caster's level. If cast in this manner, *brittle stone* can only affect one creature, regardless of the spell's area of effect or the creature's size.

The material components are two fist-sized stones from the bed of a stream or river. The caster holds a stone in each hand and claps them together while casting the spell.

Carving of Protection (Abjuration)

Sphere: Elemental (Earth)
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 5 rounds
 Area of Effect: Item touched
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

The caster uses a knife or dagger or other suitable tool to carve a special protective symbol on one useful item made of metal or stone (a weapon, a coin, a suit of armour, etc.). The item cannot be smaller than a coin.

The item becomes magical and possess the ability to protect the one who holds and uses it. It will confer a +3 bonus to his saving throws for a number of times equal to half the caster's level. The person can choose when to use this ability, but this must be announced before the die roll.

The material component is the item, which disappears after the spell has expired. It must have some value to the character at the time of the casting; an ordinary piece of rock or wood, for example, cannot be used, but an obsidian dagger can.

Due to the link between the person and the item, no-one else can use it. This spell was designed for the Dark Sun campaign world.

Conjure Paranimental (Conjuration/Summoning)

Sphere: Animal, Elemental (All)
 Range: 10 feet per level
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to *conjure animal*. This spell conjures the equivalent para-elemental animal, in short a paranimental. The paranimentals survive in an even more hostile habitat. Thus, they receive 75% greater Hit Dice each than their normal animal counterparts. Thus, a paranimental lion with normally 4+4 HD would now have 7+7 HD. These Hit Dice are used when determining how many Hit Dice of paranimentals are conjured. Leftover Hit Dice which are not sufficient to summon another paranimental are dropped.

The paranimental follows the priest's desires willingly. The priest only has to instruct them and then can leave them to their task. They will fulfill it to the best of their abilities but they are still not able to master their fear of the opposing para-element.

The material components are the priest's holy symbol, a part of the para-element from which he wants to summon the paranimental, and a part of the animal type that he wishes to conjure.

Conjure Water Elemental [2] (Conjuration/Summoning)

Sphere: Elemental (Water)
 Range: 10 feet per level
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is akin to the other conjure elemental spells. It normally calls forth a willing 16 HD water elemental, but in some cases it calls forth a different water elemental creature. They are: 75% for a 16 HD elemental, 15% for 2d4 mud men, 8% for a marid, and 2% for a 21–24 HD water elemental (water elemental duke).

The material components are at least 15 gallons of water and the holy symbol of the priest.

Continuous Variable Heat (Alteration) Reversible

Sphere: Sun, Weather
 Range: 6 yards
 Components: V, S, M
 Duration: Until dispelled
 Casting Time: 8
 Area of Effect: 20-yard radius sphere
 Saving Throw: Negates
 Author: Rob McNeur <rob@ccc.govt.nz>

This spell and its reverse, *continuous variable chill*, cause the affected area to become either warm or cool, the actual temperature defined by the caster, variable within a range of 200°C (352°F) down to –20°C (0°F).

This spell was intended primarily as a heat source, not as an attack, although if used against cold-based creatures, they will take 1d6 damage per round per 50°C greater than 20°C they remain in the area of the spell (20°C: no damage, 70°C: 1d6, 80°C: 2d6, etc.). If the reverse is used against heat-based creatures, they take 1d6 per 20°C

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below 20°C (20°C: no damage, 0°C: 1d6, -20°C: 2d6). *Continuous variable heat* and its reverse are very handy for making cooking stoves, heaters, or refrigerators.

The material components required are sulphur and wood for *continuous variable heat*, and a clear crystal and ice for *continuous variable chill*.

Cure Critical Wounds [2] (Necromancy) Reversible

Sphere: Healing
Range: 0
Components: V, S
Duration: Permanent
Casting Time: 9
Area of Effect: Creature touched
Saving Throw: None
Author: Paul D. Walker <pdwalker@hk.super.net>

This spell is a more potent version of *cure serious wounds*. The spell cures (or causes) 5d8+8 HP per application. Otherwise, this spell is the same in all respects as *cure light wounds*. This spell replaces the *cure critical wounds* from the *Player's Handbook*.

Cure Insanity (Abjuration)

Sphere: Healing
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Creature touched
Saving Throw: None
Author: Unknown

The casting of this spell cures one mental malady in the subject. Insanity applies to any form of temporary or permanent mental illness, even those brought on by a psionic attack or a spell, such as *feblemind*. See the *Dungeon Master's Guide* for examples of mental maladies. The material component of this spell is a piece of wadding.

Dariod's Vestigial Vine (Alteration)

Sphere: Plant
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 8
Area of Effect: The caster
Saving Throw: None
Author: Ramsey Dow <woodward@phs.bgsu.wfu.edu>

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

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

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

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

Dispel Charm (Abjuration)

Sphere: Protection
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 5
Area of Effect: Creature touched
Saving Throw: None
Author: Lord Skigg <campite@wkuvx1.bitnet>

This spell will dispel any charm of up to sixth level cast upon the target of this spell, and has the advantage that, between the beginning of the spell and the end, other spells can be cast. Components are broken charm bracelets.

Displace Self (Alteration)

Sphere: Time
Range: Special
Components: V, S
Duration: Permanent
Casting Time: 2 turns
Area of Effect: The caster
Saving Throw: None
Author: Steve Miller <smiller@media.utah.edu>

This spell allows the caster to replace his counterpart in adjacent time stream. When the spell is cast, the time spirit forcibly removes his existence from one time stream and places it in the one immediately adjacent to it. The caster's counterpart is eradicated in that reality at the same time, the caster assuming his place.

This spell is generally only used by a time spirit in the most dire of straits, due to the irrevocable violence it does to the caster's counterpart and because the caster is also drained of all spells higher than first level and is left weak (-2 to-hit and damage, and -3 to Constitution checks) for 1d10 days following. Lawful aligned time spirits hardly ever use this spell, since it can be claimed with some justification that it is a form of murder (what other term can be applied to act of snuffing out the life of another human being, even if that human is a version of you?). Note that the use of this spell has a 25% chance of attracting the attention of time guardians.

This spell was written for the "time spirit" class. Contact the author for more information on this class.

Divine Attributes of the Avenger

(Conjuration/Summoning)

Sphere: Vengeance
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: The caster
Saving Throw: None
Author: Dan Alexander Thompson <dant@cs.utexas.edu>

The priest begins this spell by describing in full the quest he is on. This includes naming the desired conclusion to the quest and imploring his deity to take notice of the urgent nature of the mission. When this description is completed, if the priest is successful in persuading his deity, the priest's body is surrounded by a majestic glow which grows in brilliance until the priest radiates the same illumination as the midday sun. This illumination lasts for 1 round during which the priest's body undergoes a miraculous transformation. After the light fades, the priest emerges with grey hair and a look of awe on his face. The awe fades in 1 round and the priest's mood is serene. Thereafter all of the priest's ability scores are raised to 19, and the appropriate bonuses as described in the *Player's*

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Handbook are applied. Note that the priest does not gain any divine abilities with this spell.

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

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

The material components of this spell are a vial of holy water (which must be swallowed during the casting) and the priest's holy symbol.

Drown (Conjuring/Summoning)

Sphere: Creation, Elemental (Water)
 Range: 10 yards per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: One creature
 Saving Throw: Negates
 Author: John M. Martz <john_martz@unc.edu>

With this spell, the caster causes the target's lungs to fill with water. The water hampers breathing, and the victim will begin to suffocate after $\frac{1}{3}$ his Constitution score in rounds (round up). Thereafter, a successful Constitution check each round with a cumulative -2 penalty will postpone damage for an additional round. After the first failed check, the victim suffers 1d6 damage each round until dead. For example, Talmac has a Constitution of 17; he will begin to suffocate after 6 rounds. On the 7th round, his player rolls a 3 — no problem, Talmac suffers no damage this round. But on the 8th round, the player rolls a 14 (he failed by one, since $17-4=13$), and Talmac takes 1d6 damage that round and each subsequent round for the remaining duration of the spell.

A successful *dispel magic* cast on the victim immediately clears his lungs of water. A *water breathing* spell cast on the victim will allow him to ignore the presence of the fluid in his lungs for its duration. The material component of this spell is a fist-sized piece of pulp from a saguaro cactus.

Drown to Death (Enchantment/Charm)

Sphere: Elemental (Water)
 Range: 30 yards
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: One creature
 Saving Throw: Special
 Author: Angelos Bartzis <mc87034@central.ntua.gr>

The priest must point his finger at the victim, spit to the ground and say "drown to death". The victim is granted a saving throw versus death magic. If failed, he dies instantly, unless protected or immune to drowning (for example, water breathing creatures). If saved, he only receives 2d8+1 HP damage. The victim must be in an amount of water large enough to drown in.

Earth Vision (Divination)

Sphere: Elemental (Earth)
 Range: 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: Special
 Area of Effect: Special
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

Using this spell, the caster can inspect distant lands or areas through a specially prepared rock crystal.

This device is a large obsidian ball, at least a yard in diameter. The craftsmanship need not be absolutely perfect but the ball must be carefully prepared using stone shape; it will take more than two weeks with continuous use of that spell to prepare the necessary ball. This is not consumed in the casting.

After the manufacturing of the ball, the caster must cast earth vision on the crystal, followed by a series of other spells, complete with all the necessary components. These spells must be cast within one day from the time the priest cast earth vision on the stone or everything is wasted.

First level: *bles*, *detect evil*, *detect magic*, *detect poison*, *detect snares & pits*, and *sanctuary*. Second level: *detect charm*, *find traps*, *know alignment*, and *withdraw*. Third level: *continual light*, *cure blindness*, and *locate object*. Fourth level: *detect lie*, *divination*, *imbue with spell ability*, and *tongues*. Fifth level: *commune with nature* and *true seeing*.

After the last of the spells has been cast, the priest must cast earth vision again on the stone, which unites everything together. The ball must be fixed in a specially blessed place and can never be removed or the placed enchantment is destroyed forever.

From that point forward, the caster can cast earth vision on the stone and turn it into a crystal-ball device. He is able to view persons or areas on the same plane, regardless of distance. In addition to the abilities of a crystal ball, the priest can cast all the divination spells from the above list through the device. The device can give a focus for magical transport, such as teleportation (the area is considered "studied carefully" then).

This spell was designed for the Dark Sun campaign world.

Elemental Imbalance (Alteration)

Sphere: Elemental (All)
 Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 5
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: John M. Martz <john_martz@unc.edu>

The bodies of most creatures are composed of a mixture of all four elements (air, water, fire, and earth). With this spell, the caster creates a slight imbalance in the natural physical make up of the target by increasing the proportion of one element relative to the other three. For example, a priest of fire increases the amount of elemental fire in the target's body. Increasing the amount of elemental material has two effects.

First, the imbalance directly affects the target's abilities (statistics), strengthening some and weakening others. Specifically, four statistics are always affected:

Element	Associated Statistics	Opposing Statistics
Air	Wisdom, Dexterity	Strength, Constitution
Fire	Dexterity, Strength	Constitution, Wisdom
Earth	Strength, Constitution	Wisdom, Dexterity
Water	Constitution, Wisdom	Dexterity, Strength

The caster improves each of the target's statistics associated with his element by 1 point per 3 levels of the caster (to a maximum of +6), and he weakens those statistics associated with the opposing

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element by 1 point per 3 levels. However, no ability can be reduced to 0 or increased beyond 24.

For example, Samantha, an 11th-level priest of the earth, casts *elemental imbalance* on Halminok whose original statistics are Strength 17; Dexterity 15; Constitution 15; Intelligence 10; Wisdom 10; and Charisma 11. Both Halminok's Strength and Constitution are increased by 3 points; his Dexterity and Wisdom are decreased by 3 points each. Thus, his statistics for the duration of the spell are Strength 20; Dexterity 12; Constitution 18; Intelligence 10; Wisdom 7; and Charisma 11. He enjoys all benefits (greater damage bonus, more hit points, etc.) and suffers all penalties (loss of Dexterity defensive adjustment, -1 magical defense adjustment, etc.) associated with his new statistics. When the spell ends, his statistics immediately return to normal, and thus his abilities return to normal (hit points gained as a result of increased Constitution are lost only if they exceed his normal limit).

The second effect of this spell is to provide modest protection against the element which has been increased. The target receives a +1 to Armour Class versus elementals from the protected plane and all saving throws against elemental-based attacks from this element. However, the target suffers a -1 to Armour Class versus elementals from the opposite plane and all saving throws against attacks from the opposing element. Thus, Halminok would save with a +1 against *flesh to stone*, but he would suffer a -1 penalty to his Armour Class in a battle against an air elemental. These bonuses are cumulative with non-magical bonuses (Dexterity reaction adjustment, for example) and with other magical protections (magical armour, for example).

This spell is traumatic for the target. At the end of the spell, he must make a system shock roll (using his normal Constitution). If he succeeds, nothing happens. If he fails, he instantly loses 4 HP per 3 levels of the caster (to a maximum of 24 HP) — that is 1 HP for each 3 levels of the caster for each ability modified. This loss is permanent and cannot be cured via natural means, nor do any of the usual curative spells (*cure serious wounds*, *heal*, *regenerate*, etc.) work. The damage can not be removed via *remove curse* or *dispel magic*. There are only two known means of restoring hit points lost in this manner: *elemental bonding* and *wish*. For the former to have the desired effect, the target must have been cured of all other wounds first (if not, *elemental bonding* will function normally, curing the existing wounds within three hit points of the post-drain level). In this case, the target is treated as if all damage was suffered from an elemental, and *elemental bonding* will restore drained hit points as per that spell.

An elemental priest can only increase the amount of elemental material from his plane of worship. A Dark Sun druid may only increase the elements associated with his guarded lands. For example, a druid who has access to the elemental spheres of fire and earth may increase the amount of either element. A templar may cast this spell in any form. The subject may be under the influence of only one *elemental imbalance* at a time; if he is the target of a second casting of this spell while the first is still in effect, both spells are instantly negated. If cast on an unwilling subject, the priest must succeed in touching the victim (make a successful attack roll). The victim is allowed a saving throw only if he is currently under the influence of an *elemental imbalance* spell or if he is currently protected against the element (for example, wearing a *ring of fire resistance*). In either case, the target is considered to be the target of an elemental attack and all normal rules apply (with respect to saving throw bonuses, for example).

This spell has no effect on beings native to the inner planes, nor does it affect undead. The material components are the caster's holy symbol and a small amount of the element to be increased.

Eliminate Air (Vacuum) (Alteration)

Sphere: Elemental (Earth)
 Range: 10 feet per level
 Components: V, S
 Duration: 1 round per 2 levels
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: Special
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

The caster can cause air to vanish. He can create a sphere of absolute vacuum, one foot in diameter per experience level, around a target of his choice. The target then suffers the consequences of vacuum.

- Normal fires are extinguished (magical dispelled as per the spell).
- Normal liquid boils and evaporates (magical dispelled as per the spell).
- Living creatures that need to breathe, suffocate immediately. Because of the vacuum, all damage from suffocation is doubled.
- If cast directly at air elementals and other creatures of the elemental plane of air, they must save versus death magic or be slain immediately; if they save, they suffer 4d4 HP.

Air priests may be offended by the use of this spell, especially if cast with no obvious reason or benefit. This spell was designed for the Dark Sun campaign world.

Eliminate Earth (Disintegrate) (Alteration)

Sphere: Elemental (Air)
 Range: 10 feet per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: Special
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

The caster can use this spell to cause matter to vanish. The target must be an inanimate object made of stone or metal or other earthly material (undead not included). The item can weigh as much as 10 pounds per level of the caster. Items heavier than this are not affected at all.

The item must save versus disintegration or be totally destroyed, in a quiet "puff". Nothing remains. If cast against magically created or enchanted stone, metal, etc., the item saves versus disintegration with a +10 bonus. If cast directly at creatures from the plane of earth, these must save versus death magic at +2 or be slain immediately; if they save, they suffer 6d6 HP. The same holds for creatures such as stone golems.

Earth priests may be offended by the use of this spell, especially if cast with no obvious reason or benefit. This spell was designed for the Dark Sun campaign world.

Eliminate Fire (Extinguish) (Alteration)

Sphere: Elemental (Water)
 Range: Special
 Components: V, S
 Duration: Special
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

This spell can be used against any normal fire, as large as three 10-foot squares per level of the caster. The caster can extinguish the fire as a whole or diminish it slowly. He can also create a special "path" inside the fire, which is 5 feet per level long and ten feet per level wide, around him. The caster and his comrades, as named during the casting, can walk through the fire without any damage. If thus cast, the spell will last at most for one round per level.

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Due to the extreme stretch on the caster's body, he must rest for three rounds (effectively, his Strength becomes 3 for this period). If directly cast against fire creatures, these must save versus death magic or be destroyed.

Fire priests may be offended by the use of this spell, especially if cast with no obvious reason or benefit. This spell was designed for the Dark Sun campaign world.

Eliminate Water (Evaporate) (Alteration)

Sphere: Elemental (Fire)
Range: 10 feet per level
Components: V, S
Duration: 1 round per 2 levels
Casting Time: 5
Area of Effect: Special
Saving Throw: Special
Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

The fire priest uses this spell to turn water into steam. The maximum amount of water that can be transformed this way is 75 gallons per level.

Creatures living inside the water must save versus death magic each round or die. They will eventually die if they cannot breathe air or whatever exists in the area. Those who approach or stand within 10 feet of the boiling water suffer 4d6 HP, save versus breath weapon for half damage. Those inside the steam are burned for 8d6 HP (those on a vessel for example).

The water to be affected must be gathered together in a defined mass. The spell has no significant effect against moisture or the like (it just evaporates one or two drops). If cast at creatures from the plane of water, these must save versus death magic at -3 or be vaporized; if they make the saving throw, they take 3d8 HP if they are near a source of water or 6d8 HP if not.

Water priests may be offended by the use of this spell, especially if cast with no obvious reason or benefit. This spell was designed for the Dark Sun campaign world.

Energy Strike (Conjuration/Summoning)

Sphere: Summoning
Range: 2 yards per level
Components: V, S, M
Duration: Instantaneous or 1 round per level
Casting Time: 7
Area of Effect: One creature
Saving Throw: ½
Author: Samuli Mattila <zam@vinkku.hut.fi>

In order to cast this spell, the caster must have *negative plane protection* cast upon him. That spell gives the caster a connection to the positive material plane. By means of energy strike, the caster is able to draw extra energy from the connection and cast it against an opponent. The caster forms a narrow bolt of raw positive energy, which strikes the desired creature. Living creatures must save versus spell or be stunned for 2d6 rounds. Undead* get 1d4+1 points of damage per level of the caster (save versus spell for half). Any inanimate object must save versus disintegration (with +4 bonus) or be blown to pieces.

The caster is also able to use the extra energy to Cloak himself in it. This option reduces the duration of negative plane protection to 1 round per level. The caster is surrounded by a visible aura of shimmering energy. This can be sensed by intelligent undead* to be positive energy, and they can opt not to attack the caster. Any energy drain attacks are saved against with a +4 bonus and attacking undead* always gets 1d4+1 points of damage per every two levels of the caster (no saving throw).

The material components of this spell are the holy symbol of the priest and a wand of platinum worth at least 500 gp. This wand is not consumed by the spell, it only directs the energy surge to desired direction.

* This also goes for creatures from the lower planes. The magic resistance of these creatures is reduced by 1% per level of the caster, because positive energy is very hard for them to resist.

Entreaty (Conjuration/Summoning)

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

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

Fear (Enchantment/Charm)

Sphere: Charm
Range: 0
Components: V, S, M
Duration: 1 round per 2 levels
Casting Time: 1
Area of Effect: 60-foot long, 60° wide arc
Saving Throw: Negates
Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

Fire Gaze (Enchantment)

Sphere: Elemental (Fire)
Range: 30 feet
Components: V, S
Duration: 3 rounds per level
Casting Time: 5
Area of Effect: Special
Saving Throw: Negates
Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

This spell turns the caster's eyes into small fire globes. All creatures that meet the caster's gaze must save versus spell at -4 penalty or be charmed as per the spell (but those immune to *charm person* are not immune to this spell as well).

The target creature must be intelligent and have the ability to see. If the saving throw is failed, the caster can try to direct some or all of its actions during the spell. Otherwise the creature becomes immediately hostile. To determine who meets the gaze of the caster, use the rules for gaze attacks.

This spell was designed for the Dark Sun campaign world.

Fury (Alteration)

Sphere: Combat
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: The caster
Saving Throw: None
Author: Solomayn the Strangled <trknight@tayloru.bitnet>

Casting of this spell fills the priest with the fury of berserker rage. It is favoured by many of the priesthoods of gods of war and battle.

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When cast, it raises the priest's Strength to 18/00 (thus giving him a +3 to-hit and a +6 to damage), and it hastes the priest as 3rd-level wizard spell (thus the priest functions at double its normal movement and attack rates and gains a -2 initiative bonus). While in this *fury*, the priest cannot cast any spells, for he is completely enveloped in this berserker rage and in the battle at hand.

There are two drawbacks to this spell. One drawback is that the priest receives no bonus to Armour Class for Dexterity, he even suffers an additional penalty of 1 to his Armour Class. The priest is completely on the offensive, defense is not in his vocabulary. The second and more dangerous drawback is the strain put upon the body of the priest. For every round the priest remains in the *fury*, he loses 1d4 HP from physical strain (muscles tearing, blood vessels popping, chemical imbalance caused by too much adrenaline).

The duration of this spell is up to a maximum number of rounds equal to the priest's Constitution. If the priest goes down to 0 or less hit points during the *fury*, he will still remain conscious because of the *fury* created by this spell. But if the priest maintains the *fury* to 0 or less hit points, then when the priest dispels the spell or the maximum duration is reached, a system shock roll must be made or the priest dies instantly. If the system shock roll is made, the priest is barely alive and can only be healed magically. The physical strain has put the body beyond its normal healing capacity. If the *fury* is released before the maximum duration and the priest is still above 0 HP, then the damage can be healed normally. This spell is normally only cast in dire circumstances or by fanatical priests of war and battle.

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

Glyph of Smiting (Alteration, Evocation)

Sphere: Combat
Range: 0
Components: V, S, M
Duration: 1 day or until discharged
Casting Time: Special
Area of Effect: The caster's weapon
Saving Throw: Special
Author: Joe Collieran <jnc4p@uva.pcmail.virginia.edu>

This spell is similar to the 3rd-level priest spell *glyph of warding* and the 4th-level spell *glyph of shielding*. Unlike *glyph of warding* and *glyph of shielding*, *glyph of smiting* is cast on a melee weapon used by the priest himself. If in combat, the priest is successfully attacks with the weapon with the *glyph of smiting* on it, the glyph is set off and affects the target. Damage from the glyph replaces any normal weapons damage.

This occurs even if the target would normally take no damage from the attack (i.e.: was protected by a *stoneskin* or similar magic). The priest is not affected by the *glyph of smiting*, but the weapon must save versus disintegration or be destroyed, regardless of the type of glyph. See the 3rd-level priest spell *glyph of warding* for restrictions and typical glyphs. Any priest spell or its reverse may be used as a *glyph of smiting*, provided the priest is high enough level to cast it. The material components of the spell are determined by the type of glyph (if any are necessary).

Glyph of smiting may be combined with the spiritual weapon spells (*spiritual hammer*, *spiritual staff*, *spiritual flail*, and *spiritual mace*) by casting it on the material component of the spell (i.e. the weapon) prior to casting the spell itself. Note that a successful attack which sets off the glyph immediately ends the spiritual weapon spell.

Godrage (Alteration, Enchantment)

Sphere: Combat
Range: 0
Components: V, M
Duration: 1 round per level
Casting Time: 4
Area of Effect: The caster
Saving Throw: None
Author: Teh S. Cheng <tsc0265@rigel.tamu.edu>

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

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

Greater Elemental Wall (Alteration, Evocation)

Sphere: Elemental (All)
Range: 10 yards per level
Components: V, S, M
Duration: 1 turn + 1 round per level
Casting Time: 5
Area of Effect: Special
Saving Throw: None
Author: John M. Martz <john_martz@unc.edu>

This spell allows the caster to create a stationary wall composed of material from his elemental plane of worship (templars may cast this spell in any form). As with the other elemental wall spells, greater elemental wall covers a 20-foot-square area per level (the thickness varies depending on the element); this area may be arranged in any manner to form a rectangular wall, as long as neither dimension falls below 5 feet. While this set of spells share common characteristics, such as duration and area of effect, the wall's specific properties differ based on its composition.

Element Properties

- | | |
|-------|--|
| Air | Creates a wall of poisonous gas that is 20 foot thick. Damage as per <i>cloudkill</i> (page 166, <i>Player's Handbook</i>). |
| Water | Creates a wall of boiling water that is six inches thick. Any creature passing through a greater water wall suffers 3d8 points of damage plus 1 point per level of the caster. While it is possible to fire missiles through the wall, these attacks are at a -4 to-hit and damage. Water created by this spell disappears after the duration expires. |
| Fire | Creates a wall of flames that is only inches thick and causes damage as a <i>wall of fire</i> , as presented in the <i>Player's Handbook</i> (page 225). |
| Earth | Creates a wall of iron that is ¼ inch thick per level of the caster. Treat as a <i>wall of iron</i> (page 172, <i>Player's Handbook</i>). Note: The duration of a <i>wall of iron</i> is not permanent on Athas (page 93, <i>Dark Sun Resource Book</i>). |

Priest Spells (5th level)

The material component is a bit of the element (air, water, fire, earth) of which the wall is composed.

Greater Healing Rays (Necromancy)

Sphere: Healing, Sun
 Range: 30 yards
 Components: V, S
 Duration: Permanent
 Casting Time: 5
 Area of Effect: One creature
 Saving Throw: None
 Author: François Menneteau <mennetea@acri.fr>

This spell is a very potent version of *lesser healing rays*, healing 5d6 points of damage.

Hidden Champion (Alteration, Enchantment)

Sphere: Necromantic
 Range: 0
 Components: V, S, M
 Duration: 1 day per level
 Casting Time: 1 hour
 Area of Effect: Sentient creature touched
 Saving Throw: Negates
 Author: Teh S. Cheng <tsc0265@rigel.tamu.edu>

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

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

Improved Forget (Enchantment/Charm)

Sphere: Charm
 Range: 30 feet
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

Priest's Level	Time Forgotten
1	last minute (round)
2	last 3 minutes (3 rounds)
3	last 5 minutes (5 rounds)
4	last 20 minutes (2 turns)
5 or 6	last hour (6 turns)
7 or 8	last day
9 or 10	last week

11 or 12
 13+

last month
 any 240 hours of past year

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

Improved Lion's Claw (Alteration)

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

This spell functions the same as *lion's claw* (cf. *Dragon* magazine, #132), but, in addition, the priest's toenails grow and thicken into claws. If the priest scores two finger claw hits during melee he gains the advantage of raking with its two foot claws that turn, each rake causing 1d8+3 points of damage. As with *lion's claw*, the priest needs some mistletoe and a lion's claw to cast this spell.

Invisibility to Flying Creatures (Illusion/Phantasm)

Sphere: Elemental (Air)
 Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 5
 Area of Effect: Creature touched
 Saving Throw: Special
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

This spell renders the creature touched invisible to all creatures that have the ability to fly. This includes all such creatures, regardless of level, Hit Dice or Intelligence.

Creatures with the ability to fly include all these that can fly, hover or simply levitate by their own power, without help from another creature. This includes insects, birds or even wizards employing the *fly* spell. Creatures with a "flying" movement rate are always included. It is not necessary for the creature to fly, in order for the spell to affect them. If the creature loses the ability to fly during the spell, he will see the recipient.

Creatures with an Intelligence of 17 or higher receive a saving throw versus spell to disbelieve the spell automatically.

The component is 2 gp of gold dust, sprinkled over the recipient. This spell was designed for the Dark Sun campaign world. Any monetary units are for the Dark Sun, increase where appropriate.

Karma (Alteration)

Sphere: All
 Range: 0
 Components: V, S, M
 Duration: 1 turn
 Casting Time: 5
 Area of Effect: The caster
 Saving Throw: None
 Author: Unknown

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

Priest Spells (5th level)

Kiss of Death (Necromancy)

Sphere: Necromantic
 Range: 0
 Components: S, M
 Duration: Permanent
 Casting Time: 3
 Area of Effect: Person touched
 Saving Throw: None
 Author: Boudewijn Wayers <dedos4@win.tue.nl>

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

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

The material component for this spell are the priest's holy symbol and some ice-water, which is to be smeared upon the priest's lips before the *kiss of death* is delivered.

Kil'Rkh's Animal Assistant (Enchantment)

Sphere: Cosmos
 Range: Special
 Components: V, S, M
 Duration: Special
 Casting Time: 3 hours
 Area of Effect: One animal
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

This spell can only be cast by druids. The druid seeks one animal of Intelligence 2-6 that inhabits his guarded lands. He can then befriend the animal and make it to agree to become his assistant.

The druid must converse with the animal and persuade it to help him. He can then assign it specific tasks, always according to its Intelligence. The animal will carry the assignment out, as best as it can. Animals with high enough Intelligence may, at the DM's discretion, offer their permanent services to the druid if the reason is well justified (such as watch over a critical place of the guarded lands). Examples of assignments are:

- The animal must guard an area for a specified period of time, during the druid's absence.
- The animal must investigate an area and then report back to the druid.
- The animal must guard a specific individual until a specific condition is met (he fulfils a task, a period of time passes, etc.).
- The animal must accompany the druid until he releases it.

The druid must burn various herbs and incense for three hours, while he calls upon a member of the wanted species to come to him. At the end of the casting time the animal comes and then the druid converses with it. A saving throw versus spell determines the success (if it fails, the animal obeys the druid).

If the reasons for the summons do not further the druid's ethos, the spirit of the land may look with disfavour upon the druid (for example, summoning the animal only to kill and eat it).

In addition to the herbs and incense required, the druid must also make a sacrifice of a valuable item during the casting. This includes anything of value, be it a ceramic coin or a fruit of health. The item may have a value proportionate to the importance of the assignment, although this is not strictly necessary. This spell was designed for the Dark Sun campaign world.

Lightning Strike [2] (Invocation)

Sphere: Combat, Elemental (Air)
 Range: 120 yards
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 8
 Area of Effect: 1-foot wide, 120-yard long beam
 Saving Throw: ½
 Author: Unknown

This spell is similar in use and effect to the 5th-level priest spell *flame strike* (q.v.), except that the effect is, of course, lightning. Damage inflicted is 6d8, halved if a saving throw is made.

Locate Element (Divination)

Sphere: Elemental (All)
 Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 3 rounds
 Area of Effect: 50-yard per level radius
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

The caster can use this spell to locate particular emanations of the elements.

- The air priest can try to locate a specific gas or vapour or the existence of air at a given place.
- The earth priest can find metals, minerals, gems, etc.
- Fire priests can detect the temperature of a given place or whether the element of fire had touched the place in the recent past (1 day per level).
- Water priests can locate bodies of water or other liquids in the area of effect.

In all cases, the area of effect is a circular area with a radius of 50 yards per experience level of the caster. He learns the answer at the end of the casting. The spell cannot be fooled by illusions or other spells of less than sixth level.

The material component is some of the material sought (a gas container, a flask of water, a gem or piece of iron or a burning stick for example). This spell was designed for the Dark Sun campaign world. Any monetary units are for the Dark Sun, increase where appropriate.

Mammal Command (Enchantment/Charm)

Sphere: Animal, Charm
 Range: 90-yard radius
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 2 rounds
 Area of Effect: One mammal
 Saving Throw: None
 Author: Charles Anthony Leone <clg2+@andrew.cmu.edu>

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

Priest Spells (5th level)

Meld into Nature (Alteration)

Sphere: Elemental (All)
 Range: 30 yards
 Components: V, S
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: The caster
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

Using this spell, the caster can meld into his natural surroundings and thus making himself invisible to other creatures. In order to cast the spell there must be a sufficient amount of the appropriate element available: rock or other similar material for the earth priest, a fair-sized fire, a water pool or air for the air priest. Druids can use the element they have major access to and templars can use any element. The elemental material can be as far as 30 yards away from the caster at the time of the casting.

If the caster melds into earth, fire or water, he makes himself totally invisible for the duration of the spell. He can be detected by magical means such as detect invisibility or true seeing, though. If he melds into air, he does not go invisible but rather transforms into an easily detected aerial form (clearly visible outline, blurs surroundings, lifts small items, etc.).

When inside the elemental material, the caster can see, hear and smell everything in range. He can even cast spells, although verbal communication with other beings is not possible. The caster can make any spells cast to appear coming from any point within a 30-yard radius from him, thus avoiding being detected by careful watchers.

The elemental material can be harmed normally, such as chopping rocks to pieces, extinguishing fires or draining water pools. If the caster melds in the air, any attack against the aerial form causes normal damage (remember, it is very easy to detect this form). This spell was designed for the Dark Sun campaign world.

Mental Grunt (Alteration)

Sphere: Thought
 Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

D20 Roll	Result	In game terms
1	Oops...	Catastrophic Fumble
2	Uh oh...	Normal Fumble
3	Dud...	No effect
4-7	Fizz...	+10%
8-10	Eh...	+20%
11-13	So-so.	+30%
14-15	Not too bad.	+40%
16	Yea!	+50%
17	Wow!	+75%
18	Kick ass!	×2
19	Take that!	×3
20	Did I do that?	DM's option

All effects are rounded down, should this be necessary.

Minor Elemental Shapechange (Alteration)

Sphere: Elemental (All)
 Range: 0
 Components: V, S
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

This spell enables the caster to assume a special "elemental form" for a limited period of time.

The caster becomes a lesser elemental of his devoted element; druids can become elementals of any sphere to which they have at least minor access; templars can become any elemental. The transformation takes place in one round, during which the caster can be attacked and hit automatically by any weapon.

When in elemental form, the caster has the abilities of that elemental. His hit points, THAC0 and saving throws do not change, however. If a *dispel magic* is successfully cast upon him or he is caught in a defiler magic area, the caster will return to his natural form and will die if he fails a system shock roll.

When the caster returns normally to his own form, he regains 1d12 HP. This spell was designed for the Dark Sun campaign world.

Oathbreaker (Conjuration/Summoning)

Sphere: Summoning, Vengeance
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 5
 Area of Effect: One creature
 Saving Throw: None
 Author: Dan Alexander Thompson <dant@cs.utexas.edu>

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

Casting *oathbreaker* begins with the priest bringing out an object that used to be in the deceased's possession (which is the material component of this spell), naming the deceased, and detailing the treachery which resulted in his death. Thereafter, two huge columns appear in front of the priest. Between the columns appears a great door. The priest then knocks on the door thrice, names the deceased, and pulls open the doors. The deceased person then steps through the door as a special undead creature.

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

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

Priest Spells (5th level)

Ostracise (Charm)

Sphere: Charm
 Range: 10 feet
 Components: V, S
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: One person
 Saving Throw: Negates
 Author: Boudewijn Wayers <dedos4@win.tue.nl>

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

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

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

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

Plant Growth II (Alteration) Reversible

Sphere: Plant
 Range: 10 feet per level
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 5
 Area of Effect: Any plants in a 20-foot per level square
 Saving Throw: Negates
 Author: Kai Rottenbacher <o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to *animal growth* — it does the same thing to plant-like monsters. It doubles their size, Hit Dice, number of attacks, movement rate, damage per attack, etc. Thus, a treant of 20 feet height, 12 HD, one attack, 3d8 hit points damage, and a movement rate of 6 becomes a giant of 40 feet height, 24 HD, two attacks, causes 6d8 hit points damage per attack and has a movement rate of 12. Any hit points damage are first deducted from the new Hit Dice. Thus, if the spell runs out, the plant-like creature could still have its full normal hit points. If this spell is used in conjunction with the ordinary *plant growth*, then all times of hacking through are doubled, and the plants won't burn unless *fireball* or a similarly high powered spell is applied. If something is caught in these enormous plants, the creatures would have to be of truly enormous size (a rhinoceros wouldn't be able to break through such a jungle but a great wyrm might, if he makes his saving throw — magic resistance doesn't work). The reverse, *plant shrinking II*, reduces plant size by half.

The material components of this spell are the priest's holy symbol and a part of the plant type to be affected. This part has to be rubbed with a complete *potion of growth*.

Protection from Acid [2] (Abjuration)

Sphere: Protection
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 8
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

This spell is in all respects similar to *protection from lightning* (q.v.), except that it protects the creature touched against attacks using acid instead of lightning. The distinction between natural and magical attacks is changed somewhat however: "natural" are all acids made by alchemical procedures; "magical" are those acids produced by monsters (black dragons, oozes, etc.) or spells.

Protection from Earth (Divination)

Sphere: Elemental (Earth), Protection
 Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

The earth priest can rend a creature immune to all attacks based on earth. The spell protects against creatures from the elemental plane of earth, from or metal weapons or from attacks made using earth (sand, dust, rocks and the like). The recipient of the spell can breathe normally and does not suffocate if buried below ground or in the Sea of Silt. If the priest is 13th-level or more, the recipient can totally ignore the element of earth. He can pass through earth (stone, metal, rocks, dust, silt, etc.) and move with no hindrance at all.

The material component of the spell is a gem, of at least 1 gp value, eaten by the recipient during the casting. It vanishes after the spell expires. This spell was designed for the Dark Sun campaign world. Any monetary units are for the Dark Sun, increase where appropriate.

Protection from Water [1] (Abjuration)

Sphere: Elemental (Water), Protection
 Range: 0
 Components: V, S, M
 Duration: 2 rounds + 1 round per level
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

The water priest can protect against water, rain, acid and all water-based creatures (elementals for example). The creature is also protected against steam and can breathe underwater. The protection includes normal and magical attacks. If the caster is at least thirteenth level, the spell also acts as *free action* underwater.

The material component of the spell is a flask of water poured over the recipient. This spell was designed for the Dark Sun campaign world.

Priest Spells (5th level)

Quench Flame (Invocation)

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

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

Quest for Nature (Enchantment/Charm)

Sphere: Cosmos
 Range: 30 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Dimitris Xanthakis <daxanth@leon.nrcps.ariadne-t.gr>

This is a specialized version of the *quest* spell, usable by druids. The caster requires the subject creature never to harm the natural environment and protect it as best as it can. Every time the subject creature purposely harms the environment or does nothing to prevent it from harm, he loses 1 point from his saving throws.

The caster is always responsible for the use of such powerful magic. Simply casting special quests to gain an advantage in a casual battle may bring disfavour upon him, including immediate failure of this spell.

The spell lasts as long as the caster wills. Like the *quest* spell, it cannot be dispelled; it can be removed by a priest of the same religion and of equal or higher level than the caster. The material component of the spell is the druid's holy symbol.

This spell was designed for the Dark Sun campaign world.

Raise Energy (Alteration, Invocation)

Sphere: Charm
 Range: 30 yards
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 8
 Area of Effect: One creature
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

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

Use of the spell requires a special sacrifice afterwards at the earliest opportunity.

Rednog's Animal Transfer (Alteration)

Sphere: Animal
 Range: 10 feet per level
 Components: V, S, M
 Duration: 5 rounds per level
 Casting Time: 5
 Area of Effect: One person per 5 levels
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the 4th-level spell *Rednog's plant transfer* with the exception that an animal feature is gained. This feature can be one thing that is specific for the animal. Thus, a character could gain the bears claw and hug attacks, or a snakes poisonous bite, or a monkeys climbing ability (including long, hairy arms and a grasping tail), etc. Again, this ability has to be adjudicated by the DM. As with the previous spell, if the character uses his special ability to attack, these attacks use up all other actions the character has unless he has trained for almost excessive times in this new form. This spell cannot be used multiple times on the same characters while they still have one ability from one animal. The first spell has to run its course or it has to be dispelled before another ability can be gained.

The material components are a part of the animal of which the characters are to get a feature of plus the priest's holy symbol.

Salt to Flesh (Alteration)

Reversible

Sphere: Elemental (Earth), Paraelemental (Silt)
 Range: 10 yards per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 5
 Area of Effect: One creature
 Saving Throw: Special
 Author: John M. Martz <john_martz@unc.edu>

The *salt to flesh* spell turns any salt into flesh. If the salt was originally living, this spell restores life and possessions provided a successful system shock roll is made. Thus, any creature transformed into salt can be restored to flesh regardless of size. When cast upon ordinary salt, the caster can affect a volume of 10 cubic feet per level. In this case, the flesh is inert and lifeless.

The reverse, *flesh to salt*, turns flesh of any sort into salt. All possessions are converted to salt also. The victim is allowed a saving throw versus polymorph to resist the effects of this spell. If the target is currently suffering from dehydration, he suffers a -1 penalty to his saving throw roll for each day of dehydration (to a maximum of -4). Failure means that the victim is immediately turned into a statue of salt. As with *flesh to stone*, any statue created by this spell is subject to breakage or weathering; however since salt is more fragile than stone, the resulting statue is more susceptible to these threats.

Salt statues are especially susceptible to liquids and blowing sand. Any statue exposed to at least one gallon of liquid or prolonged exposure to blowing sand in excess of 20 miles per hour suffers damage per the following table, and the victim, once restored to flesh, appears as if mutilated by acid. The DM rolls 1d4 and modifies the roll depending upon the type of damage. For water damage, the DM modifies the roll by adding 1 for every gallon of liquid. For wind damage, the DM adds 1 for every 20 miles of wind speed multiplied by the number of hours exposed. For example, a salt stature is exposed to a sand storm with 40mph winds for 3 hours. The DM rolls 3 on 1d4, modifies the roll by +6, and consults the following table for the effects under 9. The victim, if returned to flesh, permanently loses 5 points of Charisma and 9 HP. As can be seen, the effects are cumulative.

Modified

D4 Roll	Effects
1-4	Restored individual is horribly scarred, Charisma reduced by 5 points (cannot be reduced below 1).

- This damage can only be healed by *regenerate*, *wish*, or similar magic.
- 5–9 Restored individual permanently loses hit points equal to the modified roll (but cannot be reduced below 1 HP). This damage can only be healed by *regenerate*, *wish*, or similar magic.
 - 10–14 One of the victim's limbs is unusable; the DM randomly determines which, using 1d4 (1: left arm; 2: right arm; 3: left leg; 4: right leg). This damage can only be healed by *regenerate*, *wish*, or similar magic.
 - 15+ Restored individual is dead. He can be brought back to life with *resurrection*, *wish*, or similar magic. Note: *raise dead* will not work since the body will not be whole.

The material component is a small statue carved from salt.

Scram (Enchantment/Charm)

Sphere: Charm
 Range: 60 feet radius
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 1
 Area of Effect: Up to 5 HD of creatures per level
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

Selene's Improved Neutralize Poison (Necromancy)
 Reversible

Sphere: Healing
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 8
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Joe Colleran <jnc4p@uva.pcmail.virginia.edu>

This spell combines the effects of the 4th-level priest spell *neutralize poison* and the 2nd-level priest spell *slow poison*. The spell will first revive, then neutralize the poison in any individual upon which it is cast. It will bring back a supposedly dead individual if cast upon the victim within a number of turns less than or equal to the level of experience of the priest after the poisoning was suffered (cf. *slow poison*). Neither a system shock nor a resurrection roll is needed for a victim brought back in this manner and it does not count as a death for purposes of Constitution loss.

The reversed spell, *Selene's improved poison*, requires a successful attack roll in combat, and the victim is also allowed a saving throw versus poison, but at a -1 penalty per 3 levels of the priest. Failure indicates death.

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

Site Warning (Abjuration)

Sphere: Cosmos
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 hour
 Area of Effect: 10-yard per level radius
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

This spell must be cast on a specific, circular area. It affects all of Intelligence 2 or higher with no saving throw. Undead are immune to it.

All those who enter receive a clear mental warning not to proceed. It is faint at the edge of the circle but it grows stronger as they approach the centre. The subjects have an overwhelming feeling of danger but they are otherwise unaffected: the spell cannot impede the progression of a strong willed, determined individual. Language is not a barrier for this is purely an emotional, wordless message.

The material component of the spell is a gem of at least 20 gp value. It must be placed in the centre of the area and then blessed by the caster. The gem radiates a pale, green aura which dimly illuminates the surroundings.

At half a foot of the gem the feeling of danger is nearly insufferable and will affect all creatures regardless of Intelligence. To get closer, one must save versus petrification and make a Strength check: both with a -5 penalty. Those who fail in one of these are paralysed with terror for 1d4 rounds and cannot try again to get closer until they gain a level.

Small projectiles (hurled rocks, arrows, etc.) and poles wielded by other creatures cannot touch the gem. The caster can hide or protect the gem with other spells as the spell ends at once if the gem is disturbed in any way.

The spell is usually used to prevent entrance to dangerous areas. Only one of higher level than the caster when he cast it can dispel the warning. This spell was designed for the Dark Sun campaign world. Any monetary units are for the Dark Sun, increase where appropriate.

Solar Sight (Divination)

Sphere: Paraelemental (Sun), Sun
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 hour
 Area of Effect: Reflective surface touched
 Saving Throw: None
 Author: John M. Martz <john_martz@unc.edu>

This spell causes a reflective surface to serve as a scrying device for up to one hour as long as the sun is above the horizon — the caster must look at the sun in this reflective surface for the duration of the spell. The caster can only see things directly exposed to the rays of the sun. For example, if the caster is scrying a caravan crossing the sandy wastes, he could see the riders and wagons but not inside covered wagons. Now suppose the driver of the first wagon throws its tarp back, directly exposing 5 square feet of the cargo to the sun. Even though the entire inside of the wagon might be lit by diffused light, the caster could only see where the rays of the sun hit; he can not see anything that does not lay within that 5 square feet of direct sunlight.

In all respects, the reflective surface behaves as a crystal ball, except the following. This spell can not be used when the caster is not in sunlight, and the chance of locating the subject is 0% when the subject is not exposed to the same sun that the caster is using (such as on another prime material plane). Viewing period and frequency limits apply across all surfaces the caster uses. Thus, given a 75% chance of finding the subject, the caster would have a 30 minute viewing period twice per day. If he used a mirror for two viewing periods and switched to polished steel for a third, he would risk insanity for exceeding his allotted frequency as detailed in the *Dungeon Master's Guide*.

A priest in good standing with the powers of the elemental plane of fire will suffer no ill effects from this spell, and it will work normally. One who is not on good standing will suffer retinal damage automatically (no saving throw allowed), becoming blind, and the spell will fail. Since this latter effect burns the victims retina, a *cure blindness* spell will not restore his sight; rather, stronger magic must be used, such as a *restoration* or *wish* spell.

The material components of this spell are the priest's holy symbol and any highly reflective surface (mirror, polished metal, clear water); neither are consumed.

Priest Spells (5th level)

Speed Plant Growth (Alteration) Reversible

Sphere: Plant
Range: 10 feet per level
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: One plant
Saving Throw: Negates
Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell causes a single plant (or an area of plants of 200 square feet per level if small, grass-like plants) to grow at an astonishing speed. It can be caused to grow one year per level of the caster in one round only. This growth is like natural growth. It can be interrupted at any time within the growth by the caster. Once the growth reaches its end, the plant stays in that cycle even if completely out of tune with the cycles of nature. Thus, this spell could cause an apple tree to green, carry blossoms, and fruit within one round, even if within the deepest of winter. Once the time of the plant has been changed by the spell it stays in that cycle. Thus, our apple tree would from now on would start to green within the latest of autumn, carry blossoms within the winter and carry fruit in the middle of spring. The reverse, *stop plant growth*, completely stops the natural growth of a plant, although the plant's natural lifetime is not changed. This spell and its reverse cancel one another.

The material component for this spell is an old oak's bark. This bark must still contain some life from the oak, thus it cannot be very old. In addition the priest needs his holy symbol.

Spiritual Mace (Invocation)

Sphere: Combat
Range: 60 yards
Components: V, S, M
Duration: 5 rounds + 1 round per level
Casting Time: 8
Area of Effect: Special
Saving Throw: None
Author: Joe Collieran <jnc4p@uva.pcmail.virginia.edu>

This spell is similar to the 2nd-level *spiritual hammer*, the 3rd-level *spiritual staff*, and the 4th-level *spiritual flail* spells. The caster creates a shimmering field of force, shaped vaguely like a mace. The field does damage equal to a footman's mace (2-7 S or M, 1-6 L). Further, it gains magical to-hit and damage bonuses in exactly the same manner as *spiritual hammer*, *spiritual staff*, and *spiritual flail* (i.e. +1 per 3 levels).

The *spiritual mace* strikes as a fighter of equal level to the priest casting the spell, with double weapons specialization in footman's mace. Thus, the mace is +3 to-hit and +3 to damage due to double specialization, and attacks per round are as follows: levels 1-6: 3/2, levels 7-12: 2/1, level 13+: 5/2.

The material component of the spell is a normal footman's mace anointed with either a dose of a *potion of superheroism* or the blood of a 9th-level fighter, which disappears when the spell is cast. For further information, see the 2nd-level spell *spiritual hammer*, the 3rd-level spell *spiritual staff*, and the 4th-level spell *spiritual flail*.

Stonewood (Alteration)

Sphere: Elemental (Earth), Plant
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 3 turns
Area of Effect: Object touched
Saving Throw: None
Author: Teh S. Cheng <tsc0265@rigel.tamu.edu>

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

Strength of the Spider (Conjuration/Summoning)

Sphere: Vengeance
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 4
Area of Effect: The caster
Saving Throw: None
Author: The drow priestess Tas'Vinct Sharessaban <knudsenm@wpsmp.ohsu.edu>

At the end of this powerful prayer, the priestess's body convulses as if struck by lightning, and glows with divine radiance. Thereafter, the priestess's Strength is raised by 1d4 points plus 1 point for every two levels of the priestess (fractions rounded down), and is given full to-hit and damage bonuses commensurate with the new Strength. The priestess retains the augmented Strength for one round per level. The material component of this spell is a vial of *unholy water* which must be swallowed during the casting and the priestess's holy symbol.

Summon Flying Steed (Conjuration/Summoning)

Sphere: Elemental (Air)
Range: 1 mile
Components: V, S, M
Duration: 1 turn per level
Casting Time: 5 rounds
Area of Effect: Special
Saving Throw: None
Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

The air priest uses this spell to summon a flying creature to serve him as a mount. The creature must be intelligent (but not above average) and should be in the area when the casting takes place (the DM decides on the chance).

The creature will then be bound to serve the priest as best as it can. It will carry other persons, if it is able to do so (a roc, for example, can carry many). The caster has a limited telepathic link with the creature and can order it with simple mental commands. He must, however, ride it all the time; the creature will not move away from him. The spell does not in any way enhance the abilities of the mount or its intelligence.

At the end of the duration of the spell, the creature will land for the rider to dismount. If there is no place to land, the creature will fly to the nearest land and leave its rider there. If the priest refuses to dismount, the creature will attack him.

Casting this spell with the intention of killing the animal is an evil act. The material component of the spell is a gold piece and herbs that must be burned at the time of the casting. This spell was designed for the Dark Sun campaign world. Any monetary units are for the Dark Sun, increase where appropriate.

Priest Spells (5th level)

Summon Land Power (Alteration)

Sphere: Cosmos
 Range: 0
 Components: V, S
 Duration: 2 hours per level
 Casting Time: 1 hour
 Area of Effect: The caster
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

By means of this spell a druid can improve his Strength, Constitution, Dexterity or Charisma to 22.

The druid must have a great need to cast the spell, always related to his role as protector of the natural environment. He must meditate for one hour and communicate with his patron land spirit, explaining in detail the reasons he wants the extraordinary ability. Defeat of a powerful defiler (tenth level or more experienced) is an adequate reason.

At the end of the hour the druid gains the augmented ability if the spirit of the land agrees on the importance of the task. The spirit of the land may grant additional points if the situation is serious enough, at the DM's discretion (the spirit, being a sort of deity, can grant any number of points in any ability or abilities but this is very rare).

The effects of this spell cannot be dispelled. Further, the augmented ability cannot be modified, either positive or negative, by any normal means such as draining attacks, use of magical items, etc., since it is the result of divine intervention. This spell was designed for the Dark Sun campaign world.

Trace Defiler (Divination)

Sphere: Cosmos
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: Special
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

This divination is cast on the ash remains of a particular defiler. When completed, the caster may get an image of the defiler and his general direction and distance. If the caster is 13th-level or higher, he could also learn the name of the defiler (his common name or nickname).

The ash must be mixed with water, two flasks per level of the defiler. The caster could very well not know his level. If the water is insufficient, the spell fails and the ash and water disappear. The ash from that particular spot cannot be used again to trace the same defiler, regardless of what remains of it.

The base chance of success is 30%. This is modified as follows:

- +5% per level of the caster.
- 2% per level of the defiler.
- +2% per level of the defiling spell.
- +30% if the caster has already seen the defiler.
- +5% per flask of water over the required quantity.
- 20% per day separating this divination and the defiling casting.

This spell was designed for the Dark Sun campaign world.

Undead Regeneration (Necromancy)

Reversible

Sphere: Necromantic
 Range: 0
 Components: V, S
 Duration: Instantaneous
 Casting Time: 6
 Area of Effect: Undead touched
 Saving Throw: None
 Author: S.C. Lawley <u0e00@seq1.cc.keele.ac.uk>

By means of this spell the priest can "heal" an undead, restoring to its "unlife" a number of hit points equal to 1d6 plus the caster's level. Gaseous and intangible undead can be "touched" by a caster reaching into the space they occupy. The spell prevents normal undead attacks or effects of contact with undead from affecting the caster.

The reverse of this spell, *drain undead*, inflicts a like amount of damage. Undead "drain" damage is not gained as healing or extra hit points by the caster. The same protections against undead powers are given to the caster as *undead regeneration* confers. Only undead are affected by either version of the spell.

Vindicator's Quest (Enchantment/Charm)

Sphere: Charm, Vengeance
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: Negates
 Author: Dan Alexander Thompson <dant@cs.utexas.edu>

Vindicator's quest is similar to the 5th-level *quest* spell, with the following differences: *vindicator's quest* is cast upon oneself. Following the casting, however, every person that the priest comes in contact with is also subject to the quest. The priest need only explain the quest, argue for its moral correctness, and whoever listens to the story must save versus spell or be drawn into the quest. Creatures of the priest's religion are not allowed a saving throw (provided the priest is clearly recognisable as being of their common faith), and creatures of the priest's alignment save at -4. The spell has no effect on creatures whose alignment differs from that of the priest with respect to good and evil.

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

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

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

Visions of Pain (Necromancy)

Sphere: Necromantic
 Range: 20 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 8
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Thomas Huijjer <v912451@morrien.si.hhs.nl>

This spell allows the caster to reach into the victim's mind and find his worst fear. The target of the spell thinks that the vision is real and dies of fright, unless a saving throw versus death magic is made. A

Priest Spells (5th level)

second saving throw must be made to determine if the victim thinks the vision is real or not. If he does think it's real, he runs away in terror for 1d6 rounds. If he doesn't, he sees that the vision is fake and he isn't harmed in any way. Note that the victim must be intelligent: unintelligent creatures, such as most undead, are not affected by this spell. The material component for this spell is a lens.

Vylja's Air Strike (Alteration)

Sphere: Combat, Elemental (Air)
 Range: 60 yards
 Components: V, S
 Duration: Instantaneous
 Casting Time: 8
 Area of Effect: 7-foot radius by 40-foot high column
 Saving Throw: ½
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

Upon casting this spell, a vertical column of condensed air crashed down in the area of effect. This enormous blast inflicts 1d4 points of damage for each level the caster has attained (maximum 16d4), but a saving throw versus spell for half damage is allowed. Items worn by creatures that fail their saving throws have to roll separate item saving throws versus crushing blow or be destroyed.

Vylja's Airy Assistant (Conjuration/Summoning)

Sphere: Elemental (Air), Summoning
 Range: 3 yards per level
 Components: V, S, M
 Duration: 3 rounds per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

When this spell is cast, a creature is summoned from the elemental plane of air to serve the caster. It is humanoid in shape and approximately 10 feet high. The caster is able to order it around for 3 rounds per level he has attained (but see below). After this time, the *airy assistant* returns to its native plane.

The creature has low Intelligence and cannot speak. However, it can understand the verbal commands of its caster as long as these are kept fairly simple ("Attack them!" or "Guard this door!", for example). The priest can change the airy assistant's task as often as he deems necessary. These are its statistics:

Airy Assistant.

10 HD; 45 HP; AC 3.
 MV 6, fl. 18 (C); THAC0 11.
 Number of Attacks 1; Damage 1d10+7 (19 Strength).
 Intelligence: Low (2-4).
 Alignment: Lawful Neutral.
 Size: L (10 feet high).
 Morale: 20.
 XP Value: 1500.

Its Strength score also determines its weight allowance and its chance to open doors and bend bars.

An airy assistant is not in fact under the control of the priest who summoned it — it will obey the creature that possesses the holy symbol that was used for summoning it. So if the priest's holy symbol is taken from him by someone, the control over the airy assistance for the rest of the duration passes to that person. If the holy symbol is destroyed, the airy assistant immediately returns to its own plane of existence. An airy assistant can be physically destroyed, and it can also be forced back to its home plane by a successful *dispel magic*, *abjure* or *banishment*. *Dismiss air elemental* (the reversal of *conjure air elemental*) also works. A *protection from evil* or *good* spell will keep the airy assistant at a distance.

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

Vylja's Energy Shield (Abjuration)

Sphere: Protection
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 8
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

When *Vylja's energy shield* is cast, the protected creature is surrounded by a glimmering and crackling blue cloak of magic. The *energy shield* lasts for 5 rounds for each level of the caster, unless it is exhausted earlier.

The *energy shield* will absorb attacks based on pure magical energy that are directed against the creature it protects. It absorbs one *magic missile* for each level the caster has attained (a *magic missile* cast by a 9th-level wizard will take five charges off the *energy shield*). At the end of each round during which the *energy shield* has absorbed at least one *magic missile*, there is a chance of 1% per level of the caster of the *magic missile* that the *energy shield* implodes, causing the protected creature to suffer 1d4 points of magical energy damage for each charge it has left.

Vylja's energy shield also protects against spellfire attacks: it absorbs its caster's level Hit Dice of damage before becoming exhausted. The chance of the *energy shield* imploding rises to 2% per level of the spellfire wielder. This 2% is cumulative with the 1% mentioned above.

When a creature protected by *Vylja's energy shield* comes into contact with a *wall of force*, the *energy shield* automatically implodes. There is however also a 3% chance per level of the caster of the *energy shield* that the *wall of force* will also be dispelled.

Because magical attacks based on fire, electricity and cold are partly supported by pure magical energy, a creature protected by an *energy shield* has a bonus of +2 on its saving throws against such spells. This does not exhaust the *energy shield* in any way, and such spells cannot cause the *energy shield* to implode.

In order to cast *Vylja's energy shield*, a priest needs his holy symbol and a sapphire worth at least 1000 gp.

Vylja's Storm Armour (Conjuration)

Sphere: Elemental (Air), Protection
 Range: 0
 Components: V, S, M
 Duration: 3 turns per level
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

Upon casting this spell the creature touched by the priest is covered on all sides by a translucent armour of dense air and wind, approximately 3 inches thick. This air current absorbs the damage inflicted by weapons of all kinds and effectively grants the protected creature an Armour Class of 1. The *storm armour* can be combined with magical devices like a *ring of protection*. If the creature touched already has an Armour Class of 2 or better, the *storm armour* will improve it by two places (from AC -3 to AC -5, for example).

A *storm armour* also grants full protection against natural and magical gusts of wind, so that the creature protected can walk through hurricane like winds without suffering ill effects (the creature can still be hit by flying debris of course).

Other creatures can deduce the presence of a *storm armour*, because the protected creature's hairs and clothing will be moving as if blown upon by a soft breeze. The material component is the priest's holy symbol with which he has to touch the creature to be affected.

Priest Spells (6th level)

Vylja's Zephyr (Conjuration/Summoning)

Sphere: Elemental (Air), Summoning
 Range: 10 yards
 Components: V, S, M
 Duration: 3 turns per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

This spell enables specialty priests of Ærdrie Fænya (the elven goddess of air, weather, and flying creatures) to summon a special mount from the elemental plane of air: a zephyr. Zephyrs are large flying creatures with a remarkable physical resemblance to giant eagles, but their bodies consist of dense air instead of bones and blood. Their bodies and feathers usually appear a translucent white, but this changes into the colours of the rainbow when shone upon by the sun. A zephyr has these statistics:

Zephyr.

4 HD; 30 HP; AC 7.
 MV 3, flight 48 (B); THAC0 15.
 Number of Attacks 3; Damage 1d6/1d6/2d6.
 If it has dived for more than 50 feet, it gains a bonus of +4 on its attack role, and the claw damage is doubled (but not the beak attack).
 Intelligence: 10 (limited telepathy with the priest).
 Special Defences: Due to its exceptional eyesight, a zephyr cannot be surprised during the day, nor can its rider. Only magical weapons can hit a zephyr.
 Magic Resistance: 15% (also for its rider).
 Alignment: Neutral.
 Size: L (10-foot high, 20-foot span).
 Morale: 20 (absolute loyalty to the priest).
 XP Value: 1000.

As all zephyrs belong to the retinue of Ærdrie Fænya, the goddess has to grant her personal permission to the summons of the priest. The zephyr will stay until the spell expires, but the priest can send it back to its plane of origin whenever he wants to. Only the priest who has summoned it can ride the zephyr, and no special proficiency is needed for him to do so.

A zephyr can only be hit by magical weapons. It is also vulnerable to spells that penetrate its magic resistance. *Dispel magic*, *abjure* and *banishment* will, if successful, send the zephyr back to its plane of origin early. The zephyr can only be cured by the spells of the priest that summoned it. Should a zephyr die, while serving a priest, the priest will be unable to summon another one until he has repented, performing a special service to his goddess. Even if the zephyr is not killed, only one summons for the animal will be granted each week.

The priest needs his holy symbol to cast this spell, and a feather of a giant eagle.

Warp Metal (Alteration) Reversible

Sphere: Elemental (Earth)
 Range: 10 yards per 4 levels
 Components: V, S
 Duration: Permanent
 Casting Time: 7
 Area of Effect: Five pounds per level
 Saving Throw: None
 Author: Teh S. Cheng <tsc0265@rigel.tamu.edu>

This spell is similar to the 2nd-level *warp wood* spell, except as noted above, and that metal substances are affected. For those objects that possess structural strength, this spell does 1 point of structural damage per 3 levels of the priest. Against metal creatures (iron golems, for example) the spell inflicts 1d4 points of damage + 1 per level of the priest (save for half damage).

Wraith's Form (Necromancy)

Sphere: Necromantic, Protection
 Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

The priest and all carried gear become para-ethereal, and an aura of negative energy surrounds the priest. The priest can only be struck by magical weapons or by silver weapons for half-damage and is treated as gaseous for movement purposes. Undead will not recognize the priest as a living being unless they are of higher status and Intelligence in which case they may save versus death magic at -4 in order to recognize the necromancer for what he is. Living creatures suffer 1d6 damage on touch (which is the priests only attack on non-ethereal creatures during the spell duration). The priest may negate the effects of the spell at will, but will appear to non-ethereal creatures as a shadowy, smoky, semi-transparent ghost and will take 1d6 damage per round from sunlight. Note that this spell may be cast only from planes adjacent to the ethereal (those being the primes and the surface of the inner sphere). The priest is not affected by normal winds. The material component for this spell is a bit of cotton wool.

Sixth-Level Spells

Adaptation, 10-foot Radius (Abjuration)

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

All those in the area of effect of this spell are affected as per the 4th-level spell *adaptation* (q.v.), up to a maximum of 2 persons per level of the priest (excluding the priest, and rounding upwards).

Alter Reality (Alteration)

Sphere: Time
 Range: Special
 Components: V, S
 Duration: Special
 Casting Time: 3 turns
 Area of Effect: The caster
 Saving Throw: None
 Author: Steve Miller <smiller@media.utah.edu>

This spell creates a time divergence ranging a number of rounds equal to $\frac{1}{3}$ of the caster's level into the past. If this spell is used for a trivial purpose (such as letting a gambling time spirit bet on the winning horse instead of the one that lost), there is a 65% chance Tidligsent will notice and strip the priest of spells. Additionally, there is an 80% chance that use of this spell will attract the attention of time guardians. DMs should make a separate check for each eventuality.

This spell was written for the "time spirit" class. Contact the author for more information on this class.

Priest Spells (6th level)

Ambulatory Trees (Alteration)

Sphere: Plant
 Range: 10 feet per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1 per tree
 Area of Effect: One tree per 3 levels
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the effect of a treant causing trees to walk and do his bidding. With this spell the priest can affect up to one tree per 3 levels that is in range. Affected trees change into a treant with total Hit Dice no more than three times the caster's level. Their power is equal to a treant of the same Hit Dice with the exception of those trees with more Hit Dice than the largest treant. In that case take the damage done by the largest treant and multiply it with the percentage the tree is larger than the largest treant. The trees stay in the changed state for a maximum of 1 round per level of the caster. If they are "killed" before the duration runs out they topple (beware the falling wood) over and stay that way even after the duration runs out. Otherwise they return to their rooting spot and turn into normal trees again.

The material components are the holy symbol of the priest and a tiny bit of bark from a treant.

Bass's Elemental Domination (Conjuration)

Sphere: Elemental (All)
 Range: 80 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: One conjured elemental
 Saving Throw: Special
 Author: Riccardo Facchetti <riccardo@cdc835.cdc.polimi.it>

This spell enables the caster to assume the control of an elemental creature conjured by another spellcaster or magic device. Magic devices are considered spellcasters of twelfth level. The domination is successful on a roll of 11 on a d20 (50%: you must roll an 11 or better), modified as follows:

- if the caster is of higher level than the conjurer, subtract the difference in level from the base throw.
- if the caster is of lower level than the conjurer, add the difference in level from the base throw.
- if the caster is an elemental, he has an additional modifier: -2 if the elemental is of the same element as the caster; +2 if the elemental is of the opposite element as the caster; +0 in any other case.
- at the DMs option, you can modify the roll with something we may call the willpower: the Wisdom bonus for priests, the Intelligence bonus for wizards, the better of the two for cleric/mages; subtract or add the difference in willpower of the two spellcasters.

If the spell fails, the elemental attacks the spellcaster who cast the *domination* for at least 4 rounds of fury without control, then the conjurer can restart to control the elemental (i.e., he can choose to let the elemental finish the work or command it to a different target).

The duration of the spell is 1 turn per level but it can never be higher than the remaining time of the original conjuration spell (see the *Player's Handbook*, pages 227 and 232). The material component is the caster's *holy symbol*.

In the Dark Sun setting this spell will work differently with respect to how powerful the elemental to be dominated is: if you try to dominate a lesser elemental, the duration of the spell is increased by 3 turns (duration: 3 turns + 1 turn per level). If you try to dominate a normal elemental, the spell works as described above. If you try to dominate a greater elemental, the spell works only on an elemental of your school, without any same-school bonus, and the duration of the spell is a quarter of usual (duration: 1 turn per 4 levels).

NB: this spell can be cast only on elementals that are conjured, and works only for elementals that are already controlled by another spellcaster.

Break Curse (Abjuration) Reversible

Sphere: Protection
 Range: 10 feet
 Components: V, S, M
 Duration: Permanent
 Casting Time: Special
 Area of Effect: One item, object, or area
 Saving Throw: Special
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is a higher powered version of *remove curse*. Instead of removing the curse (which means to some priests that the curse is just relocated to another area, item or object), this spell breaks and destroys it. It takes a lot more time to break a curse than to remove one. Thus, the casting time is 1 hour or more. For each hour, the caster and the curse (i.e. the creator of the curse) get a saving throw versus spell at their base saving throws (no bonuses except race). These saving throws are modified due to special circumstances. If, for example, the priest is in the holiest of his temple wielding one of the greatest artifacts of his religion against a simple cursed *sword*, -1, the saving throws would be modified very positively in the direction of the priest and very negatively to the side of the sword (DM's judgement). Each failed saving throw causes the next saving throw to be made as if the creature or item were one level lower. If both fail their saving throws, both lower their respective levels. This level loss is only in respect to their saving throws against each other — they do not actually lose levels. Once the curse side loses all levels, the curse is broken. This means that the item is now changed into a normal magic item of the kind it tried to depict in the beginning. If the priest loses all levels, he has to save versus death magic once per lost level (this time again against base saving throw). Per failed saving throw versus death magic the priest actually loses one level permanently. They may be restored with *restoration*. If both reach zero levels at once, then the priest is sucked into the item or area which now seems to be cursed with another curse instead of its original curse. The effects of this are up to the DM.

The material components are the holy symbol of the priest plus one item which carries a significant symbolic opponent to the curse per level of the curse creator. As the opposing level is not known, one should have lots of stuff to ensure that enough items are there. For each item that is lacking during the casting, the caster of this spell has to save versus death magic (at normal saving throws); any failed saving throws indicate that the curse sucked in the priest; any levels the priest had are now added to the level of curses in the item or area. The significant items are destroyed one by one per failed saving throw of the curse creator. These items can be supplied during the casting by helpers.

The reverse, *instill curse*, creates a very strong curse which can be placed in an item or on an area. If it is placed within an item, the item gains the power to force the wielder to commit suicidal acts, to become a homicidal maniac, or something the like (all subject to a saving throw versus spell each time the item is touched or thrice per round if continuous touch). Such items can resist the effect of break curse as if they used the normal saving throws of the curse caster at the time the caster cast this spell.

The reversed spell requires the priest's holy symbol, a significant amount of solidified hatred (about a teaspoon full), a huge amount of disgust (a wineskin full), and a large sack of desire to harm.

Priest Spells (6th level)

Conjure Air Elemental [1] (Conjuration/Summoning) Reversible

Sphere: Elemental (Air)
Range: 60 yards
Components: V, S
Duration: 1 turn per level
Casting Time: 6 rounds
Area of Effect: Special
Saving Throw: None
Author: Charles Anthony Leone <clg2+@andrew.cmu.edu>

This spell is in all aspects the same as the spell *conjure fire elemental* in the *Player's Handbook* (q.v.), except that it opens a gate to the plane of air, and that either an air elemental or 2d4 invisible stalkers are summoned. 87% of the time, an air elemental will appear. The stalkers will appear when the roll would indicate salamanders or an efreeti.

Conjure Air Elemental [2] (Conjuration/Summoning)

Sphere: Elemental (Air)
Range: 10 feet per level
Components: V, S, M
Duration: 1 turn per level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None
Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

With this spell (akin to *conjure fire elemental* and *earth elemental*) a priest can conjure an air elemental or a related creature from the elemental plane of air. The elemental has no aggressive feelings toward the priest as the priest is normally in good standing with the elemental planes. The priest just has to give a general set of instructions and the elemental creature will try to fulfill them. Instead of a normal 16 HD air elemental there are chances for other air elemental creatures: 75% for a 16 HD air elemental, 15% for an aerial servant, 8% for a djinn, 2% for a 21–24 HD air elemental (fire elemental duke).

The material components are an open stretch of air no less than 100 feet square plus the holy symbol of the priest.

Deathwalk (Enchantment/Charm)

Sphere: Charm
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 3 rounds
Area of Effect: Creature touched
Saving Throw: None
Author: The Avangion of Delphi <syrek@delphi.com>

A very potent and deadly spell, *deathwalk* should be used only when a long-term damaging effect is desired. The creature affected is, quite simply, no longer able to fall into a normal unconscious sleep. If *sleep* is cast upon the affected creature or the creature is otherwise affected in such a way that unconsciousness would result, the creature falls into a restless unconscious gaining no benefits from it. For every 3 consecutive days the creature is unable to sleep, all abilities temporarily drop by 1 point and 1d4 HP are temporarily lost, however no abilities can drop below 2 and hit points cannot be reduced to 0. The incoherency and sluggishness eventually gets to the point where the creature is must keep bed, and can barely move. In this way, *deathwalk* releases its true powers because if the creature cannot eat or perform other necessary bodily functions especially that of proper health care, death ensues. After eight consecutive days without sleep, the creature must make a successful saving throw versus paralysis each day or fall into a restless coma. The material components for this spell are a black shroud, which burns while the spell is in effect, and a small crystal sphere that essentially traps the spirit and essence of the affected creature within it.

Dedi's Invisible Poison Swamp (Alteration, Illusion/Phantasm)

Sphere: Chaos, Creation, Elemental (Earth, Water)
Range: 40 yards
Components: S, M
Duration: 1 day + 1 hour per level
Casting Time: 1 round per level
Area of Effect: 10×10 feet area per level, 10 feet deep
Saving Throw: Special
Author: Martin Dudle <mdudle@iic.ethz.ch>

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

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

To successfully chant this prayer, the ground must be at least 10 feet thick (so you can't build a swamp in a castle's third floor if the great hall of the knights is below one foot of stone). Only stone, earth, rock, mud or other similar material can be used to create a swamp on. A swamp cannot be build in a marsh or on another swampy area. The priest can choose a swamp size from a minimum of 10×10 feet up to his maximum (eg., a priest of fifteenth level could create a 10×150-foot or a 100×15-foot swamp, always being 10 feet deep, but he also could create a 13×67-foot swamp).

A victim who didn't see the swamp and steps into it, falls into it (no saving throw allowed). If the victim succeeds a swimming check (at a –4 modifier, since it's a swamp and not water) it only suffers 2 points of damage from the poison. The poison enters the body of the victim through the skin. If the victim fails, it suffers additional 1d8 points of damage and gets a cumulative –1 penalty to its next swimming check (in the next round). Victims without the swimming proficiency automatically suffer 1d8+2 points of damage each round. If a victim spends 5 rounds in the swamp it loses Strength (reduced to 3) and sinks to the swamp's ground. There, it suffers double damage (2d8+4) each round. After another 5 rounds down there it will finally die.

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

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

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

Endurance (Abjuration)

Sphere: Cosmos
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: Creature touched
Saving Throw: None
Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

This spell confers extraordinary endurance to one creature, lasting one day per level of the caster beyond the ninth. During this time, the recipient is treated as having the "endurance" proficiency. In addition, it can fail a saving throw only on a natural 1.

The material component is a piece of any turtle shell and a precious stone, worth at least 10 gp, which vanishes at the end of the

Priest Spells (6th level)

spell duration. The recipient must keep the stone on himself to get the benefits.

This spell was designed for the Dark Sun campaign world. Any monetary units are for the Dark Sun, increase where appropriate.

Enhance Druidic Shapechanging Power (Alteration)

Sphere: Animal
 Range: 0
 Components: V, S, M
 Duration: 3 hours per remaining level
 Casting Time: 1 hour
 Area of Effect: One druid
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell enhances the druid's shapechanging power. This enhancement has the following effects:

- it is now possible to shapechange into any animal type (reptiles, fish, amphibians, invertebrates, etc.);
- it is now possible to repeatedly assume the same animal type;
- the size assumed may be from 0.01% (about the size of a flea) up to 10,000% (one hundred times larger); as this includes both aspects of length *and* weight, it is still very easy to reach a limit rather quickly (thinking of changing into a killer whale weighing well over 15 tons, your druid would have to weigh over 300 pounds);
- the druid can shapechange up to 3 times plus once per remaining level per day;
- changing shape now takes only the thought (and approximately half a second) to assume the new form — it is possible to assume another animal form directly from one animal form; it is not necessary to return to human form in the interim;
- it still cures 10%–60% of remaining damage for each return to human form (not necessarily the druid's original shape).

This spell is powered by the recipient's levels. It drains one level from the recipient's druidic level for the duration of the spell. If this would leave the druid below the level to shapechange, he would lose that ability. When the duration runs out, the druid regains the lost level. The material component is the holy symbol of the priest.

Entomb (Evocation)

Sphere: Elemental (Earth)
 Range: 10 yards per level
 Components: V, S, M
 Duration: 1 turn + 1 round per level
 Casting Time: 6
 Area of Effect: One creature of size Large or smaller
 Saving Throw: Negates
 Author: John M. Martz <john_martz@unc.edu>

This spell is an improved version of *encase*. When cast, *entomb* completely surrounds the target in granite. The tomb hinders breathing, blocks vision, and prevents all movement, including somatic and verbal spell components, for the duration of the spell.

If the target saves versus spell, he completely avoids the effects of *entomb*, as a hollow stone statue roughly his shape appears next to him, collapses in on itself, and disappears. If the target fails his saving throw, he is immediately entombed. The victim will begin to suffocate after $\frac{1}{3}$ his Constitution score in rounds (round up). Thereafter, a successful Constitution check each round with a cumulative -2 penalty will postpone damage for an additional round. After the first failed check, the victim suffers 1d6 damage each round until dead.

A victim may attempt to break free of his tomb. Breaking free requires the entire round and a successful bend bars/lift gates roll with a -1% penalty per level of the caster. In addition, suffocation weakens the victim such that he loses 1 point of Strength each round he suffers suffocation damage (his Strength cannot fall below 1, however), which will lower his bend bars/lift gates percentage.

The granite tomb will crumble after suffering 25 points of damage plus 2 points per level of the caster. For damage purposes, treat the

tomb as having an Armour Class of 0. Any attack that damages the casing has a 25% probability of wounding the victim within; divide the damage equally between the tomb and the victim. In addition, the victim automatically incurs all damage above the amount required to destroy the tomb.

A successful *dispel magic* will immediately remove the tomb. The material component for this spell is a fist-size piece of granite.

Hammer of Retribution (Invocation)

Sphere: Vengeance, War
 Range: 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1 round
 Area of Effect: 5-foot radius per level
 Saving Throw: $\frac{1}{2}$
 Author: Dan Alexander Thompson <dant@cs.utexas.edu>

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

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

When cast over water, the spell raises a wave 10 feet high per level of the priest, travelling 30 feet per minute in a circle that grows outward from the area of effect. On land, the force of this spell often crushes trees and rends the earth producing a great cloud of dirt and dust, obscuring the area for 1d4+1 rounds.

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

Hold (Enchantment/Charm)

Sphere: Charm
 Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: 60-foot long, 60 degrees wide arc
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

Priest Spells (6th level)

Improved Animate Dead (Necromancy)

Sphere: Necromantic
 Range: 10 feet
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 hour
 Area of Effect: Special
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

Level	Type and number	Material components
11	1 skeletal animal or non-combative servant	skeletons or corpses of animals or humanoids
12	1d8 + 1 per level traditional skeletons	freshly slain warriors
13	1d8 + 1 per level zombies	unblessed corpses
14	1 HD per level zombie monsters	freshly slain monsters

Note that there is no upper limit on the number of undead which may be controlled by a single priest once animated.

Intelligence Gift (Enchantment/Charm)

Sphere: Animal
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 2 months
 Area of Effect: Animal touched
 Saving Throw: None
 Author: Andrew Lohman <lohmann@social.chass.ncsu.edu>

By means of this spell, the caster may increase the Intelligence of any non-fantastic animal with animal Intelligence to half the normal Intelligence of the caster (fractions rounded down). This affects the ability of the animal to understand concepts, situations, and commands, and allows for the animal to use individual initiative in unforeseen circumstances.

This spell does not grant the animal the power of speech (since few animals' vocal chords are designed so that they can create human sounds), but when the spell is completed, an Intelligence check should be made for the animal to see if it is able to fully understand the language of the caster. This check is made at double Intelligence (so an animal with an Intelligence of 5 must roll a 10 or lower on a 1d20 to be able to comprehend the language). If the check fails, then the animal can understand a wide variety of commands, but lacks the ability to understand conversations and dialogues.

DM discretion is allowed here: if the animal is one that would seem to have the ability to use human speech (eg., a myna bird), then the DM can rule that the animal is also capable of conversation.

The casting time of this spell is two months: it includes constant companionship and training, and only one animal at a time can be affected by the druid or priest. A character with the animal training non-weapon proficiency can reduce the casting time of this spell in half (to just one month). The material component is the food the animal is fed.

Note: The animal must be prepossessed toward the spell caster before the spell begins. The spell does not affect loyalty, friendship, or anything of that nature. One may assume, however, that depending upon the treatment of the animal, there would develop a strong bond over the time it takes to cast this spell.

Love (Enchantment/Charm)

Sphere: Charm
 Range: 100 yards
 Components: V, S
 Duration: Permanent
 Casting Time: 9
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Lord Skigg <campite@wkuvx1.bitnet>

The spell will cause the target to fall in love with the caster and can only be broken by the seductress betraying or attacking the target (of course the spell can be broken by a *dispel charm* or *limited wish*). The target will stay with the seductress as long as he lives. The target will protect, honour, and love the seductress.

Mass Cure (Necromancy) Reversible

Sphere: Healing
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 7
 Area of Effect: 10-yard per level radius sphere
 Saving Throw: None
 Author: Teh S. Cheng <tsc0265@rigel.tamu.edu>

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

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

Monster Merge (Enchantment/Charm)

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

This spell functions the same as the 5th-level priest spell *animal merge* (q.v.), but functions for all creatures and all casters, instead of only animals and druids, respectively.

Pass via Water (Alteration)

Sphere: Elemental (Water), Travellers
 Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 8
 Area of Effect: The caster
 Saving Throw: None
 Author: Ken Arromdee <arromdee@blaze.cs.jhu.edu>

The first effect of this spell is to allow the priest to walk on water, as per the 3rd-level spell *water walk*. The spell's major effect, however, is to allow the priest to transport himself via any moving body of

Priest Spells (6th level)

water with a velocity of up to 1/8 mile per level; the priest walks on the water, takes a step upstream or downstream, and is instantly transported the desired distance; those along the way can see a fleeting image of the priest if they happen to be looking at the body of water at the time.

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

Polymorph into Tree (Alteration, Enchantment)

Sphere: Plant
 Range: 60 yards
 Components: V, S, M
 Duration: Permanent
 Casting Time: 8
 Area of Effect: One creature per 2 levels
 Saving Throw: Negates
 Author: Teh S. Cheng <ts0265@rigel.tamu.edu>

This spell is similar to *polymorph other* except that target creatures can only be turned into trees (usually oak). All creatures get a saving throw to avoid the effects of this spell. Those who fail turn into trees with their minds trapped within. Clothing, possessions, etc., are not transformed as part of the spell. Those who save feel their limbs turn wooden and stiff, the effects being as if a *slow* spell were cast upon them, with duration 2 rounds per level of the priest.

To cast this spell, the priest needs a sprig of holly and tree sap from the tree type to which the targets are being polymorphed into. Only a *wish* or a higher level priest can reverse the effects of this spell.

Protection from Undead (Abjuration) Reversible

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

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

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

The material component for this spell is a miniature helmet, fashioned from a clove of garlic. For the reverse, it is a miniature shield, carved from bone. Both are consumed in the casting.

Rally (Alteration)

Sphere: Summoning
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: None
 Author: The drow priestess Tas'Vinct Sharessaban
 <knudsenm@wpsmtp.ohsu.edu>

This spell allows the priest to call aid to herself. When the spell is cast upon a willing creature a condition is set (usually a command word) that will instantly transport the creature to the priest (also known as word of recall). The priest may choose the creature's arrival point as long as it is within the priest's line of sight. Note: Creatures not willing to be transported may save versus death magic to resist the calling. The material component for this spell is a cymbal.

Rednog's Elemental Transfer (Alteration)

Sphere: Elemental (All)
 Range: 10 feet per level
 Components: V, S, M
 Duration: 5 rounds per level
 Casting Time: 5 rounds
 Area of Effect: One person per five levels
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the two spells *plant transfer* and *animal transfer*. It gives the recipients one ability of an elemental of the priest's choice. This can be the movement type (and speed), the attack type (and damage), the immunity (and vulnerabilities) of a single elemental, etc. Thus, it could enable the characters to walk through the earth like an earth elemental (but does not give them the ability to see, hear or breathe like an earth elemental), or it could allow the characters to walk through a fire if they had gained the invulnerability of a fire elemental (but note that they would take double damage from water or ice magic for the time), etc. Thus, this spell is a rather mixed blessing. The spell cannot be ended prematurely except with the use of a dispel magic spell.

Like the other spells of this kind it is not possible to gain more than one ability with the use of this spell — even if the spell is repeated.

The material components are the holy symbol of the priest and a little part of the element that the characters want to get an ability from (a flame, a drop of water, a breath of air, or a stone). If the abilities of quasi- or para-elementals are wanted, double the casting time and have a small piece of the respective quasi- or para-element at hand.

Sacrifice (Necromancy)

Sphere: Necromantic
 Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 3 hours
 Area of Effect: The priest plus one other creature touched
 Saving Throw: Negates
 Author: Unknown

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

Here's an example: suppose a high level priest (with 78 HP) wants Sir Belvedere (80 HP) to retrieve a magical mace that was stolen. Sir Belvedere agrees, but only if the priest sacrifices 70 of his hit points,

Priest Spells (6th level)

to ensure good faith and to help complete the mission. The priest agrees, and Sir Belvedere goes out in search of the mace. At this point Sir Belvedere effectively has 150 HP, and, for all intents and purposes his maximum hit points is now 150. Likewise, the priest's maximum hit point total is now 8.

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

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

Selene's Reattachment (Necromancy)

Reversible

Sphere: Necromantic

Range: 0

Components: V, S

Duration: Permanent

Casting Time: 1 round

Area of Effect: Creature touched

Saving Throw: None

Author: Joe Colleran <jnc4p@uva.pcmail.virginia.edu>

This spell is a less potent version of the 7th-level priest spell *regenerate*. The spell will allow the priest to reattach a severed limb to an individual provided the limb is present and the spell is cast not more than 1 turn per 3 levels of the priest after the limb was severed. The process of reattachment takes but 1 round, but the limb is not usable for any purpose until after the victim has rested for 1 day. No system shock or resurrection roll is needed for limb reattachment. If cast upon a creature that has had its head severed, the spell allows the head to be reattached, but does not in itself bring a dead victim back to life. The reattachment of the head does, however allow the victim to be raised, instead of resurrected. There is no time limit for reattaching heads to dead bodies, other than that imposed by a *raise dead* or *resurrection* spell.

The reverse of this spell, *Selene's detachment*, requires a successful attack roll, and further allows a saving throw versus death magic to avoid its effects. Failure indicates that a random limb (but not the head) is detached with the appropriate penalties to hit points, movement, Armour Class, attacks, etc. (cf. *sword of sharpness*). Unlike the 7th-level priest spell *wither* (the reverse of *regenerate*), the limb does not turn to dust but falls off. Creatures making their saving throws still take damage equal to a *cause critical wounds*, i.e. 3d8+3. *Selene's detachment* has no effect on nonliving creatures (undead, constructs, etc.) or on creatures from other planes (cf. *cure light wounds*).

Slave Charm (Enchantment/Charm)

Sphere: Charm

Range: 100 yards

Components: V, S, M

Duration: 1d10 hours

Casting Time: 9

Area of Effect: 1d10 creatures

Saving Throw: Negates

Author: Lord Skigg <camplte@wkuvx1.bitnet>

This spell will cause the targets to obey the seductress' complex command and can cause them to turn on their friends if commanded so by the seductress. The spell will last for 1d10 hours and the seductress will know how long it will last. Slave attire is the spell component.

Speed Animal Growth (Alteration)

Reversible

Sphere: Animal

Range: 10 feet

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: One animal

Saving Throw: Negates

Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the *speed plant growth* spell — it causes an animal to grow at an astonishing speed up to one year per level within one round. The creature matures, grows and ages at the accelerated speed until the priest halts the growth. After that the creature stays in the cycle at which the priest left it (a bear might start to hibernate at the beginning of spring, wake up in the middle of fall, and wake throughout the winter). This might cause some major problems for the priest if he does not care for the animals he thus rips out of nature's order. The animal gains a maximum of one hit point per die per 5 levels of the priest up to the maximum effect. If this spell is used carefully (once per week with a maximum of an additional week each during 6 months), a creature may be bred, which has a 50% higher amount of Hit Dice than normal (thus, a cave bear with 6+6 HD might now have 9+9 HD). If the creature is unwilling it gains a saving throw. Note: a priest should not try to use this spell on an unwilling animal as that will most certainly cause some dire consequences for him. The reverse, *stop animal growth*, completely stops the natural growth of an animal, although the animal's natural lifetime is not changed. This spell and its reverse cancel one another.

The material components are the holy symbol of the priest plus a *potion of growth* and a *potion of animal control* (the *potion of growth* for the animal and the *potion of animal control* for the priest).

Sunblade of Disruption (Conjuration)

Sphere: Combat, Sun

Range: 0

Components: V, M

Duration: 1 round per level

Casting Time: 6

Area of Effect: Special

Saving Throw: Special

Author: François Menneteau <mennetea@acri.fr>

This spell is similar to *sunblade*, except that the following undead creatures are utterly destroyed if they fail their saving throw:

Creature	Saving Throw
Ghouls	20
Shadows	19
Wights	16
Ghasts	14
Wraiths	12
Mummies	10
Spectres	8
Vampires	6
Ghosts	4
Liches	2

Even if these saving throws are effective, the *sunblade of disruption* scores triple damage upon opponents of this sort. The material component is a light source, which is extinguished in the casting.

Priest Spells (6th level)

Superior Elemental Wall (Alteration, Evocation)

Sphere: Elemental (All)
 Range: 10 yards per level
 Components: V, S, M
 Duration: 1 turn + 1 round per level
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: None
 Author: John M. Martz <john_martz@unc.edu>

This spell allows the caster to create a stationary wall composed of material from his elemental plane of worship (templars may cast this spell in any form). As with the other elemental wall spells, superior elemental wall covers a 20-foot-square area per level (the thickness varies depending on the element); this area may be arranged in any manner to form a rectangular wall, as long as neither dimension falls below 5 feet. While this set of spells share common characteristics, such as duration and area of effect, the wall's specific properties differ based on its composition.

Element Properties

- | | |
|-------|--|
| Air | Creates a wall of poisonous gas that is 20 foot thick. Treat as a <i>cloudkill</i> (page 166, <i>Player's Handbook</i>), except that the vapours from a <i>superior air wall</i> are so toxic as to slay creatures with less than 5+1 Hit Dice, cause creatures with 5+1 to 6+1 Hit Dice to roll saving throws versus poison with -4 penalties or be slain, and creatures up to 7 Hit Dice (inclusive) to roll unmodified saving throws versus poison or be slain. Those saving versus poison and those above 7 Hit Dice must leave the cloud immediately or suffer 2d6 points of poison damage each round while in the area of effect (no saving throw allowed). |
| Water | Creates a wall of steam that is six inches thick. Any creature passing through a <i>superior water wall</i> suffers 6d8 points of damage plus 2 points per level of the caster. In addition, a saving throw versus spell is required; failure indicates that the creature is blinded for 1d4+1 rounds after leaving the wall. Attacks made through the wall are made with a -2 penalty. |
| Fire | Creates a wall of flames that is only inches thick. Treat as a <i>wall of fire</i> (page 225, <i>Player's Handbook</i>), except creatures within 10 feet of the side that radiates heat suffer 4d4 points of damage, and those within 20 feet suffer 2d4 points of damage. A <i>superior fire wall</i> inflicts 8d4 points of damage plus 2 points per level of the caster to any creature passing through it. |
| Earth | Creates a <i>wall of stone</i> that is 1 inch thick per level of the caster. Unlike the other versions of this spell, a <i>superior earth wall</i> is permanent unless destroyed. Treat as a <i>wall of stone</i> (page 173, <i>Player's Handbook</i>). |

The material component is a bit of the element (air, water, fire, earth) of which the wall is composed.

Tomewipe (Alteration)

Reversible

Sphere: Divination
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: Tome touched
 Saving Throw: Negates
 Author: The Avangion of Delphi <syrek@delphi.com>

Tomewipe can be a very powerful spell and is similar to spells that erase a wizard's memory, but it instead erases all magical language from a scroll or tome. 1d8+1 pages per level can be erased in this manner. This spell has no effect if any magical wards are in place to protect the tome and gives no indication of any such wards: the spell

simply fizzles out in the normal fashion of failed magic. If tome, scroll, or whatever the magic is written on fails a saving throw versus spell, the normal effect takes place. The reverse of this spell, *tomerestore*, is the only way the magic can be returned to the tome. This suggests that even though *dispel magic* would have no effect on a book or blank piece of paper that magic has already acted upon, the magic is still there or has been made invisible somehow. What actually happens to the words in the tome is probably something like this: the words are transformed into magical energy and stored on another plane, dimension, or similarly other world.

The material components of this spell are a flaming staff of at least 2 feet length and 50 gp value, that must be waved over the tome or scroll during casting, and an ornate sphere of any light coloured material of at least 150 gp in value and able to withstand shock considerably well. The material component of the reverse is either the original sphere (which may be where the magic is stored, but no way to transfer it has yet been found) which must be shattered or cracked in half or a handful of rare herbs that must be burned as incense in the same airspace as the original tome. This action also releases the magic from its holding area if the sphere was lost or destroyed. This second method is quite unreliable and has only a 60% chance of success, plus 5% per caster level over the spell level.

Transmute Water to Wine (Alteration)

Reversible

Sphere: Elemental (Water)
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 2
 Area of Effect: One cubic yard per level
 Saving Throw: Special
 Author: Christopher A. Snyder Jr. <vnwkvza@grove.iup.edu>

This spell allows a priest to show his dedication to his deity. When successfully cast, this spell turns any palatable water into wine of the highest quality of the priest's choice. Salt water or contaminated water gets a saving throw. *Detect magic* spells may (50% chance) show it to have a very dim glow.

Only a truly dedicated priest is allowed to cast this spell, and frivolous castings may incur the wrath of superior beings. Proper conditions to be met are:

- the priest's deity will be honoured by this act;
- the casting is used to help recruit influential persons to the deity's cause;
- more worshippers or believers may be drawn to the deity through this act (the more, the better!); and
- certain ceremonies may use this to celebrate the divinity of the deity.

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

Vylja's Skywalker (Alteration)

Sphere: Elemental (Air)
 Range: 0
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: 9
 Area of Effect: The caster
 Saving Throw: None
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

By casting this spell, a priest is granted the power to freely move through the skies in whatever way he sees fit: he can levitate, fly, run, walk, etc. (running checks for a skywalking creature are somewhat easier, due to decreased resistance: all Strength and Constitution checks have a +2 bonus). A priest can instantly change his mode of movement for as long as the spell lasts.

When levitating, a priest can lift up to 100 pounds per level of experience into the air. Once the weight is off the ground, he can move it around by flying or walking to another location. A flying

Priest Spells (6th level)

priest has manoeuvrability class A, and he can fly around at MV 18. As a consequence, running characters can go a lot faster than those that fly. When flying, a priest can easily transport his own weight plus 10 pounds for every experience level he has attained. For every 50 pounds above that amount, his movement rate for that round is decreased by 1 (down to a minimum movement rate of 1, not lower). Note further that a skywalking priest can never lose his balance in the way a levitating creature can. Strong winds, however, can cause a skywalking priest to move with difficulty.

The priest needs his holy symbol to cast this spell.

Vylja's Cloud Shape (Alteration)

Sphere: Combat, Weather

Range: 0

Components: V, S, M

Duration: 2 rounds per level

Casting Time: 9

Area of Effect: The caster

Saving Throw: Special

Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

This spell transforms the caster's body into one that has the height (24 feet) and Strength (23) of a cloud giant. The caster's face will also change somewhat, so that only creatures well known to the priest will recognize him in his new shape. Other creatures will likely consider him a true giant, although real giants and Titans are never fooled by the spell. Note however that the priest's skin colour will not change in the least: a dark elf in *cloud shape* still appears as black as the night.

The advantages of the spell are solely on the physical level: his skin turns as hard as that of a real cloud giant, granting him an Armour Class of 0 (Dexterity, defensive spells, and armour of cloud giant size can improve this Armour Class further); his Strength becomes 23, granting him a +5 bonus on his to-hit rolls and 11 points of additional damage on each physical attack (open doors checks will succeed on rolls of 18 or less (16 for magical doors); bend bars and lift gates checks have a 90% chance of success). Also, the priest gains 1d6 HP for as long as the spell lasts. Finally, the priest can also understand and speak the tongue of cloud giants.

Vylja's cloud shape also has some major disadvantages: as long as the priest assumes this shape, he can only cast spells of first and second level. Exceptions to this rule are granted powers (including spells), innate abilities (like the spells drow can cast), and of course spells that are stored in items. The second disadvantage is that only the caster's non-magic items will partake in the transformation, effectively rendering most of his magic items absolutely useless for the duration of the spell. Magic rings, cloaks, gauntlets, boots, necklaces, bracers, armour (and other pieces of clothing) have to be removed prior to the casting of this spell or they will be utterly destroyed.

The spell normally lasts for 2 rounds per level of the caster. However, the caster can at any time decide to change back to his natural shape (note that this change is definitive — no shape swapping is possible). The caster regains 1d10 points of damage when he does so. If a successful *dispel magic* forces the caster to transform back to his normal shape, he does not gain these hit points. Should the priest die while in *cloud shape*, he is instantly transformed to his normal form.

The priest needs his holy symbol to cast this spell.

Vylja's Cloud Walk (Alteration)

Sphere: Elemental (Air), Weather

Range: 0

Components: V, S, M

Duration: 1 hour per level

Casting Time: 9

Area of Effect: One creature touched per 3 levels

Saving Throw: None

Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

After casting this spell the priest can enable 1 creature for every 3 levels he has attained to walk on clouds, thick fog, dense smoke and the like (if it is visible, it can be walked upon) for 1 hour per level he has. The creatures can jump on the cloud, dig into it, and even cut pieces from it.

Cloud walk however does not grant the creatures the capacity to get on the cloud: if it is high in the air, they will have to use other magic (*fly*, *air walk*, etc.) to reach it; if it is rolling along the surface of the earth, they can try to climb it. The cloud will always continue moving in the direction it was already going unless other magic (*control winds*, for example) is used. Should the cloud begin to dissipate, the affected creatures will hear creaking noises from underneath, so that they can start thinking about getting off the cloud.

The spell can be used to carry creatures into safety, as a cheap means of transport (just hop onto a fast-moving cloud that is going in the right direction), or as a way to approach an enemy base without being noticed.

The priest needs his holy symbol to cast this spell and a handful of water.

Vylja's Eye of the Cyclone (Alteration)

Sphere: Protection, Weather

Range: 0

Components: V, S

Duration: 2 rounds per level

Casting Time: 9

Area of Effect: 40-foot circle

Saving Throw: Special

Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

This defensive spell creates a whirling mass of air around a central point (the caster) which remains undisturbed: the eye of the cyclone. The eye is 10 feet in diameter, whereas the barrier which surrounds it is 15 feet thick at all sides. The wind speed in the barrier is about 6 miles for each level the caster has attained. Any creature trying to pass through the barrier will suffer 1d4 points of damage per caster level due to wind blasts and flying debris. No normal movement of air (or something as weak as a *gust of wind*) can penetrate the cyclone, nor can creatures in gaseous form or flying creatures that are medium sized or smaller. All these creatures will suffer normal damage but have no chance of actually making it to the centre — they are expelled at the outside of the cyclone. Large flying creature will also suffer damage but have the usual chance of reaching the eye: they, as do walking creatures, have to roll a successful Constitution check. Creatures that fail this check are driven to the outside again, after they have suffered damage.

Those creatures that are standing in the eye can see nothing of their surroundings, but are free to cast spells or move about in the eye. If they step into the cyclone they suffer normal damage. However, they do not have to make a Constitution check to get outside the barrier (but they do if they want to return to the eye).

The caster can make the cyclone end early, but it will still take two rounds to disappear altogether: during the first round damage drops to 1d3 per level of the caster, and in the second round all creatures trying to cross the barrier suffer 1 point of damage per caster level. A *dispel magic* will cause the cyclone to dissipate in the same way as if the caster had wished to end the spell early. *Control wind* can influence the wind speed in the cyclone and the damage it inflicts.

This spell can be cast both outdoors (the cyclone will attain a height of 60 feet) and indoors (the cyclone will grow to the ceiling, unless that is higher than 60 feet).

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Vylja's Greater Protection (Abjuration)

Sphere: Protection
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 9
 Area of Effect: The caster
 Saving Throw: None
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

This spell protects the priest who casts it from all sorts of natural and magical attacks based on fire, cold, acid, gas, and electricity. The spell lasts for five rounds per level of the caster or until its protective energy has been exhausted, whatever occurs first.

As long as the spell lasts the priest is fully immune to all natural attacks based on those five sources. Magical attacks will be absorbed until they have dealt 5 points of damage per level of the priest casting the spell (see the various *protection from ...* spells to see what is considered "natural" and what "magical"). The priest needs his holy symbol in order to cast this spell.

An example: a 15th-level priest casts *greater protection* on himself when he enters the hide-out of an evil wizard. The wizard surprises him and casts a *lightning bolt*: the priest fails his saving throw but does not suffer the slightest effect from the *lightning bolt*: the 32 points of damage are absorbed by *greater protection*. The following round the wizard casts a *cone of cold*: its 36 points of damage are absorbed as well. At that moment the priest still has 7 points of protection left.

Vylja's Lightning Strike (Alteration)

Sphere: Weather
 Range: 10 yards per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: ½
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

By casting this spell, a priest can focus the natural electrical energy present in his surroundings into a bolt of lightning. The spell has three different applications.

- It can function as a faster way of casting *call lightning*. Except for the shorter duration, it is identical to that spell (it can only be cast outdoors when a storm is near, for example).
- The second application of *Vylja's lightning strike* can still only be cast outdoors, but it needs no real storm to power it. However, it can be cast in any given site with a 1 mile diameter only once every hour (this is the time it takes for the natural charges to build up again). This application delivers 1d4 points of electricity damage to its target or targets for each level the priest has attained. The area of effect is up to the caster: it can be a circle with a diameter of 20 feet, or the priest can choose to let the lightning strike up to three different creatures within range. In the latter case, the electrical charge must be divided by the priest over the different targets (for example, a 16th-level priest could hit a giant for 10d4 points of damage, and its two gnoll servants for 3d4 points each). A saving throw versus spell is allowed for half damage.
- The third application closely resembles the second one, but it can also be cast indoors or under the ground. The damage is however decreased to 1d3 points of damage per caster level. The saving throw for half damage is of course still applicable.

Vylja's Spiders to Ashes (Alteration)

Sphere: Sun
 Range: 0
 Components: V, S, M
 Duration: 1 round
 Casting Time: 9
 Area of Effect: One 10-foot cube per level
 Saving Throw: Special
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

Vylja's spiders to ashes is an improved version of the 3rd-level spell *Vylja's webs to dust*. The casting of the spell creates a golden glow that fills the area of effect for about 10 seconds. This light automatically destroys all natural and magical webs within its confines: they are turned into harmless dust. Spiders and objects that were supported by the webs fall to the surface and suffer normal falling damage.

Moreover, *Vylja's spiders to ashes* also causes damage to creatures that are wholly or partly arachnoid (driders and steeders, for example) and to living webs. All such creatures suffer 1d4 points of damage per experience level of the caster. They are however allowed a saving throw versus death magic for half damage.

This spell can also help against a *creeping doom*, because such a swarm normally consists at least partly of arachnids. *Vylja's spiders to ashes* will destroy between 100 and 500 of the critters (1d5×100).

The material components needed for this spell are the caster's holy symbol and a precious stone worth at least 50 gp. The stone must have been enchanted with *continual light* prior to the casting of this spell. It disappears during casting.

Vylja's Versatile Healing (Necromancy)

Sphere: Healing
 Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 9
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

Upon casting this spell the caster gains the power to heal 1d6 points of damage for each level he has attained. He is free to divide these dice over more than one creature as he deems fit (for example, a 10th-level priest could roll 4d6 to cure his own wounds, 5d6 to cure the wounds of the party's fighter, and 1d6 to heal some of the damage the party's illusionist has suffered). A priest can cure up to three creatures in a single round, as long as he is able to touch them with his two hands.

The caster retains his healing capacity (or what is left of it) as long as he does not engage into combat (melee or missile weapons) and as long as he does not cast spells other than those belonging to the healing sphere (wizard spells are not allowed either for multi-classed characters). In any case, the spell will end after one day per level of the caster.

Vylja's Whirlwind (Conjuration)

Sphere: Elemental (Air), Weather
 Range: 10 yards per level
 Components: V, S
 Duration: 1 round
 Casting Time: 1 round
 Area of Effect: 15×45-foot rectangle
 Saving Throw: None
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

This powerful spell enables the priest to channel energy from the elemental plane of air into the prime material plane in order to create a large whirlwind. The whirlwind is 30 feet high, 10 feet wide at its base and 30 feet wide at its top. It comes into existence at the end of the casting time at some 15-foot square location determined by the caster. In the next round it moves away in a straight line from its

Priest Spells (6th level)

point of origin for 30 feet before dissipating into ordinary air again. The priest can choose in which direction the whirlwind moves if he concentrates on that task during the round following the casting of the spell. If he has other concerns, the whirlwind will move in a random direction — roll 1d8 to see which one.

All creatures in the total area of effect, which is 15 feet wide and 45 feet long, are battered by powerful wind blasts and suffer 3d8 points of damage. Trees and buildings suffer structural damage as if hit 3 times by a battering ram.

If the whirlwind cannot attain its full height (when cast underground, for example), its force is diminished somewhat: it only deals 3d4 points of damage to creatures and inanimate objects only suffer structural damage once.

Wax to Flesh (Alteration) Reversible

Sphere: Cosmos
Range: 10 yards per level
Components: V, S, M
Duration: Permanent
Casting Time: 6
Area of Effect: One creature
Saving Throw: Special
Author: John M. Martz <john_martz@unc.edu>

The *wax to flesh* spell turns any wax into flesh. If the wax was originally living, this spell restores life and possessions provided a successful system shock roll. Thus, any creature transformed into wax can be restored to flesh regardless of size. When cast upon ordinary wax, the caster can affect a volume of 10 cubic feet per level. In this case, the flesh is inert and lifeless.

The reverse, *flesh to wax*, turns flesh of any sort into wax. All possessions are converted to wax also. The victim is allowed a saving throw versus polymorph to resist the effects of this spell. Failure means that the victim is immediately turned into a statue of wax. As with *flesh to stone*, any statue created by this spell is subject to breakage or weathering; however since wax is much more fragile than stone, the resulting statue is more susceptible to these threats.

Wax statues are especially susceptible to fire and heat damage. Any wax figure left exposed to fire (or acid) or heat (eg., the desert sun) in excess of 100°F suffers damage per the following table, and the victim, once restored to flesh, appears as if mutilated by acid. Remember, that the surface temperature in the desert is hotter than the air temperature — when it is 100°F seven feet off the ground, it can be 170°F on the surface.

The DM rolls 1d4 and modifies the roll depending upon the type of damage. For normal fires (eg., a campfire), the DM modifies the roll by adding 1 for every round of exposure. For magical fires (eg., *fireballs*), the DM modifies the roll by the amount of damage inflicted. For heat damage, the DM modifies the roll by 1 and adds 1 for every 10°F above 100°F multiplied by the number of hours exposed. For example, a wax statue is exposed to a the desert sun all day, during which the temperature exceeds 100°F for 2 hours (+2), 110°F for 2 hours (+4), and 120°F for 1 hour (+3). The DM rolls 3 on 1d4, modifies the roll by +9, and consults the following table for the effects under 9. The victim, if returned to flesh, permanently loses 5 points of Charisma and 9 HP. As can be seen, the effects are cumulative.

Modified

D4 Roll	Effects
1-4	Restored individual is horribly scarred, Charisma reduced by 5 points (cannot be reduced below 1). This damage can only be healed by <i>regenerate</i> , <i>wish</i> , or similar magic.
5-9	Restored individual permanently loses hit points equal to the modified roll (cannot be reduced below 1 HP). This damage can only be healed by <i>regenerate</i> , <i>wish</i> , or similar magic.
10-14	One of the victim's limbs is unusable; the DM randomly determines which, using 1d4 (1: left arm; 2:

right arm; 3: left leg; 4: right leg). This damage can only be healed by *regenerate*, *wish*, or similar magic. Restored individual is dead. He can be brought back to life with *resurrection*, *wish*, or similar magic. Note: raise dead will not work since the body will not be whole.

The material component is a small wax statue.

Word of Passage (Alteration)

Sphere: Travellers
Range: 3 feet
Components: V, S, M
Duration: 1 round per level
Casting Time: 1
Area of Effect: 10-foot per level long, 5-foot diameter cone
Saving Throw: None
Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

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

Yemelat's Orgiastic Frenzy (Enchantment)

Sphere: Charm
Range: 60 feet
Components: V, M
Duration: Special
Casting Time: 6 turn
Area of Effect: 20-foot radius circle
Saving Throw: Special
Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

Yemelat, whose archbishopric is among the most coveted of all the dioceses of Lord Priapus, is most famous for his *orgiastic frenzy* spell, first put to shockingly great effect at a special High Council of the priests of Helm, Torm, and Tyr. This spell compels those within its range to engage in sexual activities with wild abandon with anyone else within the zone. Those within the area of effect may save versus petrification at -5 to save off the effects, but must save again if they touch anyone or anything in the zone, until they escape the zone or until everyone falls unconscious within the zone. The material component is a peeled grape.

Youth (Alteration)

Sphere: Animal
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: Special
Area of Effect: Creature touched
Saving Throw: None
Author: Lord Skigg <campite@wkvx1.bitnet>

The spell will cause oneself or another to gain up to 10 years of youth. The spell effects depend on how long the spell is studied. If interrupted during study, the spell will be lost. The spell can also heal old scars or heal body parts that were lost in the past, such as eyes, ears, etc.

However, the spell must be studied to the maximum to get all results. If studied for 1 week without any interruptions the caster can even bring back old limbs. This spell will not heal anyone that was born without arms, eyes, etc. *Youth* spell effects:

Priest Spells (7th level)

Number of hours of casting time	Age decrease
5	2
10	4
15	6
20	8
25	10

The component is a 1000 gp worth gem which is consumed in the casting.

Zone of Tolerance (Abjuration)

Reversible

Sphere: Protection
Range: 0
Components: V, S, M
Duration: 24 hours
Casting Time: 1 round
Area of Effect: One 120-yard radius area
Saving Throw: Special
Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell is used by a priest to create an area in which alcohol has a diminished effect on creatures. Any being entering the area must make a saving throw versus spell to overcome the compulsion *not* to drink. Creatures entering the area already intoxicated will have their level of intoxication reduced by one level (note that this sobers up those who are slightly intoxicated). Constitution checks made in the area are unmodified, no matter what is being imbibed, thus making it more difficult to become drunk (see the *Net Alcohol Guide* for more information).

The reverse, *zone of intoxication*, creates an area in which alcohol is more effective than normal. Any being entering the area must save versus spell or be compelled to drink. Creatures entering the area will become one level more intoxicated than they were (not more than greatly intoxicated, and sober creatures are unaffected by this). Constitution checks are made at a -3 penalty, cumulative with other penalties, making it easier to become drunk.

This spell is popular amongst priests who assist temperance organizations. The reverse is popular amongst business owners who enjoy the large consumption of alcohol. Of course, they must find priests willing to help the business. Most priests will cast the spell for a small contribution to the church.

The material component of the spell is a sea sponge with a serving of alcohol sucked into it.

Seventh-Level Spells

Alter Personal Timeline (Alteration)

Sphere: Time
Range: Special
Components: V, S
Duration: Permanent
Casting Time: 1 hour
Area of Effect: Special
Saving Throw: None
Author: Steve Miller <smiller@media.utah.edu>

Through this spell, a time spirit may choose one event up to 5 years per level into the past and change it in any way he sees fit. This then changes his timeline, and possibly the timeline of those he has dealt with up to that point (if the caster chooses never to have met Karp the Slayer, then that part of Karp's timeline is altered, too). Whether this spell lets the caster alter his native time stream, or merely shifted himself into another timestream (as per *displace self*) that matches the situation he was looking for, is something time spirit philosophers get into heated arguments about. Regardless, the use of

this spell has a 60% chance of attracting the attention of time guardians.

This spell was written for the "time spirit" class. Contact the author for more information on this class.

Avatar (Invocation)

Sphere: Charm
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: The caster
Saving Throw: None
Author: Paul D. Walker <pdwalker@hk.super.net>

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

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

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

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

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

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

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

Awaken Forest (Divination, Enchantment/Charm)

Sphere: Plant
Range: 0
Components: V, S, M
Duration: 1 hour per level
Casting Time: 2 hours
Area of Effect: 10-mile + 1 mile per level radius
Saving Throw: None
Author: Teh S. Cheng <tsc0265@rigel.tamu.edu>

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

Priest Spells (7th level)

Begalund's Battery (Alteration, Metamagic)

Sphere: Protection
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: Special
 Area of Effect: Special
 Saving Throw: None
 Author: Sarien Loth-Lorien <jjenks@nmt.edu>

The *battery* spell allows the caster to store spell energy for use at a later time. The caster creates a temporary magic item called the battery. Within this battery, he can store one spell level per casting level. Charges (as these stored levels are called) are semi-permanent meaning that they will remain until dispelled. *Anti-magic shells* and similar magics will only negate the use of a battery while such are within their area of effect, the battery will not be dispelled.

Stored levels are withdrawn from the spells the priest has currently memorised, with the highest level spells being removed first. In other words, this spell is best cast when the priest is not expecting to be needing his high level spells. Using a bejuryl stone (or any other DM-chosen expensive object) of 1000 gp worth per charge to be stored (fourteenth level means 14 charges, which accounts to 14,000 gp), the priest casts this spell and then begins to power the battery by losing one spell level per hour (so the above gem would take 14 hours to charge) into the gem. Spells which are partially removed cannot be cast, and if the battery is fully charged with part of a spell remaining, then that partial spell is also lost. The charging process will never take more than 24 hours no matter how many charges are needed.

The charges are then stored within the gem and can be recalled at any time in the future. The caster must use the battery to cast his spells, and the charges can only be used to cast spells that the priest currently has memorised — it cannot be used to cast whatever spell the priest wants, and it certainly cannot be used to cast a spell outside the priest's allowed spheres. Any number of charges up to 7 can be withdrawn in a round, and any spell cast while using the battery remains in the priest's mind, and can be cast normally at a later date. Spells cast with the battery have a normal casting time, and all components (other than material) must be used. The battery takes the place of the regular material components, and is consumed when the last spell is released.

The caster can have only 1 battery in effect at one time, and when it is drained of charges it becomes a worthless glass sphere. Note that this spell can be used to power any spell of any level (which the priest can normally cast), but as its primary use is to allow the priest to recover spells whilst in an area which prevents this. Normally, only spells of higher than third level will be cast with the battery, as 3rd-level and lower spells can be regained by the priest without contact with his deity.

Black Storm of Vengeance (Invocation)

Sphere: Elemental (Air, Water), Vengeance, War, Weather
 Range: 400 yards
 Components: V, S
 Duration: 1 round per level
 Casting Time: 1 round per level
 Area of Effect: 120 yard radius circle
 Saving Throw: Special
 Author: Dan Alexander Thompson <dant@cs.utexas.edu>

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

In the first round of casting, the priest summons an enormous black storm cloud over the area of effect. Lightning and crashing claps of thunder rock the area, and creatures within the area of effect must save versus paralysis of being deafened for 1d4 turns.

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

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

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

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

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

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

Conjure Air Elemental [3] (Conjuration/Summoning)

Sphere: Elemental (Air)
 Range: 40 yards
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

This spell enables a priest to summon an elemental from the elemental plane of air to serve him. In all other respects it is similar to *conjure earth elemental*.

Conjure Water Elemental [1] (Conjuration/Summoning) Reversible

Sphere: Elemental (Water)
 Range: 40 yards
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: Charles Anthony Leone <clg2+@andrew.cmu.edu>

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

Create Potion Plant (Alteration, Enchantment/Charm)

Sphere: Creation, Plant
 Range: 0
 Components: V, S, M
 Duration: 1 year per ruby
 Casting Time: 7 days
 Area of Effect: Plant touched
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell changes a normal (fruit) plant into a magical potion producer. The plant will change over the course of one growing period (which might be a short 3 or 4 weeks for grass and a rather long 2 or 3 years for an apple tree) until it reaches an "adult" state. At this state it has changed completely. It will then produce only some fruit each picking season but these will contain the power of a spell each. The powers contained in the fruit were determined by the priest at the casting of the spell and can never be changed afterwards except with a full wish spell. The priest may put up to one spell level per priest level of power into the plant. The single spells may have a power each of up to 1/3 of the priest's level (rounding up). Thus, a priest of eighteenth level may instil a plant with the power to create

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fruits which contain a maximum of one spell each, but each spell may be a maximum of 6th level, up to the maximum of 18 spell levels. Up to 3 fruits simulating a heal spell each would be possible. These fruits spoil as easily as normal fruit, but they can be preserved and changed like normal fruit. If the plant is of a type which produces small fruit like raspberry, it is necessary to eat one pound of these fruit instead of only one. It is possible to change these fruit and their juice into marmalade or a pop sickle, if desired — the products still contain the power of the spell until the products are consumed. It is possible to combine several potion fruit juices to create a single potion, but in this case the creator has to roll a potion miscibility check; to this roll will be added the creator's level as a percentage (if on a percentile scale), or one fifth the creator's level if 1d20 is rolled. The maximum effect of combination is one potion per 5 levels of the creator (round up).

The material components for this spell are the holy symbol of the priest, the sapling of the plant to be changed, one scroll containing each spell to be given to the plant, and one ruby (a minimum of 500 gp each) for each year that the plant is to survive.

Cure Vampirism (Alteration, Necromancy)

Sphere: Healing
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 3 turns
 Area of Effect: Vampire touched
 Saving Throw: None
 Author: Steve Bartell <stevebar@wordperfect.com>

By means of this spell, a priest is actually able to convert a being who has been changed into a vampire back to his mortal self again. At the same time, it changes the cursed being from an undead status to a living creature again (since a vampire is inherently a dead mortal). The spell must be cast within 5 days after the vampire to be cured has been slain or it will not work.

After casting this spell, the cured vampire must rest for a minimum or 24 hours before engaging in any activity.

Cure vampirism is not as simple as just casting the spell and changing a vampire. The material component of this spell is the heart of the vampire who originally cursed the recipient of the spell with vampirism. In many cases, this will probably send the characters on a quest to destroy the vampire. Only a fragment of the heart is necessary to cast the spell. Therefore, if several people have been inflicted by the same vampire, the heart can be divided up and used as the material component for all to receive the spell. However, if the vampire is destroyed and there is nothing left (total destruction by sunlight, for example) then the spell component is lost and the spell cannot be cast. The recipient vampire must make a successful resurrection check or the spell will fail and the victim will not be able to be raised again.

In addition to the original vampire's heart, the spell also requires the priest's holy symbol and a stone altar (on which the body is laid) as material components. The altar must be decorated with gems and precious metals worth 10,000 gp and is fused into a worthless lump of obsidian after casting.

Death Wail (Necromancy)

Sphere: Necromancy, Vengeance
 Range: 0
 Components: V
 Duration: Instantaneous
 Casting Time: 9
 Area of Effect: 30 foot radius sphere
 Saving Throw: Negates
 Author: Dan Alexander Thompson <dant@cs.utexas.edu>

At the culmination of this dreadful spell, the priest utters a deafening cry or shriek which is heard by one creature within area of effect per level of the priest. Those hearing the spell must save versus

death magic or die instantly. Creatures who cannot hear (due to ear plugs, deafness, etc.) can be targets, but are considered to automatically make their saving throws.

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

This spell need never be prayed for by the priest, however, seven spell levels of available spells are drained from the priest's mind (beginning with the highest level spells available). If the priest has fewer than 7 spell levels remaining, he takes 1d6 points of damage for every spell level less than 7 currently memorised.

Death Warrior (Invocation)

Sphere: Combat
 Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

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

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

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

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

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

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

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

Divine Visage of the Avenger (Conjuration/Summoning)

Sphere: Summoning, Vengeance
 Range: 0
 Components: V, S, M
 Duration: 1 hour
 Casting Time: 3 turns
 Area of Effect: The caster
 Saving Throw: None
 Author: Dan Alexander Thompson <dant@cs.utexas.edu>

The priest begins this spell by describing in full the quest he is on. This includes naming the desired conclusion to the quest, and imploring his deity to take notice of the urgent nature of the mission. When this description is completed, if the priest is successful is

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persuading his deity, clouds form over the priest and the priest's body is struck by a tremendous lightning bolt. The lightning flashes for one full round, during which the priest's body undergoes a glorious transformation. After the flashing subsides, the priest emerges as a fully empowered avatar of his deity.

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

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

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

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

Druid's Curse (Abjuration, Alteration, Conjunction/Summoning)

Sphere: Wards
Range: 100 feet per level
Components: V, S, M
Duration: Until triggered
Casting Time: 1 week
Area of Effect: Slayers of the druid
Saving Throw: ½
Author: Kai Rottenbacher <u uwagner@orville.zdv.uni-mainz.de>

This spell is one of the last defences a druid has. It triggers the most powerful curse a druid can cast, but only upon the death of the druid by unnatural forces or by what he considers unnatural forces (this does not include the forces of an avalanche triggered by opponents unless knows it was triggered by his opponents). When this curse is triggered any persons, who actively participated in the slaying (including giving the order to slay) of the druid (even if he was killed as an innocent bystander), and who are still within an area of a hundred yards per level of the druid will be affected by the curse. This curse causes a reduction of any physical abilities to 3 and any mental abilities to one half unless the creatures succeed at a saving throw versus spell. In that case, they suffer only a reduction of their physical abilities to a 9 (no effect if already less) and a reduction of their mental capabilities by a quarter. Mental capabilities include number of spells and the ability scores of Intelligence, Wisdom, and Charisma. In addition to this, their hit points are halved or quartered if they succeed or fail at a second saving throw versus spell, respectively. These effects last until *remove curse* and *atonement* of a druidic deity have been cast. The quest for the *atonement* has to be in the druidic sense of piety.

The material components are the holy symbol of the druid, plus the amount of mistletoe the druid usually needs during one year. In addition, the druid has to create a clay pot which is inlaid with rare barks from an oak which has to have died by natural causes in its first year of growth. Into this he has to fill a mixture of soils from the farthest points of the earth from all four cardinal directions (calculated from the druid's groove), a mixture from several types of water (again from the four cardinal points), and the crushed remains of the oldest scarabs still existing that died of natural causes (this is the real bug). This mixture has to be sealed for a full year with a cork plug and waxed paper. The whole pot including mixture must not be

kept within 100 feet of something magical for the whole year. After that, the pot is ready to be a material component for this spell. As long as this pot is kept unopened within the druid's grove the spell can be kept active. Once the pot is opened or taken from the druid's grove it becomes completely worthless and a new pot has to be begun. A druid can have a maximum of one of these pots at once. Note: after the one-year ageing time the pot can be kept within 100 feet of something magical or it can be enspelled itself to be protected from others. Even if the spell is triggered the pot may be reused. This reusage (we could also say recycling) of the pot requires a ritual of one day per druid level so it becomes attuned again to the druid.

Elemental Shapechange (Alteration)

Sphere: Elemental (All)
Range: 0
Components: V, S
Duration: 1 round per level
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: None
Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

This spell enables the caster to assume a special "elemental form" for a limited period of time.

The caster can become a lesser elemental from a sphere he has at least minor access or a standard elemental from a sphere he has major access. The lesser elemental will have 6 Hit Dice and the standard elemental will have 12 Hit Dice (roll for hit points for each casting, adding any Constitution bonuses to each dice). Hit Dice affect the hit points, THAC0 and Armour Class, but the caster retains his own saving throw numbers.

The change takes place within a single round, during which the caster can be attacked and be hit automatically by any kind of attack. If he dies in the elemental form, he immediately returns to his own form allowing for possible *resurrection*.

When in elemental form the caster gains the abilities of the elemental. He is immune to exposures to that element and can only be hit by enchanted weapons. If a dispel magic is successfully cast on him, he returns to his original form immediately and dies if he fails a system shock roll. When the caster returns normally to his original form, he gains 2d12 HP. This spell was designed for the Dark Sun campaign world.

Energy Field (Conjunction/Summoning)

Sphere: Summoning
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 9
Area of Effect: ½-yard per level radius
Saving Throw: Special
Author: Samuli Mattila <zam@vinkku.hut.fi>

In order to cast this spell, the caster must have *negative plane protection* cast upon him. The spell summons energy from the positive material plane and sends it around caster. Every undead creature in the field must save versus death magic or be utterly destroyed. If the saving throw is successful, it takes 1d4+1 points of damage per level of the caster and is blinded for 1d6 rounds. If it saves versus spell, it is not blinded and takes only half damage. All living creatures in the field must save versus spell or be stunned and blinded for 1d6 rounds.

Any magic resistance the undead or creatures from the lower planes might have, is reduced by 2% per level of the caster, because positive energy is very hard for them to resist.

The material components of this spell are the priest's holy symbol and a ball of platinum worth at least 1000 gp. These are not consumed by the spell. When the caster completes this spell, he must roll a system shock check or pass out for 1d6 turns because of the massive energy surge that goes through him.

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Eyes of the Beholder (Alteration)

Sphere: Animal, Combat
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: Special
 Area of Effect: Creature touched
 Saving Throw: None
 Author: The Avangion of Delphi <syrek@delphi.com>

This spell enchants the touched creature (possibly the caster) with abilities similar to those of a beholder with respect to the eyes. By using this spell, the eyes of a creature (or the caster) can be enchanted with one spell like power each. For most demihumans and humanoids this is two. The casting time is one turn for each enchantment cast plus the casting time of the enchantment. To cast this spell, the caster first casts *eyes of the beholder* and then casts the desired enchantment. The first spell captures the energies of the second spell and those energies, which cannot be dispelled, flow in an eye of the caster's choice. The creature affected can then cast that spell as though it were an innate ability. The DM rolls a 1d6 to determine the number of days the spell lasts for each eye affected and keeps the result secret. As long as the spell is in effect, eye colour generally changes to represent the effect of the enchantment. For every level of the caster beyond the enchantment cast upon the eye, the spell remains in effect for another day. This spell has the potential to be very powerful especially if both eyes are enchanted with *wish*. In this case, DMs are advised to use this spell with caution and possibly reserve it as a psionic enchantment. On the plus side, the material components are difficult to get: one of an actual beholder's eyes is necessary to cast this spell. The DM may also rule that the eye must have the same enchantment that the caster wishes to bestow.

Final Strike (Invocation)

Sphere: Vengeance
 Range: 0
 Components: V, S
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: 5-foot radius per level sphere
 Saving Throw: ½
 Author: Dan Alexander Thompson <dant@cs.utexas.edu>

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

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

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

This spell is the maker of legends. Its use is never trivial or without purpose, and in fact, the spell will fail if the deity does not approve

of its use. But no deity ever considers the proper use of this spell with anything but the utmost respect. Use of this spell in the service of one's comrades is considered the highest form of valour, and use in the service of one's deity is thought of as the highest form of worship and devotion. Exceptional use of this spell has even raised priests to demigod status.

Geysers of Life (Alteration, Conjuraction/Summoning)

Sphere: Elemental (Water)
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: The Avangion of Delphi <syrek@delphi.com>

The Magic of Nilrem is a series of humorous spells made in AD&D 2nd-edition format. They aren't intended for game use, but if a DM has a real sense of humour, pertinent game information is included. The following spell is one not normally found in Nilrem's tome: it is actually useful.

This potent spell creates large cracks in the surface of the ground around the caster out of which gushes water. The number of cracks that appear depends on the preparation time: 2d6 cracks of a maximum of 8 feet in length appears for every 3 days spent in preparation. The cracks (and the water) last for 1d12+3 days for every 3 days the caster spends in preparation. After casting, the cracks gradually appear over a period of 12 hours and the amount of water gushing out reaches its maximum after that time. The water itself is not drawn from the surrounding lands (which would yield little) but from the elemental plane itself. After the spell has run its course, the water trickles to a stop and the cracks disappear soon after. The water created by this spell has a 10% chance of returning to the elemental plane every 60 days causing the normal effects of water loss in any plants or animals that consume it. This effect's chance of occurring decreases by 1% for every level above 20, to a minimum of a 1% chance at level 30. The material component of this spell is a jewelled stave of at least 1000 ceramic pieces in value that is used to mark off the cracks and enough powdered crystal to distribute in even quantity over all the cracks, failure to do so results in spell failure.

Henley's Digit of Disruption (Invocation)

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

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

Priest Spells (7th level)

Holy Presence (Abjuration, Enchantment/Charm)

Sphere: Combat, Guardian, Protection, Sun
 Range: 20 feet
 Components: V, S, M
 Duration: 7 rounds
 Casting Time: 5 rounds
 Area of Effect: 30-foot + 1-foot per level radius sphere
 Saving Throw: Special
 Author: Jason Hoogervorst <jason.hoogervorst@fquest.fidonet.org>

This spell can be cast only by a priest of (any) good alignment. It generates a brilliantly radiant image of the casting priest's holy symbol. No matter from which direction the image is seen, it always appears to be viewed from the front. Creating the image requires a powdered gem of not less than 25,000 gp value, which is consumed entirely. The colour of the symbol is dependent on the alignment of the priest, as well as his strength of faith. White, silver, and gold are taken for lawful, neutral and chaotic aligned clerics respectively. These colours are ethereal, wispy, and pale, as if the image were made of smoke or flame.

The first, immediate, effects are ones that take place to affect undead. A maximum 25 HD of undead may be affected: lowest first, and any fraction left over can still affect the next creature if at least half of its Hit Dice can be affected. The following effects take place:

- All undead 5 HD or less must save versus death magic at -2 or disintegrate to dust, 6 HD or more must save versus paralysis at -2 or be rendered immobile for the duration of the spell.
- All mindless undead still present must then roll versus spell at -2, or forget their instructions and wander aimlessly, while sentient undead must roll versus spell at -2 to remain conscious.
- While bathed in the light of the *holy presence* (in the area of effect), all undead must take 5d4 plus the caster's level in damage per round and fight at -2 to-hit.

Next, the general effects of the spell take place. A maximum of 30 HD of living opponents can be affected: lowest first, and a fraction left over still affects the next creature if at least half of that creature's Hit Dice can be affected. This affects the living as follows:

- Diametrically opposite aligned opponents take immediate damage at the rate of 5d4 plus the caster's level every round, and will continue to do so until they either leave the area of effect, the spell expires or is dispelled. The affected know what is causing the damage unless under *charm* or *feeblemind* or something like that.
- Those who are evil, but not diametrically opposite, still take damage, but only when the spell is initially cast: 3d6 plus the caster's level in damage the first complete round the spell is in effect.

Additionally, the caster can choose two of the following additional effects to take place:

- The caster is given +2 to everything: to-hit, damage, Armour Class, saving throws, checks, turning, etc. Those with a bow have unerring aim with normal shots, called shots get a 0 penalty. Anyone attacking the casting priest while the spell is in effect suffers a -1 to-hit and a +1 Armour Class penalty.
- Any opponent with magic resistance loses some of its magic resistance in order to break this spell. Diametrically opposed have a penalty of 20%, identical alignments have a penalty of 5%, all others 10%. For example: a lawful good priest casts *holy presence*. A chaotic evil demon of 25% MR is penalized 20%, and is therefore effectively 5% magic resistant for the breaking of this spell.
- Any other spell, or item used to give a spell effect, cast or used by the priest at this time does maximum effect. Some may even be doubly effective, as determined by the DM.
- No outer planar creature may enter the area of effect unless its alignment matches that of the caster. This spell operates on the astral and ethereal plane, and on the first layer of all the outer planes, at reduced efficiency to be determined by the DM.
- An opposing priest of at least 4 levels higher than the caster is able to dispel another *presence* in effect, by casting his own version of the *presence* spell.

Two diametrically opposing *presences* with overlapping areas of effect cause a vortex to consume all matter contained therein within a fraction of a second. Also, they cause a 10% chance that one of the

involved deities will send an envoy to investigate such a major disturbance. If each side successfully sends such an entity, the event could become highly escalated. Any other two *presences* may overlap, combining or cancelling their benefits and penalties.

A few notes: the spell does take into account that people of differing alignments may make up the caster's party, and they are counted as allies and friends of the caster. On this point, the spell only acts against those who were counted as foes by the caster at the moment the casting of the spell is complete. Anyone who was in the caster's party is exempt from the spell, even should they turn on the party while the spell is in effect.

Also, it may be that the spell will fail those who have been less devout in their practices. Either the spell may not work at all, or it might backfire and affect those of his own alignment doubly, or something the like. Increase the chance of being noticed by the deity to 5% while this spell is in effect — things would have to be pretty serious to cause such a casting, or the priest is showing off and needs chastisement. The material component of this spell is the caster's holy symbol.

Lifeforce (Alteration, Invocation)

Sphere: Combat
 Range: 90 yards
 Components: V, S, M
 Duration: Permanent
 Casting Time: 8
 Area of Effect: The priest and one target creature
 Saving Throw: None
 Author: Teh S. Cheng <tsc0265@rigel.tamu.edu>

Through the use of this spell, the priest is pitting his life force against that of the target creature. This is the pure confrontation of the two beings' wills to live. Both combatants roll 1d20, adding the result to their current hit points. This can be modified by *bless*, *chant*, *prayer*, a *ring* or *cloak of protection*, a *luckstone*, a *luck sword*, wisdom bonuses, etc.

If the target creature's total is less than half the priest's total, the target creature is overwhelmed and dies (in this case, the priest suffers fatigue equal to half the target's roll in hit points). If the target creature's total is less than the priest's total but more than half the priest's total, the target is stunned for 2d4 rounds (-5 to Armour Class, initiative, saving throws, to-hit and damage rolls), and the priest suffers fatigue equal to the difference in hit points. If the target's total is more than the priest's, the priest dies and the target suffers fatigue damage equal to the difference in hit points. Fatigue is recovered at a rate of 1 HP per round. The material components for this spell are the priest's holy symbol, a pair of ivory six-sided dice (worth at least 200 gp) and a drop of the priest's blood.

Mass Male Charm (Enchantment/Charm)

Sphere: Charm
 Range: 5 yards per level
 Components: V
 Duration: Special
 Casting Time: 7
 Area of Effect: Special
 Saving Throw: Negates
 Author: Lord Skigg <campite@wkvuv1.bitnet>

This spell is similar to the *mass charm* of the wizard class in the *Player's Handbook*, but it only affects males and is only seventh level.

Priest Spells (7th level)

Nikadeemous' Plague of Undeath (Necromancy)

Sphere: Necromantic
 Range: 1 mile
 Components: V, S, M
 Duration: 1 day per level
 Casting Time: 6 turns
 Area of Effect: One square mile
 Saving Throw: None
 Author: Nikadeemous, The Dark Master <axdmk@asuacad.bitnet>

This spell brings down a terrible curse upon the area under effect. Any creature who dies within the area of effect, and during the duration of the spell, will arise as an undead creature of appropriate strength on the night of the next full moon, provided the duration does not end before the next full moon. The material component is a piece of moonstone of at least 1 pound weight.

Presence of Entropy (Abjuration, Enchantment/Charm)

Sphere: Combat, Guardian, Protection, Sun
 Range: 20 feet
 Components: V, S, M
 Duration: 7 rounds
 Casting Time: 5 rounds
 Area of Effect: 30-foot + 1-foot per level radius sphere
 Saving Throw: Special
 Author: Jason Hoogervorst <jason.hoogervorst@fquest.fidonet.org>

This spell can be cast only by a priest of chaotic neutral alignment.

It generates a brilliantly radiant image of the casting priest's holy symbol. No matter from which direction the image is seen, it always appears to be viewed from the front. Creating the image requires a powdered gem of not less than 25,000 gp value, which is consumed entirely. The colour of the symbol is orange; the intensity is dependent on the priest's strength of faith. This colour is ethereal, wispy, and pale, as if the image were made of smoke or flame.

A neutral priest cannot affect the undead with this spell, but there are a number of general effects that take place. A maximum of 30 HD of living opponents can be affected: lowest first, and a fraction left over still affects the next creature if at least half of that creature's Hit Dice can be affected. This affects the living as follows:

- Lawful evil or lawful good aligned opponents take immediate damage at the rate of 4d6 plus the caster's level every round, and will continue to do so until they either leave the area of effect, or the spell expires or is dispelled. The affected know what is causing the damage unless under *charm* or *feblemind* or something like that.
- Those who are lawful neutral, neutral good or neutral evil still take damage, but only when the spell is initially cast: 3d4 plus the caster's level in damage the first complete round the spell is in effect.
- Those who are true neutral, chaotic good or chaotic evil in alignment take 3d6 damage when the spell is cast.

Additionally, the caster can choose two of the following additional effects to take place:

- The caster is given +2 to everything: to-hit, damage, Armour Class, saving throws, checks, turning, etc. Those with a bow have unerring aim with normal shots, called shots get a 0 penalty. Anyone attacking the casting priest while the spell is in effect suffers a -1 to-hit and a +1 Armour Class penalty.
- Any opponent with magic resistance loses some of its magic resistance in order to break this spell. Chaotic evil or chaotic good creatures have a penalty of 15%, identical alignments have a penalty of 5%, all others 10%. For example: a lawful evil demon of 25% MR is penalized 15%, and is therefore effectively 10% magic resistant for the breaking of this spell.
- Any other spell, or item used to give a spell effect, cast or used by the priest at this time does maximum effect. Some may even be doubly effective, as determined by the DM.
- No outer planar creature may enter the area of effect unless its alignment matches that of the caster. This spell operates on the astral and ethereal plane, and on the first layer of all the outer planes, at reduced efficiency to be determined by the DM.

- An opposing priest of at least 4 levels higher than the caster is able to dispel another *presence* in effect, by casting his own version of the *presence* spell.

A few notes: the spell does take into account that people of differing alignments may make up the caster's party, and they are counted as allies and friends of the caster. On this point, the spell only acts against those who were counted as foes by the caster at the moment the casting of the spell is complete. Anyone who was in the caster's party is exempt from the spell, even should they turn on the party while the spell is in effect.

Also, it may be that the spell will fail those who have been less devout in their practices. Either the spell may not work at all, or it might backfire and affect those of his own alignment doubly, or something like that. Increase the chance of being noticed by the deity to 5% while this spell is in effect — things would have to be pretty serious to cause such a casting, or the priest is showing off and needs chastisement. The material component of this spell is the caster's holy symbol.

Presence of Nature (Abjuration, Enchantment/Charm)

Sphere: Combat, Guardian, Protection, Sun
 Range: 20 feet
 Components: V, S, M
 Duration: 7 rounds
 Casting Time: 5 rounds
 Area of Effect: 30-foot + 1-foot per level radius sphere
 Saving Throw: Special
 Author: Jason Hoogervorst <jason.hoogervorst@fquest.fidonet.org>

This spell can be cast only by a priest of true neutral alignment.

It generates a brilliantly radiant image of the casting priest's holy symbol. No matter from which direction the image is seen, it always appears to be viewed from the front. Creating the image requires a powdered gem of not less than 25,000 gp value, which is consumed entirely. The colour of the symbol is green (because the holiness and balanced stability of nature is summoned in this casting), its intensity dependent on the priest's strength of faith. This colour is ethereal, wispy, and pale, as if the image were made of smoke or flame.

A neutral priest cannot affect the undead with this spell, but there are a number of general effects that take place. A maximum of 30 HD of living opponents can be affected: lowest first, and a fraction left over still affects the next creature if at least half of that creature's Hit Dice can be affected. This affects the living as follows:

- Everyone of any extreme alignment (those without a neutral component in either half, diagonal from the true neutral segment of the alignment chart) takes 3d4 plus the caster's level every round of the spell's duration. The affected know what is causing the damage unless under *charm* or *feblemind* or something like that.
- Those that are neither of extreme alignment, nor true neutral take 3d6 damage in the round of casting only.

Additionally, the caster can choose two of the following additional effects to take place:

- The caster is given +2 to everything: to-hit, damage, Armour Class, saving throws, checks, turning, etc. Those with a bow have unerring aim with normal shots, called shots get a 0 penalty. Anyone attacking the casting priest while the spell is in effect suffers a -1 to-hit and a +1 Armour Class penalty.
- Any opponent with magic resistance loses some of its magic resistance in order to break this spell. Those of extreme alignment opposed have a penalty of 15%, identical alignments have a penalty of 5%, all others 10%. For example: a chaotic good demon of 25% MR is penalized 15%, and is therefore effectively 10% magic resistant for the breaking of this spell.
- Any other spell, or item used to give a spell effect, cast or used by the priest at this time does maximum effect. Some may even be doubly effective, as determined by the DM.
- No outer planar creature may enter the area of effect unless its alignment matches that of the caster. This spell operates on the astral and ethereal plane, and on the first layer of all the outer planes, at reduced efficiency to be determined by the DM.

- An opposing priest of at least 4 levels higher than the caster is able to dispel another *presence* in effect, by casting his own version of the *presence* spell.

A few notes: the spell does take into account that people of differing alignments may make up the caster's party, and they are counted as allies and friends of the caster. On this point, the spell only acts against those who were counted as foes by the caster at the moment the casting of the spell is complete. Anyone who was in the caster's party is exempt from the spell, even should they turn on the party while the spell is in effect.

Also, it may be that the spell will fail those who have been less devout in their practices. Either the spell may not work at all, or it might backfire and affect those of his own alignment doubly, or something like that. Increase the chance of being noticed by the deity to 5% while this spell is in effect — things would have to be pretty serious to cause such a casting, or the priest is showing off and needs chastisement. The material component of this spell is the caster's holy symbol.

Presence of Order (Abjuration, Enchantment/Charm)

Sphere: Combat, Guardian, Protection, Sun

Range: 20 feet

Components: V, S, M

Duration: 7 rounds

Casting Time: 5 rounds

Area of Effect: 30-foot + 1-foot per level radius sphere

Saving Throw: Special

Author: Jason Hoogervorst <jason.hoogervorst@fquest.fidonet.org>

This spell can be cast only by a priest of lawful neutral alignment.

It generates a brilliantly radiant image of the casting priest's holy symbol. No matter from which direction the image is seen, it always appears to be viewed from the front. Creating the image requires a powdered gem of not less than 25,000 gp value, which is consumed entirely. The colour of the symbol is yellow; the intensity is dependent on the priest's strength of faith. This colour is ethereal, wispy, and pale, as if the image were made of smoke or flame.

A neutral priest cannot affect the undead with this spell, but there are a number of general effects that take place. A maximum of 30 HD of living opponents can be affected: lowest first, and a fraction left over still affects the next creature if at least half of that creature's Hit Dice can be affected. This affects the living as follows:

- Chaotic evil or chaotic good aligned opponents take immediate damage at the rate of 4d6 plus the caster's level every round, and will continue to do so until they either leave the area of effect, or the spell expires or is dispelled. The affected know what is causing the damage unless under *charm* or *feblemind* or something like that.
- Those who are chaotic neutral, neutral good or neutral evil still take damage, but only when the spell is initially cast: 3d4 plus the caster's level in damage the first complete round the spell is in effect.
- Those who are true neutral, lawful good or lawful evil in alignment take 3d6 damage when the spell is cast.

Additionally, the caster can choose two of the following additional effects to take place:

- The caster is given +2 to everything: to-hit, damage, Armour Class, saving throws, checks, turning, etc. Those with a bow have unerring aim with normal shots, called shots get a 0 penalty. Anyone attacking the casting priest while the spell is in effect suffers a -1 to-hit and a +1 Armour Class penalty.
- Any opponent with magic resistance loses some of its magic resistance in order to break this spell. Chaotic evil or chaotic good creatures have a penalty of 15%, identical alignments have a penalty of 5%, all others 10%. For example: a chaotic evil demon of 25% MR is penalized 15%, and is therefore effectively 10% magic resistant for the breaking of this spell.
- Any other spell, or item used to give a spell effect, cast or used by the priest at this time does maximum effect. Some may even be doubly effective, as determined by the DM.
- No Outer Planar creature may enter the area of effect unless its alignment matches that of the caster. This spell operates on the

astral and ethereal plane, and on the first layer of all the outer planes, at reduced efficiency to be determined by the DM.

- An opposing priest of at least 4 levels higher than the caster is able to dispel another *presence* in effect, by casting his own version of the *presence* spell.

A few notes: the spell does take into account that people of differing alignments may make up the caster's party, and they are counted as allies and friends of the caster. On this point, the spell only acts against those who were counted as foes by the caster at the moment the casting of the spell is complete. Anyone who was in the caster's party is exempt from the spell, even should they turn on the party while the spell is in effect.

Also, it may be that the spell will fail those who have been less devout in their practices. Either the spell may not work at all, or it might backfire and affect those of his own alignment doubly, or something like that. Increase the chance of being noticed by the deity to 5% while this spell is in effect — things would have to be pretty serious to cause such a casting, or the priest is showing off and needs chastisement. The material component of this spell is the caster's holy symbol.

Razorwind (Alteration, Invocation)

Sphere: Combat, Elemental (Air)

Range: 5 yards per level

Components: V, S, M

Duration: Instantaneous

Casting Time: 8

Area of Effect: One creature

Saving Throw: Special

Author: Roger Terrell <terrell@musky2.muskingum.edu>

By means of this spell, the priest brings about a transformation of the air about himself, compressing large volumes of it into a minute area and sending it at a target. Though this wind has no actual edge, it is highly effective when it strikes its target, causing 1d8 points of damage per level of the priest. In addition, the victim of the *razorwind* must make a saving throw versus rod, staff or wand, or an extremity will be severed (as with a blow from a *sword of sharpness*). This saving throw is modified by +1 for each plus of magical armour the target is wearing (only armour: not shields, rings, bracers, etc.). In addition, persons wearing plate mail or better receive an extra +1 on the saving roll.

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

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

Sever Timeline (Alteration)

Sphere: Time

Range: 0

Components: V, S

Duration: Permanent

Casting Time: 1 hour

Area of Effect: The caster

Saving Throw: None

Author: Steve Miller <smiller@media.utah.edu>

The most powerful in a time spirit's repertoire, this spell opens all of time to the caster. Once this spell is cast, a time spirit may time-walk as far into the past as he desires, in any time stream, and affect any and all events. He may meet his past self (even kill his past self), and basically wreak all kinds of havoc without risk of changing his past experiences, or those of any other being subjected to the spell, since he now exists outside of time. The use of this spell has a 99% chance of attracting the attention of time guardians — and none-too-pleased ones at that.

Priest Spells (7th level)

This spell was written for the "time spirit" class. Contact the author for more information on this class.

Stop the Sun (Alteration, Illusion)

Sphere: Paraelemental (Sun), Sun, Time
 Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: Ken Arrondee <arrondee@blaze.cs.jhu.edu>

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

Sunbow of Disruption (Conjuration)

Sphere: Combat, Sun
 Range: 120 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 9
 Area of Effect: Creatures touched
 Saving Throw: Special
 Author: François Menneteau <menneteau@acri.fr>

This spell is similar to *sunbow*, except that the following undead creatures are utterly destroyed if they fail their saving throw:

Creature	Saving Throw
Ghouls	None*
Shadows	20
Wights	17
Ghasts	15
Wraiths	13
Mummies	11
Spectres	9
Vampires	7
Ghosts	5
Liches	3

* Automatically disrupted.

Even if these saving throws are effective, the *sunbow of disruption* scores triple damage upon opponents of this sort. The material component is a light source, which is extinguished in the casting.

Transformed Spellcasting (Alteration, Enchantment/Charm)

Sphere: All
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn per spell level
 Area of Effect: The caster
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell allows a caster to cast spells even if in a transformed state of the body. Thus, it would be possible for a druid in animal shape to cast spells; the same goes for a priest with *merge with stone* in effect, etc. This spell offers the priest the possibility to cast up to one spell level per caster level in the transformed state. The cast spells still require all of their components, but this spell provides the necessary changes. The form the priest is in still needs to have vocal and somatic capabilities, and the material components of the spells

have to be incorporated into the transformed body somewhere. If all of these are given, then the priest may cast his spells from the transformed state. Thus, a bird might fly chirping across the sky (being a druid) casting a *wall of thorns* on his opponents, or a bland wall (which has to be thick enough for the priest inside to gesticulate) might suddenly sprout a blade barrier, etc. It is possible to stack this spell up to three spell levels per caster level.

The material components are the holy symbol of the priest plus a small but most life-like statue of him with a most detailed rendition of moveable mouth and hands, wearing a bulging bag on his belt. This statue has to be carved from the most holy substance known to the religion. It has to be embalmed with rare oils for 1d6+1 months. All this costs no less than 1000 gp per level of the caster.

Treegrowth (Alteration)

Sphere: Plant
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 7 rounds
 Area of Effect: One Hit Die per level creature touched or one building
 Saving Throw: Negates
 Author: Aki Taskinen <f35437c@saha.hut.fi>

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

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

If the target is a creature with life force or other energy (undead and golems are not immune, for example), the plant will feed on the life force of the target creature, draining one level of energy each round, until the target drops to -1 HD, and dies. Ability scores fall proportionately as fast as the Hit Dice. So, a 9th-level character with Strength 18 and Intelligence 9 would lose 2 points of Strength, 1 HD, and 1 point of Intelligence, among other things, for nine rounds, and then die. The corpse of the target creature will then turn into parts of the plant. To reverse the process, *raise dead* or similar spells do not work. Additionally, having an Intelligence score of zero makes *speak with dead* impossible. On the other hand, such a victim can still *reincarnate*, and *speak with plants* is also possible, as the mind remains within the plant.

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

The material component of this spell is a seedling of the plant to grow on the target, which must have been softened in holy water for at least a day.

Unholy Presence (Abjuration, Enchantment/Charm)

Sphere: Combat, Guardian, Protection, Sun
 Range: 20 feet
 Components: V, S, M
 Duration: 7 rounds
 Casting Time: 5 rounds
 Area of Effect: 30-foot + 1-foot per level radius sphere
 Saving Throw: Special
 Author: Jason Hoogervorst <jason.hoogervorst@fquest.fidonet.org>

This spell can be cast only by a priest of (any) evil alignment. It generates a brilliantly radiant image of the casting priest's holy symbol. No matter from which direction the image is seen, it always

appears to be viewed from the front. Creating the image requires a powdered gem of not less than 25,000 gp value, which is consumed entirely. The colour of the symbol is dependent on the alignment of the priest, as well as his strength of faith. Rust, midnight blue, and blood-red are taken for lawful, neutral and chaotic aligned clerics respectively. These colours are ethereal, wispy, and pale, as if the image were made of smoke or flame.

The first, immediate, effects are ones that take place to affect undead. A maximum 25 HD of undead may be affected: lowest first, and any fraction left over can still affect the next creature if at least half of its Hit Dice can be affected. The following effects take place:

- All undead are immediately restored to full hit points (and PSPs, if applicable), and they receive a bonus amount of points equal to the caster's level as a reserve from which to subtract future damage first as well.
- All mindless undead, even should they have had instructions from a previous, higher-level priest, follow the caster for the duration of the spell. They are controlled by mental contact: any sentient undead are compelled to bodyguard the caster. However, they are free to act in their own will underneath this one restriction.
- While bathed in the light of the *unholy presence*, all the undead fight at +2 to-hit and inflict an extra amount of damage equal to half the caster's level.

Next, the general effects of the spell take place. A maximum of 30 HD of living opponents can be affected: lowest first, and a fraction left over still affects the next creature if at least half of that creature's Hit Dice can be affected. This affects the living as follows:

- Diametrically opposite aligned opponents take immediate damage at the rate of 5d4 plus the caster's level every round, and will continue to do so until they either leave the area of effect, the spell expires or is dispelled. The affected know what is causing the damage unless under *charm* or *feblemind* or something like that.
- Those who are good, but not diametrically opposite, still take damage, but only when the spell is initially cast: 3d6 plus the caster's level in damage the first complete round the spell is in effect.

Additionally, the caster can choose two of the following additional effects to take place:

- The caster is given +2 to everything: to-hit, damage, Armour Class, saving throws, checks, turning, etc. Those with a bow have unerring aim with normal shots, called shots get a 0 penalty. Anyone attacking the casting priest while the spell is in effect suffers a -1 to-hit and a +1 Armour Class penalty.
- Any opponent with magic resistance loses some of its magic resistance in order to break this spell. Diametrically opposed have a penalty of 20%, identical alignments have a penalty of 5%, all others 10%. For example: a neutral evil priest casts *unholy presence*. A chaotic good warrior with an intelligent sword bestowing 15% MR is penalized 10%, and is therefore effectively 5% to break the spell.
- Any other spell, or item used to give a spell effect, cast or used by the priest at this time does maximum effect. Some may even be doubly effective, as determined by the DM.
- No outer planar creature may enter the area of effect unless its alignment matches that of the caster. This spell operates on the astral and ethereal plane, and on the first layer of all the outer planes, at reduced efficiency to be determined by the DM.
- An opposing priest of at least 4 levels higher than the caster is able to dispel another *presence* in effect, by casting his own version of the *presence* spell.

Two diametrically opposing *presences* with overlapping areas of effect cause a vortex to consume all matter contained therein within a fraction of a second. Also, they cause a 10% chance that one of the involved deities will send an envoy to investigate such a major disturbance. If each side successfully sends such an entity, the event could become highly escalated. Any other two *presences* may overlap, combining or cancelling their benefits and penalties.

A few notes: the spell does take into account that people of differing alignments may make up the caster's party, and they are counted as allies and friends of the caster. On this point, the spell only acts against those who were counted as foes by the caster at the moment the casting of the spell is complete. Anyone who was in the

caster's party is exempt from the spell, even should they turn on the party while the spell is in effect.

Also, it may be that the spell will fail those who have been less devout in their practices. Either the spell may not work at all, or it might backfire and affect those of his own alignment doubly, or something like that. Increase the chance of being noticed by the deity to 5% while this spell is in effect — things would have to be pretty serious to cause such a casting, or the priest is showing off and needs chastisement. The material component of this spell is the caster's holy symbol.

Unleash Natural Forces (Summoning/Conjuration)

Sphere: Animal, Elemental (All), Plant

Range: 0

Components: V, S, M

Duration: 1 week per level

Casting Time: 1 day

Area of Effect: 5-mile per level radius circle

Saving Throw: Special

Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

With this spell, the priest unleashes the forces of Mother Nature on a strip of land. This includes hurricane force winds, floods, ravishing fires, and causing natural fault lines to send out earthquakes. This spell is very dangerous as the priest tries to control the highest power of spells — it causes him to make a system shock roll at half his Constitution. If failed, he dies from the strain. Even if he makes this check, he is weak for the duration of a full month: he has a 3 Strength and Constitution during that time. After that, he slowly regains these points: at a rate of one point per week. During this time the priest still has absolute control over the kind of disaster he causes in the area of effect with the following limits: the disasters have to be in the limits of nature. Thus, it is not possible to cause a flood on a mountain top or to cause the sea to burn or something likewise ridiculous. The limit is also that it is not possible to cause a ravishing firestorm within a flood area — but they can come one after another — if desired. But otherwise there can be a flood or a firestorm that destroys a whole countryside. These catastrophes can be fought by the usual methods or with magic, but *dispel magic* does not work unless it is cast with the explicit reason to cancel just this spell: it has to be cast at the priest. If cast just to cancel any magic on the priest the spell will not be cancelled. On the other hand: a *dispel magic* spell will dispel *unleash natural forces* with a 100% chance if the *dispel magic* is cast with the explicit sense of doing just that. The priest can change the catastrophes from week to week within the spell's duration. This weather cannot be controlled by any other weather magic except by a god's direct intervention or by another spell cast for the explicit reason to counter this spell.

The material components are the priest's holy symbol plus an item to control each of the elements which are to be used during the spell. These items have to be sanctioned for one complete year each in the appropriate opposite element without coming into contact with the other elements. Thus, a *stone of controlling earth elementals* has to be levitated in a *wall of force* so that it is not touched by anything or anyone else but air during the next year, the *brazier of controlling fire elementals* has to be lowered into the sea, etc. If the item is not completely sealed away from the other elements during the whole year the spell fails and the priest stays at his weakened state permanently.

Unlife (Necromancy)

Reversible

Sphere: Necromantic

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Author: S.C. Lawley <u0e00@seq1.cc.keele.ac.uk>

This powerful magic enables the caster to create undead from corpses and skeletal remains. Undead take 20 turns (minus the level of the caster) to come to unlife, and upon appearance, will attempt to carry out one task or action stated in the spell-casting (typically, to attack the first creature other than the caster to enter the place where the spell was cast). The created undead is not otherwise under the control of the caster. The caster has a 7% chance per level over 13 of successfully choosing the type of undead created. Otherwise, roll 1d100 and check in the appropriate column of the following table to determine what sort of undead the carrion is transformed into.

Undead Resulting after Transformation	Level of the Caster					
	14-16	17-19	20-22	23-25	26-28	29+
Skeleton or Zombie	01-12	01-10	01-08	01-06	01-04	01-02
Ghoul	13-25	11-23	09-21	07-19	05-17	03-15
Ghast	26-36	24-34	22-32	20-30	18-28	16-26
Shadow	37-48	35-46	33-44	31-42	29-40	27-38
Wight	49-57	47-55	45-53	43-51	41-49	39-47
Wraith	58-64	56-62	54-60	52-58	50-56	48-54
Mummy	65-71	63-69	61-67	59-65	57-63	55-61
Spectre	72-83	70-81	68-79	66-77	64-75	62-73
Ghost	84-87	82-85	80-83	78-81	76-79	74-77
Vampire	88-93	86-91	84-89	82-89	80-89	78-89
Other (DM's Choice)	94-00	92-00	90-00	90-00	90-00	90-00

Note that the undead created must be of a Hit Dice equal to or less than the level the corpse had while alive. If the table indicates a type higher than this, the remains are animated as the most powerful type of creature they can be, i.e., an undead equal (or as near as possible) to the victim's original level. Normally, only a single undead can be created by this spell. Sometimes (2 in 6 chance) two or three may be inadvertently created if other carrion is within 20 feet of the casting. Types of extra undead cannot be selected by the caster, nor are such extra undead obligated to carry out any task or refrain from attacking the caster, who may not even be aware of their existence.

The reverse of this spell, *go down*, causes a single undead to be reduced to lifeless remains (if non-corporeal, it is reduced to dust forever). Such remains (but not dust) could be reanimated by later magic. The material components for both forms of the spell are a pinch of dust, a drop of blood, a drop of water, and a fragment of bone.

Vylja's Airy Abode (Alteration)

Sphere: Elemental (Air)

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: 30-foot cube per level

Saving Throw: Special

Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

By casting this spell, a priest is granted the ability to create for himself a mansion made of clouds. But before he can cast this spell, he first has to choose a suitable cloud. Then he has to bless it by casting these three spells on it: *bless*, *dispel evil* and *true seeing*, and by sprinkling it with *holy water*. From the next morning onwards he has to observe a period of fasting of six consecutive days during which he prays on the cloud in question. When that is finished he still has to ask for the personal approval of his deity (through *commune*) and of Nature itself (through *commune with nature*).

Only if both approve of his undertaking can the priest proceed with his undertaking: again he has to bless the cloud and spray *holy water* on it. Then he must throw powdered gems over it (the gems should have been worth at least 8000 gp). The cloud will have become semi-solid by this time, and the priest now has to build a small shrine for his deity with his bare hands, taking building block from the cloud itself (the shrine will always be at the centre of the final mansion). When the shrine has been completed, the priest has to commune with his deity one final time in order to seek its permission. If at that time the deity has an urgent mission to be fulfilled by one of its followers, the priest will first have to take care of that.

If all has gone fine, the priest can begin his real work: he has to meditate with the help of a piece of *incense of meditation* (the spell's material component) and then he can cast this spell: *Vylja's airy abode*. While casting this spell — a process that takes one turn and that has to be performed with closed eyes — the priest has to imagine how he wants the area of effect to look, and the cloud will take that exact shape. When the spell is finished, the priest can open his eyes again. However, he must also make saving throw versus death magic. If the priest is unsuccessful, the spell fails, forcing the priest to begin the process all over again. If, on the other hand, the saving throw is made, the priest now has a mansion in the sky. Its colour is that of the gems used earlier in the creation process. Gardens, trees, hills, buildings, lakes, waterfalls, fountains and the like will all be present as the priest has imagined them; furniture, curtains and similar items have to be provided by the priest himself. It is only at this stage that other beings are allowed to walk on the cloud (if this happens earlier, the whole process is automatically ruined).

The *airy abode* is under the mental control of the priest who created it: it is not affected by natural winds unless the priest wants it to, and by a mere act of will he can cause it to ascend or descend. Lateral movement can be accomplished through the use of spells like *control winds*, *summon weather* and *control weather*. The priest can also cause a *rainbow bridge* (see the spell of that name, but the length of the bridge can be 10 yards per level, and it can last 1 turn per level) to take shape whenever he wants to, thus enabling ground based creatures to reach his abode quite easily. The cloud will also not dissipate any more due to natural, climatological changes, and the water supply for the lake and the plants will never dry up.

A priest can only have one *airy abode* at a time, although different priests can for a time connect their abodes to form a larger one. An *airy abode* can only be affected by its caster (once it exists, he can recast the spell to change parts of it), by creatures with more Hit Dice than the caster, and by deities of all powers. However, the abode can only be utterly destroyed by the casting of a full *wish* with exactly that purpose, by putrefying the shrine and then *disintegrating* at least 10% of the cloud, or by convincing the priest's deity that it should no longer approve of the *airy abode* (note that the priest's deity is as free to make changes to the cloud or move it, as is the priest himself). In all these cases the cloud will begin to dissipate. The *airy abode* will fully fall apart 1 turn later. If at any time a priest's *airy abode* is being tampered with, the priest will instantly become aware of this, even when he is on another plane.

As has been mentioned already, a piece of *incense of meditation* is needed for this spell, as if, of course, one cloud of the right size.

Vylja's Storm Shape (Alteration)

Sphere: Combat, Weather

Range: 0

Components: V, S, M

Duration: 3 rounds per level

Casting Time: 1 round

Area of Effect: The caster

Saving Throw: Special

Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

This spell transforms the caster's body into one that has the height (26 feet) and Strength (24) of a storm giant. The caster's face will also change somewhat, so that only creatures well known to the priest will recognize him in his new shape. Other creatures will likely consider

him a true giant, although real giants and Titans are never fooled by the spell. Note however that the priest skin colour will not change in the least: a dark elf in *storm shape* still appears as black as the night.

The advantages of the spell are solely on the physical level: his skin turns as hard as that of a real Storm Giant, granting him an Armour Class of 0 (Dexterity, defensive spells, and armour of storm giant size can improve this Armour Class further); his Strength becomes 24, granting him a +6 bonus on his to-hit rolls and 12 points of additional damage on each physical attack (open doors checks will succeed on rolls of 19 or less (17 for magical doors); bend bars and lift gates checks have a 95% chance of success). The priest also gains 1d6+1 HP for as long as the spell lasts. Finally, the priest can also understand and speak the tongue of storm giants.

Vylja's storm shape also has some major disadvantages: as long as the priest assumes this shape, he can only cast spells of up to and including fifth level. Exceptions to this rule are granted powers (including spells), innate abilities (like the spells drow can cast), and of course spells that are stored in items. The second disadvantage is that only the caster's non-magic items will partake in the transformation, effectively rendering most of his magic items absolutely useless for the duration of the spell. Magic rings, cloaks, gauntlets, boots, necklaces, bracers, armour (and other pieces of clothing) have to be removed prior to the casting of this spell or they will be utterly destroyed.

The spell normally lasts for 3 rounds per level of the caster. However, the caster can at any time decide to change back to his natural shape (note that this change is definitive — no shape swapping is possible). The caster regains 1d10 points of damage when he does so. If a successful *dispel magic* forces the caster to transform back to his normal shape, he does not gain these hit points. Should the priest die while in *storm shape*, he is instantly transformed to his normal form.

The priest needs his holy symbol to cast this spell.

Vylja's Ultimate Protection (Abjuration)

Sphere: Protection
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

Except as noted below, this spell is identical to the 6th-level *greater protection*. The spell protects its caster against 10 points of damage for each level he has attained, and ends if this amount is exceeded or when 1 turn per level of the caster has passed.

Vylja's Vacuum (Alteration)

Sphere: Combat, Elemental (Air)
 Range: 30 yards
 Components: V, S, M
 Duration: 3 rounds
 Casting Time: 1 round
 Area of Effect: 10-foot sphere
 Saving Throw: Negates
 Author: Ezra van Everbroeck <ezra@anthraciet.kuleuven.ac.be>

By casting this spell a priest can remove all air and pressure from the area of effect, a 10-foot sphere. All living creatures present in the area of effect have to roll a saving throw versus death magic to avoid exploding into bits and pieces (which causes death). Those creatures that successfully save are dragged along when the air is sucked from the sphere and will stand at about 1 yard from the sphere's edge at the beginning of the following round. If they (or other creatures) are pushed into the sphere again, they have to save versus death magic once more. Those creatures that fail their saving throws have one tenth of a round (initiative modifier of one) to cast spells (*teleport*

without error, *word of recall*, etc.) before certain death occurs; there is not enough time to move or jump out of the sphere.

Vacuum does not affect objects, undead, extraplanar creatures (except for elementals which are forced back to their plane of origin if they fail their saving throws), creatures who are protected by magic (*amulet of the planes*, *necklace of adaptation*, *robe of stars*, *sword of the planes*, *anti-magic shell*, *spell turning*, etc.), and ethereal creatures. Creatures in gaseous form are also slain if they fail their saving throws.

The material component is an imperfect gem which contains an air-bubble.

Water Intoxication (Conjuring/Summoning)

Sphere: Elemental (Water)
 Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 7
 Area of Effect: Creature touched
 Saving Throw: Special
 Author: John M. Martz <john_martz@unc.edu>

Upon casting this spell and successfully touching the victim, the caster causes the victim's cells to become microscopic gates to the elemental plane of water. As a result, every cell in the victim's body swells with water. The deleterious effects result from increased pressure on the brain. Not only does the severity of this condition increase over time, but the effects are cumulative, such that those suffered during stage 2 are in addition to those endured during stage 1, and so on.

Stage 1: On the first round of the spell, the victim's facial and bodily features become distorted, he begins sweating profusely, and he suffers the effects of a migraine headache. In game terms, he suffers a -2 penalty to attack, damage, and saving throws. In addition, his Armour Class and initiative are worsened by 2 points. This condition causes spells and psionic powers to fail unless the victim makes a successful Constitution check; a separate check must be made for each spell or power used while under the effects of this spell.

Stage 2: During the second through fifth rounds, the victim suffers as if under the effects of a Confusion spell. On the sixth round, the victim must make a system shock roll. If he succeeds, he still suffers from confusion, but his condition does not worsen this round. Each round thereafter, he must make a system shock check with a cumulative -10% modifier (i.e., -10% on 7th, -20% on 8th, -30% on 9th, etc.). On a failed check, proceed to stage 3.

Stage 3: The victim falls to the ground as his body is racked with convulsions; he is unable to attack or defend himself, nor can he cast spells or use psionic powers. On the round after he falls into convulsions, the victim must again make a system shock roll using his normal percentage (start with original system shock percentage; do not include any penalties suffered above). A successful check means that the victim continues to convulse for that round; his condition does not worsen. Each round thereafter, he must make a system shock check with a cumulative -10% modifier. On a failed check, proceed to stage 4.

Stage 4: The victim falls into a coma for 1d100 days. On the last day (even if the victim is brought out of the coma by magical means), he must save versus death magic. A failed check means the victim dies. A passed check means the victim survives but suffers brain damage (roll 2d4 for Intelligence and Wisdom to determine new ability scores — new scores must be less than previous scores, reroll if necessary).

If for any reason, the victim does not progress to the 4th stage of *water intoxication* — for example, the duration of the spell expires or a successful *dispel magic* is cast on the victim — he will suffer the effects in the reverse order (i.e., stage 3, stage 2, stage 1) for a length of time equal to the number of rounds he was affected by the spell. For example, after an initial round of migraine pain (stage 1), Julatok suffers from confusion for 7 rounds (stage 2) and lapses into convulsion for 4 rounds (stage 3) before his companion is able to cast

dispel magic on him successfully. He will continue to convulse for 4 more rounds. The convulsions will disappear, and he will suffer from confusion and a migraine for 7 rounds. Finally, the confusion dissipates, leaving a migraine headache for 1 round. In total, Julatok suffered the effects of *water intoxication* for 24 rounds.

Water intoxication affects all creatures with well-defined nervous systems (even water dwellers, such as fish). The material component is a drop of water from the elemental plane of water; water from any other source (eg., the prime material plane) will cause the spell to fail. The caster may use his ability to gate in water in order to obtain this component, and he may store it for later use as long as it is not contaminated by water from any other source. This spell does not operate on the elemental plane of water nor will it work under water.

Quest Spells

Change Person (Necromancy)

Sphere: Necromantic
 Range: 0
 Duration: Permanent
 Casting Time: 10
 Area of Effect: Creature touched
 Saving Throw: None
 Author: John Dupuy <jdupuy@bigcat.missouri.edu>

This spell creates a real change in a creature. Hit points, statistics, personality, the whole works can be changed. Even the race of the character can be modified. The caster must be 15 levels above the creature. This spell can be used with *resurrection* to resurrect a creature with no more Constitution points, but finding the help of a wizard 15 levels above you can be tricky!

A mortal caster loses one Constitution point, permanently. If caster fails a Wisdom check, the caster's hit points drop to zero and he falls unconscious. Else, the caster takes half damage. A demigod caster must roll 1d20; on a 20, he takes half damage, otherwise, he takes none. Full deities are immune to any harmful effects.

Create Life (Necromancy)

Sphere: Creation, Thought
 Range: 0
 Duration: Permanent
 Casting Time: 2d4 days
 Area of Effect: Creature touched
 Saving Throw: None
 Author: John Dupuy <jdupuy@bigcat.missouri.edu>

This spell create the body and soul of a new creature. The exact details are spelled out during the very long casting time. The new creature is always level 0, and must be trained like a new baby. The creature may have innate abilities, but cannot breed. The created creature is not magical and is immune to dispel magic (although the creature may be able to wield magic once trained).

A mortal caster loses two points of Constitution, permanently. If the caster fails a Wisdom check, he dies. Else, the caster takes 2d12 points of damage. A demigod caster must roll 1d20; on a 20 his hit points drop to 1. Else, he takes 1d12 points of damage. Full deities take 1d6 points of damage.

Create Race (Necromancy)

Sphere: Creation, Thought
 Range: 0
 Duration: Permanent
 Casting Time: 2 weeks
 Area of Effect: Special
 Saving Throw: None
 Author: John Dupuy <jdupuy@bigcat.missouri.edu>

This spell creates a new race. A spell such as this created the elves, for instance. The spell creates enough creatures to start the race.

A mortal caster loses 8 points of Constitution, permanently. Next, he ages 40 years, and dies. If his Constitution was lower than 1, he cannot be raised. A demigod caster loses 2 Constitution points. Roll 1d20; on a 20, the demigod dies. Else, he takes 3d12 points of damage. Full deities lose one point of Constitution, permanently.

Oblivion (Alteration)

Sphere: Necromantic
 Range: 0
 Duration: Permanent
 Casting Time: 1 day
 Area of Effect: 1000-yard radius per level
 Saving Throw: None
 Author: Tim Rightnour <garbled@indirect.com>

All creatures not casting the priest at the culmination of this spell will be subject to it. Any break in concentration during the day will fail the spell. The priest can do nothing but concentrate on the spell. At the culmination of the spell, all life in the area of effect is destroyed. Trees, animals, insects, humans, tarrasques, demons and microbes are all wiped out. No trace of any life is found. Structures within the area may survive. This spell can only be granted to a priest of death (note: be careful with this spell. I don't need to tell you how powerful it can be). If the priest's concentration is broken during the casting, the spell will fail, and the priest must ask for the spell again from his deity. Obviously the deity will not be as likely to give the spell. Any other priests of death near the priest may join hands, and concentrate with the priest for the casting time. If they do, their levels will be added to the priest's for consideration of range. Any creatures within the range of the spell are forever lost. Not even a deity may bring them back. Any demi-god caught in the spell effect must roll a saving throw versus death magic or be irreversibly destroyed. Greater and lesser gods are immune. After casting the spell, the priest will fall into a coma for 13 days. Upon waking from the coma, all statistics will be 3, and they will be regained at the rate of 1 point per day. No sacrifice is needed after this spell, because the massive loss of life in the area is more than enough to please a deity of death. The user of the spell may be held responsible for its effects by any rangers, druids, or even cults entirely wiped out by the spell effect. Vast armies chasing after the caster is not considered rare. The deity will not specifically assist the priest in dealing with the consequences of the spell, but he will not hold back on spells. The only time the deity will intervene is if another god sees fit to divulge his wrath upon the caster. In which case the deity will appear to fight off the other deity, or avatars sent by the other deity.

Obviously the caster must be of absolute alignment, in extreme favour with his deity, and most likely will have to be the most powerful death priest on the continent (except in special DM cases). Misuse of this spell is frowned upon, to say the least.

True Emotion (Enchantment/Charm)

Sphere: Charm, Thought

Range: 0

Duration: Special

Casting Time: 3

Area of Effect: Creature touched

Saving Throw: None

Author: John Dupuy <jdupuy@bigcat.missouri.edu>

This spell creates a specific emotion or emotional state in the creature. All the emotions are available (hate, love, fear, etc.). The emotion can be directed (for example, Joe the drow falls in love with Alisa the paladin). Unlike a similar effect available from a *wish*, the emotion is true and not subject to "healing", or dispelling. But, since the emotion is real, the affected creature might be able to ignore the emotion (just like any real emotion). The creature affected must be at least 8 levels lower than the caster.

This spell takes away 1d6 points of Charisma from the caster for 1d4 days. Demigods and gods are immune to this penalty.

Turn Back Time (Alteration)

Sphere: Time

Range: 0

Duration: Permanent

Casting Time: 1

Area of Effect: Current plane of existence

Saving Throw: None

Author: John Dupuy <jdupuy@bigcat.missouri.edu>

This spell turns back the clock of time for the entire current plane of the caster, by an amount of at most one year per level of the caster. The years are relived for the years set back. Only extraplanar creatures and the caster are aware that the clock was moved back. There is no known way to undo this spell.

A mortal caster is never granted such a spell. A demigod caster ceases to exist, permanently. Full deities must roll 1d20; on a 19 or 20, the deity ceases to exist. Else, the deity permanently loses 20 points of Constitution.

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Epilogue

Well, I hope you have all enjoyed the *Great Net Prayerbook*. I must say, *I* have enjoyed editing it for over five years. Alas, all good things must come to an end. Since I will soon be losing net access, I have been forced to look for someone to take over this huge task of collecting prayers and editing them. I must say that I have found a very suitable successor in Ezra van Everbroeck, who will take over from me, starting with the seventh edition, and who has already cooperated a lot in this sixth edition.

If you have any more new prayers, which can be added to the *Great Net Prayerbook*, please e-mail them to Ezra or post them, so that *you* will be included in the next *Great Net Prayerbook* as well. By the way, we're not only looking for prayers! We're also constantly working on the same kind of book for your favourite wizard, the *Great Net Spellbook*, and would like to ask you all out there to send us every spell you can find for them (again, don't hesitate to post them if you think that's more convenient than e-mailing).

Also, any and all feedback on this prayerbook is more than welcome, especially comments on the lay-out, on the level the various prayers are listed in, on inconsistencies you might find, on any other topic concerning the contents of the files: *anything*.

Boudewijn Wayers, Keeper of the *Great Net Spellbook* and the *Great Net Prayerbook*.
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