

Spell for the Curious and Clueless

Dungeons and Dragons

Connor O'Neill

Version 1.001

Contents

Magic user spell levels	3
Priest spell levels	4
Magic user Spells	5
<i>First-Level Spells</i>	5
<i>Second-Level Spells</i>	10
<i>Third-Level Spells</i>	16
<i>Fourth-Level Spells</i>	25
<i>Fifth-Level Spells</i>	34
<i>Sixth-Level Spells</i>	44
<i>Seventh-Level Spells</i>	51
<i>Eighth-Level Spells</i>	57
<i>Ninth-Level Spells</i>	62
Priest Spells	67
<i>First-Level Spells</i>	67
<i>Second-Level Spells</i>	79
<i>Third-Level Spells</i>	90
<i>Fourth-Level Spells</i>	108
<i>Fifth-Level Spells</i>	127
<i>Sixth-Level Spells</i>	143
<i>Seventh-Level Spells</i>	153
Spell Schools	162
Spell Sphere's	163
Cooperative Magic	164
New Sphere	164
Chaos	164
Law	165
Numbers	165
Thought	165
Time	166
Travelers	166
War	166
Wards	167

Magic user spell from Tome of Magic, Complete Wizard and Spells and Magic

Priest spells from Tome of Magic and Spells and Magic

Magic user spell levels

First	Second	Third	Fourth	Fifth
Conjure Spell Component Copy Corpse Visage Detect Disease Detect Phase Detect Secret Passages and Portals Dictation Divining Rod Expeditious Retreat Fire Burst Fist of Stone Lasting Breath Metamorphose Liquids Murdock's Feathery Flyer Protection from Hunger and Protection from Vermin Ray of Fatigue Thirst	Cats Grace Choke Death Recall Detect Life Displace Self Filter Ghoul Touch Hornung's Baneful Ice Knife Insatiable Thirst Maximilian's Earthen Grasp Moon Rune Nahal's Nonsensical Past Life Protection From Paralysis Protection from Poison Ride the Wind Sense Shifting Vocalize Wall of Gloom	Alacrity Alamir's Fundamental Augmentation I Bands of Sirellyn Breakdown Bone Club Delay Death Far Reaching I Hovering Skull Invisible Mail Iron Mind Lance of Disruption Lesser Sign of Sealing Lorloveim's Creeping Shadow Maximilian's Stony Grasp Minor Malison Pain Touch Protection from Amorphs Snapping Teeth Spirit Armor Squaring the Circle Solvent of Corrosion Wall of Water Watery Double Wizard Sight	Conjure Elemental-Kin Dilation I Divination Duplicate Enhancement Far Reaching II Fire Aura Greater Malison Halo of Eyes Improved Strength Lesser Geas Locate Creature Mask of Death Minor Spell Turning Mordenkainen's Celerity Mordenkainens Force Missiles Otiluke's Dispelling Screen Psychic Protection Summon Lycanthrope Thunder Staff Turn Pebble to Boulder Ultravision Vitriolic Sphere Wind Breath	Far Reaching III Force Shapechange Invulnerability to Normal Weapons Improved Blink Khazid's Procurement Know Value Leomunds Hidden Lodge Lower Resistance Magic Staff Mind Fog Mordenkainen's Private Sanctum Mummy Rot Proofing versus Combustion Prying Eyes Rary's Telepathic Bond Rusting Grasp Safeguarding Tensers Destructive Resonance Throbbing Bones Vile Venom Von Gasik's Refusal Wall of Bones
Sixth	Seventh	Eighth	Ninth	
Arrow of Bone Augmentation II Blackmantle Bloodstone's Spectral Steed Claws of the Umber Hulk Dead Man's Eyes Dilation II Dimensional Blade Dragon Scales Etherealness Forest's Fiery Constrictor Greater Sign of Sealing Invulnerability to Magical Weapons Lorloveim's Shadowy Superior Magnetism Tentacles Transformation Trollish Fortitude	Acid Storm Bloodstone's Frightful Joining Descent into Madness Hatch the Stone From the Egg Intensify Summoning Malec-Keth's Flame Fist Neutralize Gas Persistence Seven-Eyes Shadowcat Steal Enchantment Suffocate Zombie Double	Abi-Dalzim's Horrid Wilting Airboat Analyze Dweomer Defoliate Fear Ward Gunther's Kaleidoscopic Strike Heart of Stone Homunculus Shield Hornung's Random Iron Body Shadow Form	Chain Contingency Elemental Aura Estate Transference Glorious Transmutation Programmed Amnesia Sphere of Ultimate Destruction Wail of the Banshee	

Priest spell levels

First	Second	Third	
Analyze Balance Anti-Vermin Barrier Astral Celerity Battlefate Blessed Watchfulness Calculate Call Upon Faith Calm Animals Courage Dispel Fatigue Emotion Read Firelight Know Age Know Direction Know Time Log of Everburning Mistaken Missive Morale Orison Personal Reading Protection from Chaos Ring of Hands* Sacred Guardian Speak With Astral Traveller Strength of Stone Sunscorch Thought Capture Weighty Chest Wind Column	Astral Awareness Aura of Comfort Calm Chaos Chaos Ward Create Holy Symbol Cure Moderate Wounds Dissension's Feast Draw Upon Holy Might Ethereal Barrier Emotion Perception Frisky Chest Hesitation Idea Iron Vigil Lighten Load Mind Read Moment Music of the Spheres Mystic Transfer* Nap Rally Sanctify* Resist Acid and Corrosion Restore Strength Soflen Earth and Stone Watery Fist Zone of Truth	Accelerate Healing Adaptation Astral Window Caltrops Choose Future Control Animal Create Campsite Detect Spirits Dictate Efficacious Monster Ward Emotion Control Etherealness Extradimensional Detection Fortify Helping Hand Hold Poison Invisibility Purge Know Customs Line of Protection* Memory Read Miscast Magic Moment Reading Random Causality Repair Injury Rigid Thinking Slow Rot Squeaking Floors Strength of One	Summon Animal Spirit Telepathy Telethaumaturgy Thief's Lament Unearthly Choir* Unfailing Premonition Weather Prediction Wind Servant Zone of Sweet Air
Fourth	Fifth	Sixth	Seventh
Adamantite Mace Addition Age Plant Blessed Warmth Body Clock Chaotic Combat Chaotic Sleep Circle of Privacy Compulsive Order Defensive Harmony Dimensional Dimensional Anchor Entrench Folding Fire Purge Focus* Fortify* Genius Inverted Ethics Join With Astral Traveler Leadership Mental Domination Modify Memory Omniscient Eye Probability Control Rapport Recitation Solipsism Suspended Animation Tanglefoot Thought Broadcast Tree Steed Unfailing Endurance Uplift* Weather Stasis Windborne	Age Object Animate Flame Barrier of Retention Blessed Abundance Champion's Strength Chaotic Commands Clear Path Cloud of Purification Consequence Dimensional Translocation Disguise Easy March Elemental Forbiddance Extradimensional Manipulation Extradimensional Pocket Grounding Illusory Artillery Impeding Permission Impregnable Mind Meld* Memory Wrack Mindshatter Othertime Produce Ice Repeat Action Righteous Wrath of the Faithful Shrieking Walls Thoughtwave* Time Pool Unceasing Vigilance of the Holy Sentinel Undead Ward	Age Creature Command Monster Crushing Walls Disbelief Dragonbane Entropy Shield Gravity Variation The Great Circle * Group Mind Land of Stability Legal Thoughts Monster Mount Physical Mirror Reverse Time Seclusion Skip Day Sol's Searing Orb Spiritual Wrath* Whirlwind	Age Dragon Antimineral Shell Breath of Life Conjure Air or Water Elemental Divine Inspiration Hovering Road Illusory Fortifications Impervious Sanctity of Mind Mind Tracker Shadow Engines Spacewarp Spirit of Power* Tentacle Walls Timelessness Tsunami Uncontrolled Weather
			An asterisk (*) indicates a cooperative magic spell.

Magic user Spells

First-Level Spells

Conjure Spell Component (Conjuration/Summoning)

Range: 1 mile/level Components: V, S
Duration: 1 round Casting Time: 1
Area of Effect: 3 components/level Saving Throw: None

When this spell is cast, the wizard teleports desired items directly to his hand. The objects must be naturally occurring components for spells the wizard knows and they must be within spell range. The components must be items commonly found in the area, such as a twig, feather, firefly, or bit of beeswax in a forest.

If the components lie underground or underwater at a depth greater than 10 feet, they cannot be conjured, even if the caster is at a similar depth (such as in a cavern or at the bottom of a lake).

The spell will not cause the appearance of components whose value exceeds 1 gp. Thus, it is impossible to summon gemstones, crystals, metals, pearls, etc. Additionally, components cannot be manmade or altered from their natural state (coins, jewelry, cut or crushed gems, mirrors, etc.), nor can they be taken from someone else's possession. A single *conjure spell component* spell will summon three components per level of the caster. They may be three different components or multiples of a single component. Attempts to conjure an animal's body parts (such as bat fur) produce unpredictable results. The DM should roll on the table below.

D4	Roll Result
1	Desired component appears
2	Component does not appear
3	Creature is teleported to the caster.
4	Caster is teleported to the creature

Only animals with Intelligence scores of 1-4 can be affected by this spell. Humanoids and fantastic animals (dragons, bugbears, unicorns, etc.) cannot be affected. In all cases, the DM must use common sense to determine the likelihood of the component being located within spell range.

Copy (Evocation)

Range: Special Components: V, S, M
Duration: Instantaneous Casting Time: 1 round
Area of Effect: One object Saving Throw: Special

Copy enables the caster to make a perfect copy of a map, letter, or any other written or drawn document. The caster must have a blank parchment or a book with blank pages of sufficient size to hold the *copy*. The caster holds the blank object over the object to be copied, then casts the spell; the *copy* immediately appears on the formerly blank object. The *copy* is permanent and is a perfect duplicate of the original.

Copy can also be used to copy spells from a new spell book into the caster's spell book, assuming the caster's spell book is of sufficient size to contain the new spells. The caster must first roll to see if he can learn the new spells; if so, he can cast *copy* to instantly copy them into his spell book.

The material components for this spell are a piece of blank parchment (or a book with blank pages, as described above), and a drop of black ink

Corpse Visage (Illusion, Necromancy)

Range: Touch Components: V, S, M
Duration: 1 round/level Casting Time: 1 round
Area of Effect: Creature touched Saving Throw: Neg

This spell transforms the caster's face or the face of any creature touched by the caster into the horrifying visage of a rotting corpse. The effect of this illusion is so startling that when it is viewed by opponents, the wizard's party adds a modifier of +2 to their surprise roll. Creatures with low Intelligence or higher (Intelligence of 5 or greater) and with 1 Hit Die or less (or who are 1st level or lower) must make a successful saving throw when first viewing *corpse visage* or flee in terror for 1-4 rounds.

Corpse visage does not distinguish between friend and foe, and all who view it are subject to its effects. If the spell is cast upon an unwilling victim, the victim is allowed a saving throw to avoid the effect.

The material component is a rag or piece of cloth taken from a corpse. The cloth must be prepared by dotting it with paints of assorted colors.

Detect Disease (Divination)

Range: 10 yards Components: V, S, M
Duration: 1 round/level Casting Time: 1
Area of Effect: 1 creature or object Saving Throw: None

Detect disease reveals to the wizard whether a subject creature or object carries a disease, whether normal or magical. Additionally, there is a 10 percent chance per level of the caster that he is able to identify the exact type of disease.

The material component for this spell is a twig or small branch from any tree

Detect Phase (Divination)

Range: 0 Components: V, S
Duration: 2 rds./level Casting Time: 1
Area of Effect: 10 x 60 ft. Saving Throw: None

Creatures or objects that are *phased*—that is, in the Border Ehtereal Plane—can be detected by using this spell. The spell affects a path 60 feet long and 10 feet wide; any phased creatures or objects in this area are revealed as soft, blue-glowing outlines visible to anyone in the vicinity. Creatures or effects detected by this spell include: phase spiders, ghosts in their ethereal state, characters or creatures employing *oil of etherealness*, psionic etherealness or phasing, and all other similar effects. Doorways or portals to extradimensional spaces are also detected, although anything hidden within remains unseen.

Detect phase does not reveal the location of creatures or objects concealed by magical invisibility or illusions. Note that detecting a phased monster doesn't necessarily give the caster the ability to attack it, but creatures such as phase spiders lose any special surprise bonuses they may receive if they are detected by using this spell.

Detect Secret Passages and Portals (Divination)

Range: 0 Components: V, S
Duration: 1 turn Casting Time: 1
Area of Effect: 10x10 ft. area/level Saving Throw: None

This spell enables a wizard to detect secret doors, compartments, caches, and similar devices. Only passages, doors, or openings that have been deliberately constructed so as to escape detection are detected by this spell—a trap door buried beneath crates in a cellar, an illusionary wall, or an amulet left in a cluttered room would not be detected. The wizard affects an area of 10 feet square per level, so a 4th-level wizard could search four sections of wall, floor, or ceiling. Any doorways or openings detected by this spell glow softly for one full turn. It's possible that a wizard might not find a secret compartment in the area of effect if the compartment is behind or under another object that covers it completely. This spell only detects the doorway or opening; the wizard may have to search for a mechanism or catch that opens the door.

Dictation (Invocation/Evocation)

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

This spell causes any words spoken by the wizard or anyone within 10 feet of him to appear on a piece of paper or the blank page of a book. It is useful for recording conversations, verbal agreements, interrogations, or even notes or observations if the wizard doesn't want to take the time to write them down himself. Generally, a person reading aloud takes about one to five minutes to read a page, depending on how many words are on a page.

Foreign languages are not translated, although foreign words are given the correct alphabetic spelling in the wizard's native tongue; for example, the phrase *c'est la vie* would appear as it does here, with no English translation, but a phrase or name in Arabic or Chinese would not be transcribed in those alphabets. Magical spells and invocations are *not* recorded, so this spell can't be used to create a backup copy of a scroll even as it's read by the wizard, but a clever wizard may be able to record a magical item's command word if an enemy within range uses it while the spell is in effect.

The material component for this spell is the blank page, scroll, or paper that the dictation will appear on. This must be prepared with a special wash of vinegar, which brings the cost to 10 gold pieces per page so readied.

Divining Rod (Divination, Enchantment)

Range: 60 yards	Components: V, S, M
Duration: 1 round/level	Casting Time: 1 round
Area of Effect: Special	Saving Throw: None

This spell enables the caster to enchant the branch of a ginkgo or fruit tree to locate a common item that is hidden from view. Unlike *locate object*, the caster does not need to have a specific mental image of a particular item; rather, he only needs to state the name of the general type of item he wishes to locate, such as buried treasure, edible plants, or fresh water. However, *divining rod* will not locate invisible or magical items, nor will it locate items protected by *obscure item* or a similar spell.

Once the branch is enchanted, the caster holds the branch with both hands. If the desired item is within the range of the spell, the enchanted branch points in the direction of the item and gently pulls the caster along. The spell is not blocked by lead or any other substance. However, if an impenetrable obstacle is reached, such as the ground or a wall, the branch presses against it and stops. If there is no item matching the description within the spell range, the branch does not react, although the caster can move about and continue to search.

The material component for this spell is the branch from a ginkgo tree or a fruit tree, such as peach, apple, or lemon. The branch must be shaped like the letter Y, so that the caster can grasp a fork of the branch in each hand.

Expeditious Retreat (Alteration)

Range: 0	Components: V, S
Duration: 3 rds. + 1 rd./level	Casting Time: 1
Area of Effect: The caster	Saving Throw: None

The wizard Kerith was noted for his astounding lack of courage in the face of even the most insignificant dangers. He developed this spell early in his career to assist him in his frequent and precipitous withdrawals from combat. When cast, *expeditious retreat* provides the wizard with an amazing fleetness of foot, enabling him to run in great leaps and bounds. The caster's movement rate is tripled for the duration of the spell, so a wizard with a movement of 12 would be able to run at a rate of 36 while the spell was in effect. In addition, the wizard can jump up to 5 feet in the air or make a 15-foot horizontal leap with ease. The wizard does not have to move while the spell is in effect, but if he moves at all, his unnatural speed and bounds prevent him from taking any other actions except for running—in other words, he can't take a half-move and throw a missile, or charge, cast a spell, or do anything else except move.

The wizard cannot increase his movement further by any means, including additional movement affecting magical spells or items. Kerith was also noted for his cynical observation to a companion: "I don't have to outrun the troll. I just have to outrun *you*."

Fire Burst (Alteration, Evocation)

Range: 5 yards/level	Components: V, S
Duration: Instantaneous	Casting Time: 1
Area of Effect: One 10'-radius circle	Saving Throw: Neg.

When this spell is cast upon a nonmagical fire (such as a campfire, lantern, or candle), it causes the fire to flash and shoot arrows of flame. All creatures within 10 feet of the fire source suffer 1 point of damage per level of the caster (maximum of 10 points). Victims who roll a saving throw successfully suffer no damage.

Fist of Stone (Alteration)

Range: 0	Components: V, S
Duration: 1 round/level	Casting Time: 1
Area of Effect: The caster's hand	Saving Throw: None

Upon completion of this spell, one of the caster's hands (his choice) turns to stone. It is flexible and can be used to punch, smash, or crush objects and opponents as if the wizard had Strength of 18/00. Combat bonuses for Strength do not apply if the caster uses any weapon other than his fist.

While the spell is in effect, the wizard cannot cast spells requiring somatic components.

Lasting Breath (Alteration)

Range: 5 yards/level	Components: V, S
Duration: 1d4 rounds +1 round/level	Casting Time: 1
Area of Effect: One creature/level	Saving Throw: None

This spell increases the amount of time a character can hold his breath. As described in the *Player's Handbook*, a character can hold his breath for a number of rounds equal to one-third his Constitution score. The effect of this spell is added to that figure.

The duration of the spell is always unknown to the recipient; the DM secretly rolls 1d4 to determine the exact duration. At the end of this time, the character must succeed a Constitution check or be forced to take a breath as per the rules.

Metamorphose Liquids (Alteration)

Range: Touch	Components: V, S, M
Duration: Permanent	Casting Time: 1 round
Area of Effect: 1'-cube/level	Saving Throw: Special

This spell transmutes one type of liquid into an equal amount of a different, nonmagical fluid (water, wine, blood, oil, apple cider, etc.). The caster must touch the fluid itself (not simply its container) for the spell to take effect.

Magical liquids (such as potions) receive a saving throw vs. disintegration with a +3 bonus to avoid the spell's effect. Fluids can be transmuted only into nonmagical liquids; it is not possible to change a magical liquid into another type of magical liquid. Poisons may be rendered harmless through use of this spell, but the spell has no effect on poisons already consumed.

Living creatures are unaffected by the spell, excluding those from the elemental plane of water. Such creatures are allowed a saving throw vs. spell. Failure results in 1d4 points of damage per level of the caster, while success indicates half damage. Only one creature can be affected by a single casting of this spell, regardless of the creature's size.

The material component is a drop of the liquid that the caster intends to create, which must be placed on the wizard's tongue and consumed. Creating poisons through use of this spell is especially dangerous.

Murdock's Feathery Flyer (Alteration)

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

Upon casting this spell, a feathery membrane grows under the wizard's arms, extending along his sides all the way to his feet. The membrane appears to merge with the caster's skin and clothing.

If the caster spreads his arms and jumps from a height, he may glide through the air.

For each foot of elevation, the wizard can glide five feet horizontally. Thus, a wizard jumping from a 10-foot wall could glide up to 50 feet. Gliding characters have a movement rate of 12 and Maneuverability Class E. A wizard attempting to carry more than his normal weight allowance plummets to the earth upon takeoff.

When the spell expires, the feathers instantly disappear. If the wizard is airborne, he immediately plummets toward the ground.

The material component is an eagle's feather.

Protection from Vermin (Abjuration)

Range: Touch	Components: V, S, M
Duration: 2 rds./level	Casting Time: 1
Area of Effect: Creature touched	Saving Throw: None

This spell creates a magical barrier around the recipient, preventing the attacks of nonintelligent monsters of less than 1 Hit Die. Creatures in this category include normal centipedes, spiders, bats, and rats, but any monster with an Intelligence of low or better can ignore the spell's effects. The barrier extends about one foot from the protected character's body and moves with him; vermin cannot tolerate the aura's touch and recoil from the character. Any attacks that require physical contact (bites, stings, claws, etc.) automatically fail, but a creature with a ranged attack can still attack the spell's recipient.

The spell ends if the recipient attacks a creature he has been protected against, or tries to pin or trap the vermin by forcing the repelling barrier against them. The material component for this spell is a cone of pungent incense burned in a tiny bronze censer containing osquip ashes.

Ray of Fatigue (Necromancy)

Range: 10 yds. + 5 yds./level Components: V, S
Duration: 1 rd./level Casting Time: 1
Area of Effect: 1 creature Saving Throw: Neg.

This nefarious spell affects the victim's life energies, increasing any fatigue or exhaustion the victim currently possesses. Alert and well-rested characters suddenly become tired and sluggish, and characters who are already fatigued may be reduced to near-helplessness. In effect, the *ray* adds one level of fatigue or encumbrance to the victim. Moderately encumbered characters suffer a -1 penalty to attack rolls; heavily encumbered characters suffer a -2 penalty to attacks rolls and a +1 Armor Class penalty; and severely encumbered characters suffer a -4 penalty to attack rolls and a +3 Armor Class penalty. (Assume that monsters suffer a -1 penalty to their attack rolls and reduce their movement rates by 33%.) The victim is allowed a saving throw to negate the spell's effects.

If you are using the fatigue rules from the *PLAYER'S OPTION: Combat & Tactics* book, this spell operates in a slightly different manner—fresh characters become fatigued, gaining one level of encumbrance; fatigued characters become exhausted, gaining two levels of encumbrance; and exhausted characters collapse in a quivering heap, unable to move or attack.

Second-Level Spells

Cats Grace (Alteration)

Range: Touch Components: V, S, M
Duration: 1 hr./level Casting Time: 2
Area of Effect: Creature touched Saving Throw: None

Just as a *strength* spell can increase a subject's physical power for a time, *cat's grace* can enhance a subject's Dexterity. All abilities and skills that are Dexterity-based may be affected by an enhanced Dexterity score, including a subject's reaction adjustment, missile attack adjustment, defensive adjustment. Dexterity-based proficiency scores, and adjustments to thief abilities. The exact amount of Dexterity gained depends on the subject's class; multi-classed characters use the most favourable die.

Class	Dexterity Gain
Rogue	1d8 points
Warrior	1d6 points
Wizard	1d6 points
Priest	1d4 points

The spell cannot confer a Dexterity score of 20 or more, and it is not cumulative with any other Dexterity-enhancing magical or psionic power. Subjects without Dexterity scores gain a -1 bonus to AC and a +1 to attack rolls with missiles for the duration of the spell. The material component for this spell is a few whiskers from an elven cat.

Choke (Necromancy, Conjuration/Summoning)

Range: 30 yards Components: V, S, M
Duration: 1 round/level Casting Time: 2
Area of Effect: One creature Saving Throw: 1/2

By means of *choke*, the caster causes a pair of ghostly hands to appear around the throat of a single victim. The victim must be a human, demihuman, or humanoid, and must be within 30 yards of the caster. The hands will choke and strangle the affected

victim for the duration of the spell; each round, the victim suffers 1-4 hit points of damage from the choking hands. If the victim makes a successful saving throw, he suffers half-damage each round.

Choke can be negated by *dispel magic* or a similar spell; the victim cannot wrench the ethereal hands away from his neck. The victim makes all attack rolls at a -2 penalty while affected by *choke*.

The material component for this spell is a handkerchief or similarly-sized piece of cloth that has been tied in a knot

Death Recall (Necromancy, Divination)

Range: Touch	Components: V, S, M
Duration: Special	Casting Time: 1 round
Area of Effect: One corpse	Saving Throw: None

This spell enables the caster to visualize the final minutes of the life of any creature or person that died within the previous 24 hours. When the caster touches the subject's corpse, the caster goes into a trance. The caster then has a vision of the final 10 minutes of the subject's life as seen by the subject himself. The vision ends with the last scene the subject saw before he died, at which time the caster awakens from his trance and the spell is over.

The material component for this spell is a fragment from a shattered mirror

Detect Life (Divination)

Range: 10 feet/level	Components: V, S, M
Duration: 5 rounds	Casting Time: 2
Area of Effect: One creature	Saving Throw: None

By use of this spell, the caster can determine if a creature is alive, including creatures in a coma or trance, or under the influence of *feign death*. Any form of mental protection prevents the effectiveness of this spell, as does any thickness of metal. An inch of stone or wood is treated as 10 feet of open space for the purpose of determining whether the spell functions.

The material components for this spell are a holy symbol and a hair from the head of a newborn animal

Displace Self (Alteration)

Range: 0	Components: V, M
Duration: 1 rd./level	Casting Time: 2
Area of Effect: The caster	Saving Throw: None

Emulating the natural ability of the displacer beast, this spell causes the caster to appear to be about two feet away from his true location. Any creature making a melee or missile attack against the caster automatically misses with his first attempt and suffers a -2 penalty on all subsequent attack rolls. In addition, the wizard also gains a +2 bonus on saving throws for any spell or special attack aimed directly at him, not at any other characters or the area around him. The only spell that will reveal the caster's true location is *true seeing*.

The material component for this spell is a small strip of leather made from displacer beast hide that is twisted into a loop.

Filter (Abjuration)

Range: Touch	Components: V, M
Duration: 1 turn/level	Casting Time: 2
Area of Effect: 10-foot radius sphere	Saving throw: None

around creature touched

This spell creates an invisible globe of protection that filters out all noxious elements from poisonous vapors; therefore, a creature protected by *filter* takes no damage and suffers no penalties from poison gas of any kind, including those created magically (such as *stinking cloud*). The exceptions are poisonous vapors created by a dragon's breath weapon (such as the chlorine gas of a green dragon); in these cases, the creature protected by *filter* suffers half-damage.

The material components for this spell are a strand of spider web and a scrap of cotton cloth approximately one inch square

Ghoul Touch (Necromancy)

Range: 0	Components: V, S, M
Duration: 1 round/level	Casting Time: 2
Area of Effect: One person	Saving Throw: Special

When this spell is in effect, the caster's touch causes any single human, dwarf, gnome, half-elf, or halfling to become rigid for 3-8 (1d6 +2) rounds unless the victim makes a successful saving throw vs. paralyzation. Additionally, the paralyzed victim exudes a carrion stench in a 10-foot radius that causes retching and nausea. Those within this area who fail to save vs. poison will make their attacks with a -2 penalty until the spell reaches the end of its duration.

The material component for this spell is a small scrap of cloth taken from the clothing of a ghoul or a pinch of earth from a ghoul's lair.

Ice Knife (Evocation)

Range: Special	Components: V, S, M
Duration: Instantaneous	Casting Time: 1 round
Area of Effect: Special	Saving Throw: Neg

This spell fires a dagger of ice at the target. The caster makes a normal attack roll as if attacking with a missile weapon, factoring in the range from the attacker to the target (the *ice knife* has a long range of 30 yards, a medium range of 20 yards, and a short range of 10 yards). A successful hit causes 2-8 (2d4) hit points of damage. If the *ice knife* misses its target, consult the rules for grenade-like missiles on pages 62-63 of the *Dungeon Master's Guide* to determine where it lands.

When an *ice knife* strikes a solid object or a creature, the knife shatters, releasing a wave of numbing cold. All creatures within a 5-foot radius must make a successful saving throw vs. paralyzation or suffer 1-4 hit points of cold damage and become numb for 1-3 rounds. Numbed creatures have their movement rates reduced by half and their chance to hit reduced by 2. Proximity to major sources of heat, such as a roaring bonfire, improves a creature's saving throw by +2.

An *ice knife* that misses or is lost cannot be picked up by the caster (or anyone else) and thrown again. If the *ice knife* is touched, it instantly shatters, releasing a wave of cold as described above. If a lost *ice knife* is not touched, it melts away in a pool of water 1 round after it was originally created; this melting occurs regardless of the environmental temperature.

The material components for this spell are a drop of water from melted snow and a tiny silver dagger.

Insatiable Thirst (Enchantment/Charm)

Range: 5 yards/level	Components: V, S
Duration: 1 round/level	Casting Time: 2
Area of Effect: One creature	Saving Throw: Neg.

This spell instills in the victim an uncontrollable desire to drink. The victim is allowed a saving throw to avoid the effect. If the roll is failed, the creature must consume any potable liquids it can find (including magical potions, which might result in strange effects if potions are mixed). Although poisons are not considered potable, a victim may not realize that a liquid is poisonous. The victim will not consume a liquid he knows to be poisonous.

No matter how much the creature drinks, its magical thirst is not quenched until the spell ends. During this time, the creature can do nothing but drink or look for liquids to drink. Victims of this spell believe they are dying of thirst and (depending upon their nature) may be willing to kill for drinkable fluids.

Maximilian's Earthen Grasp (Evocation)

Range: 10 yards+10 yards/level Components: V, S, M

Duration: 3 rounds+1 round/level Casting Time: 2

Area of Effect: One creature Saving Throw: Special

This spell causes an arm made of compacted soil to rise from the ground. The spell must be cast on open turf, such as a grassy field or a dirt floor.

The earthen arm and hand (which are about the same size as a normal human limb) arise from the ground beneath one creature targeted by the caster. The hand attempts to grasp the creature's leg. The victim must attempt a saving throw; if successful, the hand sinks into the ground. Each round thereafter (until the spell ends or the target moves out of spell range), the hand has a 5% chance per level of the caster of reappearing beneath the targeted creature, at which time another saving throw is required.

If a saving throw is missed, the earthen limb firmly grasps and holds the creature in place. An individual held by the hand suffers a movement rate of 0, Armor Class penalty of -2, and attack penalty of -2. All Dexterity combat bonuses are negated. The hand causes no physical damage to the victim.

The arm may be attacked by any creature, including the arm's victim. The arm has AC 5 and hit points equal to double the caster's maximum hit points. For example, a caster who normally has 15 hit points can create an earthen hand with 30 hit points. The maximum number of hit points that an earthen hand may have is 40. When the arm's hit points are reduced to zero or when the spell duration ends, the hand crumbles.

The material component is a miniature hand sculpted from clay, which crumbles to dust when the spell is cast.

Moon Rune (Alteration)

Range: 0 Components: V, S, M

Duration: Permanent Casting Time: 2

Area of Effect: Up to 1 sq. ft. Saving Throw: None

By using this spell, the wizard can create an invisible mark or rune on any surface. This mark remains invisible until conditions specified at the time of the casting are met. For example, the wizard could specify that the runes are only visible by the light of the moon or by the light of a moon of a certain phase (half, full, etc.), when viewed by an elf, at sunset or sunrise, when viewed by a wizard, when the caster is present, and so on. The spell cannot be used to transcribe magical runes, signs, glyphs, or symbols, but as many as seven letters or marks can be drawn. Unlike a *magic mouth* spell, a *moon rune* is permanent and will appear any time its conditions are met.

In addition to appearing when the proper conditions are met, a *moon rune* also becomes visible if a *detect magic*, *detect invisibility*, *true seeing*, or other such spell or effect is used on it. A *read magic* spell will reveal the maker's words, if any. *Moon rune* cannot be cast on a living creature. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell.

A *moon rune* requires a special mixture of pigment including mithral filings or powder worth at least 100 gp.

Past Life (Divination)

Range: Touch	Components: V, S
Duration: Special	Casting Time: 1 round
Area of Effect: One creature	Saving Throw: None

By touching the remains of a dead creature, this spell allows a caster to gain a mental image of the deceased's former appearance. The remains can be of any age and only a tiny fragment is required, such as a bone splinter or a strand of hair.

When cast by a wizard of at least 7th level, he is able to view the final minute of the subject's life from the subject's point of view.

When cast by a wizard of at least 9th level, a personal possession (a ring, a favorite walking stick, etc.) may be substituted for bodily remains.

Protection From Paralysis (Abjuration)

Range: Touch	Components: V, S, M
Duration: 1 turn/level	Casting Time: 2
Area of Effect: One creature	Saving Throw: None

The recipient of this spell receives total immunity to magical paralysis. Spells such as *hold person* and *slow* have no effect on the individual. This spell also provides protection against the paralysis attacks of monsters (a ghoul's touch, for example). This spell offers no protection against physical damage.

The material component is a bit of cloth taken from a priest's robes.

Protection from Poison (Abjuration)

Range: Touch	Components: V, S
Duration: 1 rd./level	Casting Time: 2
Area of Effect: Creature touched	Saving Throw: None

With this abjuration spell, the wizard provides a protective barrier similar to that created by the spells *protection from evil* or *protection from vermin*, warding the recipient against creatures that possess venom or poison of some kind. Poisonous monsters or poison-using characters of 4 or less Hit Dice or levels are prevented from making physical contact with the spell recipient, while venomous creatures of 4+1 Hit Dice or poison-using characters of five levels or more suffer a -2 penalty on their attack rolls against the protected character. Only injected or contact poisons from natural or innate sources (such as compounds made from plants or the venom from a snake) in a position to possibly injure the character are protected against; a thief carrying a vial of ingestive poison in his pouch is not counted as a venomous character while a character that is brandishing a poisoned short sword is counted as venomous. The spell recipient can still be poisoned by a spitting attack or a thrown dagger smeared with poison.

If the spell recipient attacks a creature he has been warded against or uses the resistance of the spell's aura to force his antagonist to give ground, the spell ends. Regrettably, reaching out to drink from a poisoned cup dispels the effect, so this spell offers no protection against ingested poisons. The spell functions normally if cast upon a poison-using creature or character.

Ride the Wind (Alteration)

Range: 5 yards/level	Components: V, S, M
Duration: 1 turn/level	Casting Time: 2
Area of Effect: One creature/level	Saving Throw: Neg.

This spell allows creatures targeted by the caster to become virtually weightless and be lifted upon the wind. Affected creatures can control their altitude by rising or descending at a movement rate of 12, but are at the mercy of the wind for speed and direction. Recipients can stop forward movement only by grasping something to anchor them in place. If no wind is present, this spell has no effect.

Unwilling targets are allowed a saving throw to resist the effect.

Each subject and his equipment must weigh less than 100 pounds per level of the caster. Thus, a 6th-level wizard could affect six creatures each weighing 600lbs. or less.

This spell may be cast only on living creatures.

The material components are a small handful of straw and a dry leaf.

Sense Shifting (Alteration)

Range: 0 Components: V, S, M

Duration: 3 turns Casting Time: 2

Area of Effect: The caster Saving Throw: None

Sense shifting allows the wizard to affect all spells of levels 1 through 3 that he casts within the duration of the spell. For each spell, he can modify one of three sensory features pertaining to the spell: color, sound, or patterned visual appearance of the spell effect. The changes produced by this spell do not affect the functions of the affected spell nor any saving throws that apply against their effects.

Sense shifting might be used to produce *green fireballs*, *magic missiles* that streak through the air with a scream, colored *continual light* globes, customized designs for a *hypnotic pattern*, or a *spectral hand* that makes scrabbling sounds as it attempts to grasp a target.

Sense shifting cannot create any form of invisibility. It cannot completely silence a spell effect (thus, a *fireball's* blast might be muted, but not wholly eliminated).

The material component is a twist of multi-colored ribbon with a small silver bell fastened to its end.

Vocalize (Alteration)

Range: Touch Components: S, M

Duration: 5 rounds Casting Time: 1 round

Area of Effect: One spell-casting creature Saving Throw: None

This spell allows the recipient to cast spells that normally require a verbal component without the caster needing to make a sound. Such spells must be cast within the duration of the *vocalize* spell. This spell is also useful in situations where quiet is desired, or when the recipient is under the influence of a silence spell.

Vocalize does not negate a silence spell, but merely offsets it for the purpose of spell casting; if a spell caster under the effect of *vocalize* casts a spell that has some audible effect, that sound will be masked for as long as *silence* remains in force. *Vocalize* does not affect normal vocal communication.

The material component for this spell is a small golden bell without a clapper

Wall of Gloom (Conjuration/Summoning)

Range: 30 yards Components: V, S, M

Duration: 2d4 rds. + 1 rd./level Casting Time: 2

Area of Effect: Two 10-ft. cubes. + one 10-ft. Saving Throw: Special
cube/level (max. is 8 cubes)

This spell creates a wall or barrier of ominous shadow in any area within the spell range. The *wall of*

gloom does not obscure sight completely, but objects or creatures within the wall, or on its other side, are dim shadows that can barely be seen. Creatures attempting missile fire through the wall suffer a -2 penalty to their attack rolls. In addition, the supernatural cold and darkness of the *wall of gloom* may cause creatures moving through the wall to recoil in fear. Creatures of 4 Hit Dice or less who enter the wall must make a saving throw vs. spell or retreat for 1d3 rounds; creatures of 4+1 to 7 Hit Dice must save or hesitate for 1 round before entering the wall; and undead and creatures of 7+1 Hit Dice or more ignore the wall's fear effects.

The wall can take any shape the caster desires, as long as it is at least 10 feet high and 10 feet thick. The material component is a bit of fleece from a black sheep and the eyelash of a revenant.

Third-Level Spells

Alacrity (Alteration)

Range: 0	Components: V, S, M
Duration: 1 turn+1 round/level	Casting Time: 1
Area of Effect: The caster	Saving Throw: None

The use of an *alacrity* spell allows the wizard to speed up the casting of spells of 5th level and lower. Only spells that are cast within the *alacrity* spell's duration are affected. Casting times of 2-5 are reduced by 1; casting times of 6-9 are reduced by 2; and a casting time of one round is reduced to a casting time of 8. Casting times for spells which require more than 1 round are reduced by 20% (e.g., an *animate dead* spell affected by *alacrity* could be cast in only 4 rounds). Spells which have a casting time of 1 are not affected by this spell.

Alamir's Fundamental Breakdown (Divination)

Range: Touch	Components: V, S, M
Duration: Special	Casting Time: 1 round
Area of Effect: One item	Saving Throw: Special

By casting this spell, the wizard learns what ingredients and formulas were used to create a chemical mixture or magical item.

The information instantly appears in the caster's mind but may be lost if the wizard cannot comprehend it. The caster must roll an Intelligence check; if successful, the wizard understands the formula and retains it in his memory. If the roll is missed, the caster cannot comprehend what he has learned and the information is immediately forgotten. If the spell is cast a second time on the same substance, the spell automatically fails unless the wizard has advanced to the next experience level.

The caster's level determines the type of information gleaned:

5th Level: The type and quantity of ingredients and the preparation process required to produce a non-magical mixture are learned. For example, the wizard could learn how to produce Greek fire or gunpowder, or could learn the recipe for something simple, like chocolate cake.

9th Level: The wizard may learn the proper ingredients and formula for making a magical liquid (potion, scroll ink, etc.).

14th Level: The caster may learn the formula for creating any type of magical object, excluding unique items and objects of extreme power (artifacts and relics).

In all cases, simply knowing the proper formula does not mean the wizard can successfully create the item or material. The construction of alchemical mixtures and magical items is a time-consuming and expensive undertaking.

This spell has detrimental effects on the magical item analyzed. Single-use items (potions, oils, etc.) are automatically destroyed; the spell consumes the item in the process of analyzing it. Reusable magical items must make a saving throw vs.

disintegration. If the saving throw is failed, *Alamir's fundamental breakdown* releases the magic of the item in an explosive blast, rendering it permanently nonmagical. The caster suffers 4d8 points of damage from the explosion.

The material component is a wand cut from a 100-year-old oak tree. The wand is used to touch the item in question, and vanishes in a puff of smoke when the spell is complete.

Augmentation I (Invocation/Evocation)

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

This spell augments the damage inflicted by any spell of levels 1-3. For each die of damage rolled, the caster adds one point to the damage total.

The *augmentation I* spell affects only one spell cast on the round immediately following the *augmentation*. If an entire round or more elapses, the *augmentation* is wasted.

Only spells which cause direct physical damage are affected by *augmentation*; for example, monsters gained through *monster summoning I* gain no bonuses to their damage.

The material component is a pair of concentric circles of bronze or silver.

Bands of Sirellyn (Conjuration/Summoning)

Range: 40 yards	Components: V, S, M
Duration: 1 turn + 1 rd./level	Casting Time: 3
Area of Effect: 1 creature	Saving Throw: Neg.

Once employed by the mysterious ancient wizard known as the Arcanamach, the mage Sirellyn rediscovered this forgotten dweomer many centuries after its last use. The spell causes a number of shining metal bands to materialize out of the air, encircling and capturing a target of the caster's choice. The victim is allowed a saving throw vs. spell to elude capture, with a -1 penalty per three caster levels (for example, -1 for a 4th to 6th level caster, -2 for a 7th to 9th level caster, -3 for a 10th to 12th level caster, and so on), since higher-level casters tend to conjure more bands in a denser pattern. Any creature of less than size G (gargantuan) can be snared, but gargantuan monsters are simply too big to be restrained by the bands.

If the victim fails his saving throw vs. spell, he is caught and held immobile by the bands. He may not move his arms and legs, but he is still capable of speech and can employ psionic powers or use worn magical items, such as rings. Subjects with a Strength rating may attempt to burst the bands and free themselves with a bend bars/lift gates roll. If the subject does not have a strength rating, it may make a saving throw vs. petrification with a -4 penalty.

The spell requires three miniature bands of silver that are interlocked so that all three are connected.

Bone Club (Enchantment, Necromancy)

Range: 0	Components: V, M
Duration: 1 round/level	Casting Time: 1 round
Area of Effect: One bone	Saving Throw: None

A wizard can use this spell to enchant a bone, causing it to become a magical club.

This magical weapon acts as a *club +4* against undead, inflicting 5-10 (1d6 +4) hit points of damage, and a *club +1* against all other opponents, inflicting 2-7 (1d6 + 1) hit points of damage. The bone can be from any animal, providing the bone normally could be wielded as a club; for instance, a human femur could be enchanted by this spell, but a skull could not. At the end of the spell's duration, the *bone club* reverts to a normal bone. If the proficiency rules are being used, characters with a weapon proficiency with a club also have a proficiency with a *bone club*. Those wielding a *bone club* without the club

proficiency suffer the penalties described on page 52 of the *Player's Handbook*.

The material components for this spell are an appropriately-sized bone and a pinch of dirt from a grave

Delay Death (Enchantment, Necromancy)

Range: 30 yards	Components: V, S, M
Duration: 1 turn/level	Casting Time: 1 round
Area of Effect: One creature	Saving Throw: None

This spell enables one person or creature to postpone death. If *delay death* is cast before the indicated creature or person reaches 0 hit points, he is able to fight, cast spells, communicate, and take all other normal actions until he reaches -10 hit points. However, from the time he reaches 0 hit points until he is reduced to -10 hit points, the affected person or creature makes all attack rolls and saving throws at a -2 penalty, and his movement rate is reduced by half.

When the subject reaches -10 hit points, he is dead and *delay death* is no longer in effect. Note that the spell has a limited duration; if the spell expires after the affected subject has reached 0 hit points but before he has been reduced to -10 hit points, the subject dies instantly. A deceased subject previously under the effect of *delay death* can be raised normally by raise dead and similar spells.

The material component for this spell is a chip from a tombstone or a sliver of wood from a coffin

Far Reaching I (Alteration)

Range: 0	Component: V
Duration: Special	Casting Time: 2
Area of Effect: Special	Saving Throw: None

This spell allows the wizard to extend the range of any one 1st- or 2nd-level spell by 50% or any one 3rd-level spell by 25%. The spell to be affected must be cast on the round immediately following the *far reaching I* spell. If a complete round or more elapses, the *far reaching I* is wasted.

Far reaching I affects only a spell cast by the same wizard. *Far reaching I* does not affect spells that have range of 0 or touch.

The material component is a small, unmarked die.

Fool's Speech* (Alteration)

Range: Touch	Components: V, S, M
Duration: 1 hour/level	Casting Time: 1 turn
Area of Effect: Caster+1 creature/level	Saving Throw: None

With this spell, the wizard empowers himself and others of his choosing with the ability to speak a secret language incomprehensible to others. Creatures designated to speak the language must be touching each other when the spell is cast.

Once cast, the characters can choose to speak normally or in their secret tongue. They can speak and understand this mysterious language fluently.

Fool's speech is not recognizable as any known language, nor does it remotely sound like any language. A *comprehend languages* or *tongues* spell will not translate it. It can be understood by a character wearing a *helm of comprehending languages and reading magic*, although the normal percentage chances apply.

The material component is a small whistle made of bone.

Hovering Skull (Necromancy)

Range: Special Components: V, S
Duration: 2 rounds/level Casting Time: 4
Area of Effect: Special Saving Throw: None

This spell creates a glowing human skull with sharp fangs. The skull hovers about a foot above the caster's shoulder; as the caster moves, the skull hovers along with him. If the caster stops moving and concentrates, he can mentally command the hovering skull to move in any direction within a 30-foot radius.

The caster can see through the skull's eyes as if they were his own; for instance, the hovering skull could be ordered to investigate a dark cave or peek over a high wall. Additionally, the caster can order the hovering skull to attack victims with its razor-sharp teeth. If the caster's concentration is interrupted while controlling the skull, the skull immediately drops to the ground (but it takes no damage). If the caster resumes concentration, he can continue to command the skull. The hovering skull has the same statistics as the caster, except the skull has 3 hit points and inflicts 1-6 hit points of damage with its bite. Attacks directed at the skull do not harm the caster, nor does damage directed at the caster affect the skull.

The material component for this spell is the tooth from a human skull.

Invisible Mail (Evocation, Abjuration)

Range: 0 Components: V, S, M
Duration: Special Casting Time: 2
Area of Effect: The caster Saving Throw: None

A variation of the armor spell, this spell enables the caster to cover his body with an invisible suit of plate mail to temporarily raise his AC to 3. Its effects are not cumulative with other armor or magical protection (a character cannot improve his AC better than 3 through use of this spell), but Dexterity bonuses still apply.

For each level of the caster, the invisible mail absorbs 1 hit point of damage that would normally hit AC 3; however, the invisible mail offers no protection against magical weapons or attacks. When the invisible mail has absorbed as many hit points of damage as the wizard has levels of experience, the invisible mail disappears. The invisible mail does not hinder movement, nor does it add weight or encumbrance. It does not interfere with spell casting.

Example: A wizard with a normal AC of 10 has shielded himself with invisible mail. The first opponent attacks with a normal dagger; the attack is made against the AC 3 of the invisible mail. The attack is successful, causing 2 hit points of damage, but this damage is absorbed by the invisible mail and the wizard is unharmed. A second attack is made with a sword +1. The invisible armor offers no protection against this magical weapon, so the attack is made against the wizard's normal AC of 10.

The material component is a small fragment of plate mail.

Iron Mind (Abjuration)

Range: Touch Components: S, M
Duration: 1 hour Casting Time: 3
Area of Effect: One creature Saving Throw: None

The person or creature affected by iron mind is immune to all charm and hold spells for a full hour. Additionally, he automatically disbelieves all illusions cast by 3rd-level wizards (or their equivalent) or lower.

The material component for this spell is a small chunk of iron ore or any small item made of solid iron, such as a nail.

Lance of Disruption (Invocation/Evocation)

Range: 0	Components: V, S
Duration: Instantaneous	Casting Time: 3
Area of Effect: 5 ft. x 60 ft.	Saving Throw: 1/2

This spell creates a beam of concussive, disrupting force that lashes out from the wizard's hand in a path 5 feet wide and 60 feet long. Any creatures caught in the beam's path suffer 5d4 points of damage, plus 2 points of damage per caster level (maximum damage is 5d4+30); for example, a 6th-level wizard would inflict 5d4+12 damage with the *lance of disruption*. Victims are allowed a saving throw vs. spell for half damage. The lance's energy delivers a powerful blow against inanimate objects and can easily blast light furniture, thin wooden walls, or fragile stonework to flinders. Barred wooden doors can be blasted of their hinges and even sturdy iron-bound doors or heavy stonework can be seriously damaged by the *lance of disruption*.

Creatures with amorphous or nonsolid bodies, such as fire or air elementals and some oozes and slimes, are resistant to the lance's effects and only sustain half damage, or one-quarter damage with a successful save.

Lesser Sign of Sealing (Abjuration)

Range: 0	Components: S, M
Duration: Special	Casting Time: 1 turn
Area of Effect: One portal	Saving Throw: 1/2

By using this spell, the caster creates a magical ward that has two major effects; first of all, it affects a doorway or item that opens (a chest, for instance) as if it were a *hold portal* spell, keeping it securely locked and closed. Secondly, if the protected doorway is forced open by any means, magical or physical, the sign is not only destroyed, but also strikes the offending creature for 1d8 points of damage +1 point of damage per level of the caster. The duration of this spell is either one day per level of the caster or until discharged, whichever happens first. The exact form of energy is chosen by the caster when he creates the lesser sign; acid, cold, fire, electricity, or sonic disruption are popular choices. The sign is not hidden or concealed in any way and is usually quite prominent on the item or portal it protects. The caster cannot specify particular creatures or conditions for the *lesser sign's* operation; it functions against any creature that attempts to pass it (except for extraplanar creatures of 6 HD or more and wizards of higher level than the caster—they can merely ignore it as if it were not there). The sign cannot be dispelled by spells of lower spell levels such as *knock*, but the caster can remove it any time he chooses, thus ending the spell, or it can be defeated by an *erase* spell cast by a wizard of equal or higher level than the original caster.

The material component for a *lesser sign* can be a pinch of either powdered diamond (cold), ruby (fire), emerald (acid), pearl (sonic disruption, or sapphire (electricity), depending on the type of energy the wizard wishes the sign to employ. The value of the gemstone must be at least 100 gold pieces.

Lorloveim's Creeping Shadow (Illusion)

Range: 0	Components: V, S, M
Duration: 1 round/level	Casting Time: 7
Area of Effect: The caster's shadow	Saving Throw: None

This spell causes the wizard's shadow to elongate, stretching away from his body at a rate of 15 yards per round. It can elongate a maximum distance of 10 yards per level of the caster.

The shadow moves as an ordinary shadow, along floors and up walls. The caster may maneuver in any manner feasible to place the shadow where he desires. A caster might position his shadow over a high window in a tower in order to spy on the tower's occupants. The shadow makes no sound and is 90% undetectable in all but the brightest surroundings.

While the spell lasts, the illusionist can see, hear, and speak through his shadow. The shadow cannot physically touch, pick up, or attack creatures or objects. It can be struck only by spells, magical weapons of +1 or better, or other special attacks (such as a

dragon's breath). The shadow has the same Armor Class as the caster. Hit points lost by the shadow are suffered by the caster.

To cast the spell, a light source of at least the brightness of a candle must be present.

The material component is a small statuette of the caster sculpted from a piece of obsidian worth at least 1,000 gp.

Maximilian's Stony Grasp (Evocation)

Range: 20 yards+10 yards/level Components: V, S, M

Duration: 5 rounds+1 round/level Casting Time: 3

Area of Effect: One creature Saving Throw: Special

This spell must be cast on stony ground, such as a manmade stone floor, a natural cavern floor, or a boulder-strewn field. It is not possible to cast the spell on a stone wall or ceiling. The spell causes an arm made of stone (about the same size as a normal human limb) to rise from the ground beneath any creature targeted by the caster. The stony hand attempts to grasp the leg of the targeted creature, who is allowed a saving throw to avoid the effect; if the save is successful, the hand disappears. Each round thereafter, the hand has a 5% chance per level of the caster of reappearing and attacking.

Creatures grasped by the hand suffer a movement rate of 0, AC penalty of -2, and attack penalty of -2. Grasped characters lose any Dexterity bonuses. The hand causes no damage to its victim.

The stony limb has AC 2 and hit points equal to triple the caster's maximum hit points. The maximum number of hit points a stony hand may have is 60.

The material component is a miniature hand sculpted from stone, which crumbles to dust when the conjured hand is destroyed or the spell expires.

Minor Malison (Enchantment/Charm)

Range: 60 feet

Component: V

Duration: 2 rounds/level

Casting Time: 2

Area of Effect: 30-foot-radius sphere

Saving Throw: None

This spell allows a wizard to adversely affect all the saving throws of his enemies.

Opponents under the influence of this spell make all saving throws at a penalty of -1.

Alternatively, the wizard may select any one school of magic and cause his enemies to make all saving throws against magic from that school at -2. This penalty is not cumulative with a saving throw penalty derived from the wizard being a specialist; the penalty is not increased to -3.

Pain Touch (Divination)

Range: Touch

Components: V, M

Duration: 1 round/level

Casting Time: 3

Area of Effect: One creature

Saving Throw: None

Pain touch enables the caster to touch an opponent in such a way as to induce extreme pain. The spell works if the caster touches any exposed part of an opponent's body. The caster must be within arm's length of the opponent for the spell to work. The spell requires a normal attack roll.

The pain causes no damage, but for the next 1-4 rounds, the victim will be -2 on his chance to hit and his AC is worsened by 2. The caster can cast the spell and touch the victim in the same round. *Pain touch* is only effective on human, demihuman, and humanoid opponents.

The material components for this spell are a needle and the finger from a scorched glove.

Protection from Amorphs (Abjuration)

Range: 0 Components: V, S, M
Duration: 2 rds./level Casting Time: 3
Area of Effect: The caster Saving Throw: None

This abjuration resembles the spells *protection from vermin* or *protection from evil*, but in this case the caster is protected from the attacks of any of the various amorphous monsters, including slimes, jellies, oozes, puddings, cubes, and slithering trackers. In order to qualify as an amorphous creature, the monster must have an amorphous or fluid body, attack through acids or secretions of some kind, and be native to the Prime Material Plane (as opposed to extraplanar elementals and such creatures). The monster cannot stand the touch of the barrier surrounding the protected character, and its natural attacks automatically fail. If the monster has an innate ranged attack of any kind, these also fail. If the protected character makes an attack against the monster, or if he forces the barrier against the monster, the spell ends and he is no longer protected. The material component is a mixture of rare salts sprinkled in a small circle around the character to be protected.

Solvent of Corrosion (Conjuration/Summoning)

Range: 10 yards Components: V, S, M
Duration: 3 rounds Casting Time: 3
Area of Effect: 1 sq. ft./level Saving Throw: 1/2

This spell conjures a corrosive, acidic slime of horrid strength on one surface or creature within the spell's range. Up to one square foot of surface area per caster level can be affected, so a 5th-level caster can affect 5 square feet—enough to create a 2-foot by 3-foot hole in a door or wall, or thoroughly drench a man-sized creature. The acid eats through 6 inches of wood, leather, or bone, 4 inches of stone, or 1 inch of metal each round. Against monsters composed of stone, metal, or wood, the solvent inflicts 1d3 points of damage per caster level per square foot affected in the first round, 1d2 per caster level in the second round, and 1 per two caster levels in the third and final round. Therefore, a 10th-level wizard who strikes a treant with *solvent of corrosion* inflicts 10d3, then 10d2, and finally 5 points of damage. Each round, the victim is allowed a saving throw vs. spell for half damage. Against flesh, the solvent is much less effective; it is caustic and burns painfully, inflicting 1 point of damage per caster level in the first round, but no further damage in the second or third round. However, the burning in the following rounds does inflict a -2 penalty to the victim's attacks while the solvent is active. The solvent is extremely likely to cause extensive damage to the victim's armor and equipment; item saving throws vs. acid may apply at the DM's discretion. If the armor or equipment is magical in nature, then the saving throw is made with the usual bonuses allowed to the magical item. The great alchemist Vandarien developed his solvent to dissolve iron grates, stone and woodwork traps, and other such hazards. The solvent's effectiveness against mineral or wood-based creatures was a mere side effect of his research. The material component of this spell is a mixture of vinegar, water, and a drop of black dragon acid.

Snapping Teeth (Conjuration, Alteration)

Range: Touch Components: V, S, M
Duration: 1 turn/level Casting Time: 3
Area of Effect: 1 creature or object Saving Throw: None

By means of this spell, the caster causes a set of teeth to appear on a person or object; the teeth appear in the exact location touched by the caster. The *snapping teeth* are contained in a mouth-like orifice about 6 inches in diameter and are capable of snapping at victims within 1 foot. A person or creature with the *snapping teeth* can cause them to snap at will, effectively giving him an extra attack per round. A normal attack roll is made, and a successful hit inflicts 1-4 hit points of damage. Note that the victim must be

within range of the teeth and that normal facing considerations must be accounted for (for instance, *snapping teeth* in the back of a person's head can only attack victims that are behind the person).

Snapping teeth can also be placed on a non-living object, such as a tree or a door. In such cases, the *snapping teeth* are invisible until they make an attack. The *snapping teeth* will attack any victim that comes within 1 foot; they attack as a 4 HD monster, and each successful hit causes 1-4 hit points of damage. These attacks are automatic and are not controlled by the caster. Attacks cannot be directed against the *snapping teeth*, but *dispel magic* causes them to vanish.

The material component for this spell is a tooth from any carnivorous animal, such as a wolf, shark, or serpent.

Spirit Armor (Necromancy)

Range: 0	Components: V, S
Duration: 2 rounds/level	Casting Time: 3
Area of Effect: The caster	Saving Throw: Special

This spell allows the wizard to surround himself with a portion of his own life essence, which takes the form of a shimmering aura. The *spirit armor* offers protection equivalent to splint mail (AC 4) and grants the wizard a +3 bonus to saving throws vs. magical attacks. The *spirit armor's* effects are not cumulative with other types of armor or magical protection, but Dexterity bonuses apply.

The *spirit armor* is effective against magical and nonmagical weapons and attacks. It does not hinder movement or add weight or encumbrance. It does not interfere with spellcasting.

When the spell ends, the aura dissipates and the caster temporarily loses a bit of his life essence, suffering 2d3 points of damage unless he succeeds at a saving throw vs. spell. No damage is sustained if the save is successful. The hit points lost can be regained only through magical healing.

Squaring the Circle (Alteration)

Range: 0	Components: V, S, M
Duration: 1 round/level	Casting Time: 2
Area of Effect: Special	Saving Throw: None

Squaring the circle allows a wizard to alter the shape of the area of effect of one spell of 1st- through 5th-level spells. The spell to be affected must be cast within the duration of the *squaring the circle spell*.

Square or cubic areas of effect can be transformed into circular or spherical areas of effect. Circular or spherical areas of effect can likewise be transformed into square or cubic areas of effect. In both cases, the length of a side of a square area is equated to the diameter of a circular or spherical area.

Alternatively, a square or cubic area can be transformed into a rectangle. The rectangle cannot cover more or less square footage than the standard square area of the spell.

Similarly, a circular or spherical area can be transformed into an oval or egg shape.

The area covered by the oval or egg shape cannot cover more or less square footage than the original area of the spell.

The material component is a small pendant of any precious metal with a circle fashioned inside a square.

Wall of Water (Invocation/Evocation)

Range: 30 yards	Components: V, S, M
Duration: Special	Casting Time: 3

Area of Effect: Special Saving Throw: None

This spell calls into being a curtain or field of water that remains intact and upright in defiance of gravity. The wall lasts as long as the wizard chooses to concentrate on maintaining it or one round per level if the wizard chooses not to concentrate on holding it together. The caster may shape the *wall of water* in one of three ways:

- **A. Water Curtain.** In this form, the wizard conjures one plane of water, 5 feet square and 1 foot thick, per experience level; for example, a 5th-level caster can create five 5-foot x 5-foot x 1-foot wall sections that would be enough to block an arched passageway 15 feet wide and 10 feet high with a curtain of water 1 foot thick. The curtain's lower edge must rest upon the ground, but it need not be anchored on either side, and it remains cohesive and upright for the duration of the spell. Once raised, the wall cannot be moved.
- **B. Hemisphere.** In this manifestation, the *wall of water* forms a dome 1 foot thick over the caster, with an inner radius equal to 3 feet plus 1 foot per caster level; a 7th-level caster could create a dome with a 10-foot radius. The wall must rest upon the ground. The dome is immobile.
- **C. Sphere.** If cast underwater, the caster may shape the *wall of water* into a sphere 1 foot thick, with an inner radius equal to 3 feet plus 1 foot per caster level (no air is in the sphere). The sphere is centered on the caster and moves with him.

In any form, the *wall of water* has two primary effects. First of all, missile fire through the wall is next to impossible, suffering a -4 attack penalty for each foot of thickness as well as a -1 damage penalty for every two feet of thickness. Creatures gain a +1 bonus to saving throws against attack spells that must pass through the wall. If the spell allows no saving throw, none is granted by the *wall of water*.

Secondly, physical passage through the wall is hindered; any creature trying to pass through must take one full round to do so and becomes soaked to the skin in the process.

The *wall of water* can be defeated or bypassed by a number of spells or effects. At the end of the spell's duration, the water loses its cohesiveness and collapses, which may surprise those sheltering under the hemisphere or standing next to the curtain. Note that the water itself may be fresh water (25% chance), salt water (50% chance), or brackish (25% chance), although the sphere will always be composed of the water type that surrounds it. The material component is a vial full of *blessed* spring water.

Watery Double (Conjuration/Summoning, Enchantment)

Range: Touch Components: V, S
Duration: Special; max. 10 rounds Casting Time: 3
Area of Effect: One body of liquid Saving Throw: Neg.

This spell may be cast on any body of liquid as large as an ocean or as small as a glass of wine. The first creature whose reflection is cast on the surface of the liquid releases the spell. When the spell is triggered, the liquid immediately forms an exact three-dimensional image of the reflected creature. If more than one creature casts a reflection simultaneously, only one watery double forms. Each creature has an equal chance of being the victim of the spell (roll randomly).

The size of the *watery double* is restricted by the volume of fluid available. If the spell were cast on a full mug of ale, the double would form from the ale, becoming a mug-sized duplicate of the victim. The *watery double* will never exceed the actual size of the victim regardless of the size of the body of liquid.

When the spell is cast on the liquid, its duration is considered permanent until the power is released by a creature's reflection. The liquid will not evaporate until the spell is triggered. When the *watery double* forms, it remains animated for 1 round per experience level of the caster, to a maximum of 10 rounds.

The *watery double* attempts to touch the creature it has duplicated. It can affect only the creature that it resembles. It has the same THACO and current hit points as the creature it duplicates, but cannot cast spells or use any of the creature's magical items or special abilities. The *watery double* is AC 6 and its movement rate is double that of the victim. It may seep under doors and through cracks.

If the *watery double* succeeds in touching the creature, it merges with the individual, covering his entire body in a skin of liquid. The victim must attempt a saving throw. If successful, the creature has resisted the spell's effect and the *watery double* "dies," becoming normal fluid (and soaking the creature in the process). If the saving throw is failed, the *watery double* begins forcing its way into the victim's body, inflicting 1d8 points of damage per round until it is destroyed.

The *watery double* dissipates if reduced to zero hit points or when the spell's duration expires. Striking the watery double while it is wrapped around its victim causes an equal amount of damage to the victim. *Part water*, *lower water*, and *transmute water to dust* spells instantly destroy a *watery double*.

Wizard Sight (Divination)

Range: 0 Components: V, S
Duration: 1 round/level Casting Time: 3
Area of Effect: The caster Saving Throw: None

Upon completion of this spell, the caster's eyes glow blue and he is able to see the magical auras of spellcasters and enchanted objects. Only the auras of those things normally visible to the caster are seen; this spell does not grant the wizard the ability to see invisible objects, nor does it give him X-ray vision. This spell does not reveal the presence of good or evil or reveal alignment.

While *wizard sight* is in effect, a wizard is able to see whether someone is a spellcaster and whether that person is a priest or a wizard (and what type of specialist, if any). He can sense if a nonspellcaster has the potential to learn and cast wizard spells (e.g., whether a fighter will someday gain the ability to cast a spell).

Although a spellcaster's level cannot be discerned, the wizard can see the intensity of a spellcaster's aura and guess at the individual's magical power (dim, faint, moderate, strong, overwhelming). This can be extremely ambiguous even when a wizard has some method of comparison; the DM might announce that a subject's intensity is roughly equivalent to that of a companion, or he might announce that a subject's aura is the strongest the wizard has ever encountered.

An object's magical abilities cannot be discerned. The fact that it is magical and the type of magic (abjuration, alteration, etc.) are obvious. The wizard can see the intensity of an item's magical aura and guess at its power, but cannot tell whether a magical item is cursed.

Fourth-Level Spells

Conjure Elemental-Kin (Conjuration/Summoning)

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

Like the *conjure elemental* spell, this summoning can be used to summon a creature from one of the four elemental planes—a sylph from the plane of Air, a pech or sandling from the plane of Earth, a fire snake from the plane of Fire, or a nereid or water weird from the plane of Water. The wizard must decide which elemental-kin he will conjure when he memorizes the spell since the components and procedures are different for each. An elemental specialist can conjure only from his own element. Elemental-kin can only be conjured if there is a good amount of their native element at hand; a good-sized fire or a body of water is required for those elemental-kin. In addition to this and either an aquamarine, amber, ruby or emerald gem worth 1,500 gold pieces, the wizard must also provide the spell's material component, which varies by element:

Air Elemental-kin: Burning incense

Earth Elemental-kin: Soft clay

Fire Elemental-kin: Sulphur and phosphorus

Water Elemental-kin: Water and sand

The elemental-kin is bound to obey the wizard's commands and will not turn against him, but it is generally annoyed by its summoning and cooperates only as instructed. Given the chance, the creature will disappear and return to its home in the elemental planes; in order to prevent this, the wizard must concentrate on keeping the creature from leaving. (If the wizard is wounded or grappled, or casts another spell, his concentration is broken.) The elemental-kin can be controlled or maintained at a distance of 30 yards per caster level.

The various elemental-kin creatures are described in detail in the MONSTROUS MANUAL tome, under the heading **Elemental**. At the DM's option, other elemental creatures of 4 Hit Dice or less may be summoned with this spell.

Dilation I (Alteration)

Range: 0	Component: V
Duration: Special	Casting Time: 4
Area of Effect: Special	Saving Throw: None

Dilation I allows a wizard to increase the area of effect of any one spell of levels 1-3.

The area of effect is increased by 25%; thus, a *stinking cloud* would fill a 25-foot cube, while a slow spell would affect creatures in a 50-foot cube. Fractions of feet or yards (as appropriate to the spell) are dropped.

Dilation I must be cast immediately prior to the spell to be dilated; if a complete round or more elapses, the dilation is wasted. The dilation spell affects only spells which have areas of effect defined in feet or yards (numbers of creatures cannot be increased). The dilation affects only spells cast by the same wizard.

Divination Enhancement (Evocation)

Range: 0	Component: V
Duration: 2 turns+2 rounds/level	Casting Time: 4
Area of Effect: The caster	Saving Throw: None

This spell allows a wizard to extend both the duration and range of the *wizard eye* spell and any divination spells of levels 1-4. Duration and range are both increased by 50% for the length of the *divination enhancement*.

All divination spells cast within the duration of the enhancement are increased. The expiration of the enhancement cancels all divination spells in effect.

Duplicate (Conjuration)

Range: Touch	Components: S, M
Duration: 1 hour/level	Casting Time: 1 round
Area of Effect: One object	Saving Throw: None

This spell creates an exact copy of any single item the caster touches. The item to be copied must fit inside a 20-foot cube. The spell has no effect on living creatures, including undead, nor will it copy magical items. The *duplicated* item is identical to the original in every way--for instance, a duplicated sword can be wielded to inflict damage as a normal sword--but detect magic can reveal its true nature and *dispel magic* can cause it to disappear. The *duplicated* object exists for 1 hour/level of the caster, at which time it vanishes; *permanency* does not affect duplicated items.

The material component for this spell is a pinch of coal dust.

Far Reaching II (Alteration)

Range: 0	Component: V
----------	--------------

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

This spell's function is identical to the 3rd-level *far reaching I* spell, except that a spell of 1st or 2nd level has its range doubled and a spell of 3rd level has its range increased by 50%. In addition, any spell of 4th level has its range extended by 25%.

Fire Aura (Abjuration)

Range: 0 Components: V, S, M
Duration: 2 rounds/level Casting Time: 4
Area of Effect: Caster Saving Throw: Special

By means of this spell, the caster surrounds his body with an aura of magical green fire. The *fire aura* extends 1 foot from the caster's body and provides illumination in a 10-foot radius. The *fire aura* provides complete immunity to all forms of fire, both natural and magical; the flames can be extinguished only by *dispel magic* or a similar spell. Those touching the *fire aura* suffer 2-8 (2d4) hit points of damage; additionally, if the touched victim fails to make his saving throw, his body is set afire with green flames. The flames persist for 2-8 (2d4) rounds and can be extinguished only by *dispel magic* or a similar spell. Each round the victim is engulfed in these flames, he suffers an additional 1-6 hit points of damage; the victim's attack rolls are made with a -2 penalty during this time.

The material components for this spell are a scrap of singed paper and a piece of flint

Greater Malison (Enchantment/Charm)

Range: 60 feet Component: V
Duration: 2 rounds/level Casting Time: 4
Area of Effect: 30-foot-radius sphere Saving Throw: None

This spell operates exactly like the 3rd-level *minor malison* spell except that the wizard places a -2 penalty on all saving throws of all hostile creatures within the area of effect. Optionally, the wizard may create a -3 penalty to saving throws against spells from one school of magic. This penalty is not cumulative with a saving throw penalty which derived from the wizard being a specialist; the penalty is not increased to -4.

Halo of Eyes (Abjuration, Conjuration)

Range: 0 Components: V, M
Duration: 1 turn/level Casting Time: 4
Area of Effect: Special Saving Throw: None

Halo of eyes creates a halo of functional eyeballs that sits atop the caster's head, enabling the caster to see in all directions at the same time. Additionally, these magical eyes all have infravision to a distance of 60 yards. The caster can see opponents on all sides of him, providing they are not *invisible*, and therefore can never be struck from behind or suffer a penalty for a back attack. Under normal conditions, the caster cannot be surprised. Attacks cannot be directed against the magical eyeballs, but their vision is obscured by *blindness* and other magical and natural effects that would hinder the wizard's normal sight.

The material components for this spell are the feather of an eagle and an eyelash from the corpse of any creature.

Improved Strength (Alteration)

Range: Touch Components: V, S, M

Duration: 1 rd./level Casting Time: 4
Area of Effect: Creature touched Saving Throw: None

By casting this spell, the wizard can empower a creature with superhuman strength. Unlike the 2nd-level *strength* spell, *improved strength* allows the recipient of the spell to ignore race or class restrictions on his maximum Strength score, possibly reaching scores as high as 25. The exact amount of strength gained varies by the recipient's class group:

Class Strength	Gain*
Warrior	1d8+4 (max 25)
Priest	1d6+4 (max 23)
Rogue	1d6+4 (max 23)
Wizard	1d4+4 (max 21)

* Count each percentile bracket of exceptional strength as one point; the strength gain proceeds as 18, 18/01, 18/51, 18/76, 18/91, 18/00, 19, and so on.

Even if the recipient is not a warrior, he gains all the benefits of an exceptional Strength category; for example, if a thief with a Strength of 14 gained 7 points, he would possess a Strength of 18/76 for the duration of the spell. In addition to the attack and damage bonus, increased chance to open doors or bend bars, and increased carrying capacity, the spell recipient may temporarily gain the ability to throw boulders as a giant of equivalent Strength, as shown below:

Strength Score	Equivalent Giant Type	Rock Hurling Range	Damage
19	Hill giant	80 yards	1d6
20	Stone giant	100 yards	1d8
21	Frost giant	100 yards	1d8
22	Fire giant	120 yards	1d8
23	Cloud giant	140 yards	1d10
24	Storm giant	160 yards	1d12
25	Titan	200 yards	1d20

When the spell ends, the recipient is struck by intense exhaustion; he can do nothing except rest for 1d3 full turns to recover his strength. The material component is a strand of hair from a giant.

Lesser Geas (Enchantment/Charm)

Range: 10 yards Components: V
Duration: Special Casting Time: 2
Area of Effect: 1 creature Saving Throw: Neg.

By means of this spell, the wizard places a magical command upon a creature of 7 Hit Dice or less to carry out some service, undertake a task, or refrain from some action or course of activity. The caster specifies the conditions of the *lesser geas* when he casts the spell; the victim must be intelligent, conscious, able to understand the caster, and not under the influence of any spells or effects that affect or control its mind. The *lesser geas* cannot compel a creature to kill itself or perform acts that will result in certain death, although the wizard can use the spell to coerce the subject into almost any other nondestructive course of action. The victim is entitled to a saving throw vs. spell to avoid the *lesser geas*, but suffers a -2 penalty on its save if the wizard is of higher level or Hit Dice, or a -4 penalty if the wizard is more than twice the victim's level or Hit Dice.

The wizard must be careful in the wording of his *lesser geas* since the casting and fulfillment are tricky. The subject should be given a tangible, achievable goal, with clear courses of action available to him. "Climb that mountain!" or "Tear that mountain down rock by rock!" are legitimate geases, but a geas such as "Become a mountain!" is just not specific enough to work.

Similar to the 6th-level spell *geas*, the *lesser geas* compels the subject to obey the wizard's

command. If the geased creature fails to follow the wizard's instructions, it will grow sick—each week that passes, the creature loses one point from each ability score, 1 hit point per Hit Die, and suffers a cumulative -1 penalty to attack rolls and saving throws. These penalties cannot reduce an ability score to less than 3, reduce a creature to less than 1 hit point per Hit Die, or reduce its attacks and saves by more than 4 points. The *lesser geas* can be countermanded by a *remove curse* spell, or a *limited wish* or *wish*. However, if the subject entertains thoughts of removing the *lesser geas*, it will protect itself by giving the subject a warning headache. If the subject persists, then the sickness will begin,

Locate Creature (Divination)

Range: 50 yards/level	Components: V, S, M
Duration: 1 turn/level	Casting Time: 5
Area of Effect: One creature	Saving Throw: None

This spell is similar to the 2nd-level *locate object* spell. Instead of finding an inanimate object, however, it allows the wizard to find a creature. The wizard casts the spell, slowly turns, and is able to sense the direction of the person or creature, provided the subject is within range. The wizard learns how far away the creature is and in what direction it is moving (if at all).

This spell can locate a general species of creature (a horse or umber hulk, for instance) or can be used to find a specific individual. The wizard must have physically seen the individual or the type of creature at least once from a distance of no more than 10 yards.

Unlike *locate object*, this spell is not blocked by lead. It is blocked, however, by running water (such as a river or stream). Objects cannot be found through use of this spell.

The material component is a bit of a bloodhound's fur.

Mask of Death (Necromancy)

Range: Touch	Components: V, S, M
Duration: 1 hour/level	Casting Time: 1 round
Area of Effect: One creature	Saving Throw: None

By casting this spell, a wizard can change a corpse's features to make it appear to be someone else. The caster must possess an accurate portrait of the individual to be duplicated, or must have a clear mental image of the person based on personal experience.

If *animate dead* is cast on the body, it can be animated to become a zombie that looks exactly like the copied person. The double is a mindless automaton, however, having all the characteristics of a normal zombie.

This spell may be cast on a creature that has already become a zombie. The wizard must successfully touch the zombie in combat, unless the zombie is controlled by the caster.

The material component of this spell is a drop of doppelganger's blood.

Minor Spell Turning (Abjuration)

Range: 0	Components: V, S, M
Duration: 3 rounds/level	Casting Time: 4
Area of Effect: The caster	Saving Throw: None

This spell is similar to the 7th-level *spell turning*, which causes spells cast against the wizard to rebound on the original caster. This includes spells cast from scrolls and innate spell-like abilities, but excludes the following: area effects that are not centered directly upon the protected wizard, spell effects delivered by touch, and spell effects from devices such as wands, staves, and so forth. Thus, a *light* spell cast to blind the protected wizard

could be turned back upon and possibly blind the caster, while the same spell would be unaffected if cast to light an area in which the protected wizard were standing.

One to four (1d4) spell levels may be turned. The exact number is secretly rolled by the DM; the player never knows how effective the spell is.

Unlike the 7th level version of this spell, *minor spell turning* is not capable of partially turning a spell. For example, if a wizard has three levels of spell turning, he can turn three 1st-level spells, one 1st and one 2nd, or one 3rd-level spell. He can in no way turn spells of 4th level or above. If the caster is the target of a spell of a higher level than he is capable of turning, the caster receives the full brunt of the spell.

If the protected wizard and a spellcasting attacker both have spell turning effects operating, a resonating field is created that has the following effects:

D100	Roll Effect
01-70	Spell drains away without effect
71-80	Spell affects both equally at full damage
81-97	Both turning effects are rendered non-functional for 1d4 turns
98-00	Both casters are sucked through a rift into the Positive Material plane

The material component of this spell is a smoothly polished silver coin.

Mordenkainen's Celerity (Alteration, Invocation)

Range: 0
Duration: 1 turn
Area of Effect: Special

Components: V, S, M
Casting Time: 4
Saving Throw: None

Mordenkainen's celerity affects spells of levels 1-3 which alter the movement of the wizard such as *feather fall*, *jump*, *spider climb*, *levitate*, *fly*, and *haste*. Spells to be affected must be cast within 1 turn of the casting of the celerity. Spells do not expire when the celerity expires.

Spells cast following the celerity receive a 25% bonus to duration. This effect may not be gained in conjunction with other means of magically extending a spell's duration. In addition, the caster's movement rate is increased by 25%. *Feather fall* is an exception; the rate of descent may be reduced by 25% at the caster's option.

The area of effect is always the caster, except in the case of the *haste* spell, for which the effects of the celerity will operate on 1d4 creatures in addition to the wizard. The celerity will not affect the other creatures in any other manner.

The celerity gives the wizard a +2 bonus to his saving throws against spells of levels 1-3 which directly affect his movement. This includes *web*, *hold person*, and *slow*. The wizard also gains a +2 bonus on all saving throws against magical paralysis attacks.

The material component is a small pouch or vessel containing centipede or millipede legs.

Mordenkainens Force Missiles (Invocation/Evocation)

Range: 30 yds. + 10 yds./level
Duration: Instantaneous
Area of Effect: 1-7 targets

Components: V, S
Casting Time: 4
Saving Throw: Special

This spell creates a brilliant globe of magical energy that streaks forth from the caster's hand to unerringly strike its target, much like a *magic missile* spell. The subject must be seen or otherwise detected in order to be targeted by this spell. The wizard creates one missile at 7th level and an additional missile at every third level after 7th—in other words, two missiles at 10th level, three at 13th, four at 16th, and so on, to a maximum of seven missiles at 25th level. Each missile inflicts 2d4 points of damage to the target and then bursts in a 3-foot radius concussive blast that inflicts 1 point of damage per level of the caster—for example, a 12th-level wizard could conjure two *force missiles*, each of which

strikes for 2d4+12 points of damage. The victim may attempt a saving throw vs. spell to negate the concussion damage, but the impact of the missile itself allows no saving throw. Just like *magic missile*, the force spheres may be directed at as many or as few targets as the caster likes. The missiles can easily damage or destroy inanimate objects, especially fragile or delicate items.

Otiluke's Dispelving Screen (Evocation, Abjuration)

Range: 5 yards/level	Components: V, S, M
Duration: 1 round/level	Casting Time: 5
Area of Effect: 20-foot square	Saving Throw: None

This spell creates a shimmering screen of violet energy in any shape the caster desires. Any creature passing through the screen is affected by *dispel magic* with the same level of effectiveness as that spell cast by the wizard. The material components for this spells are a sheet of fine lead crystal and a chysolite gemstone worth 1,000 gp (both vanish after the spell is cast).

Psychic Protection (Abjuration)

Range: 0	Components: V, S, M
Duration: 3 rds./level	Casting Time: 4
Area of Effect: The caster	Saving Throw: None

This spell provides the caster with a +6 bonus to saving throws (or allows a saving throw in the case that one is not normally allowed) against spells or effects that control or destroy his mind, including *command*, *domination*, *feeblemind*, *hold magic jar*, insanity, possession, and the psionic powers of domination, mass domination, and switch personality. Any attempt to subvert or destroy the wizard's mind automatically fails, but the wizard is still vulnerable to spells or effects that influence his actions without taking control of his psyche. In other words, attacks that simply encourage the victim to act in a certain way or influence his perceptions do not trigger the magical warding of the spell. A partial list of spells, powers, and effects that are *not* defended against includes *charm*, *suggestion*, *emotion*, *confusion*, *hypnotism*, *fear*, *antipathy*, *beguiling*, *Otto's irresistible dance*, a mind flayer's mental blast, and most psionic attacks. The material component for this spell is a tiny figurine of the wizard, cast in iron.

Summon Lycanthrope (Conjuration/Summoning)

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

This spell is effective only on the night of a full moon and one night immediately preceding and following it. For the spell to be effective, the caster and the lycanthrope must be on the same plane of existence; there is no other range limitation. When the spell is cast, the nearest lycanthrope (as determined by the DM) of the chosen species must attempt a saving throw. If successful, the creature is unaffected. If it fails, the lycanthrope instantly appears near the caster. Upon arrival, the creature can freely attack the wizard unless the caster has created a warding circle. If a circle is present, the lycanthrope appears in the circle; otherwise, it appears 1d10 feet away from the caster in a random direction (the DM should use the scatter diagram for grenade-like missiles found in the *DUNGEON MASTER*® Guide to determine direction). A warding circle is a temporary prison drawn with specially prepared pigments laced with silver filings. These pigments cost 100 gp for each foot of diameter of the circle (thus, a circle 10 feet across costs 1,000 gp). A warding circle must be at least 5 feet in

diameter; if smaller, the lycanthrope is automatically freed. Preparing the circle takes one turn per foot of diameter.

Even with such protection, the lycanthrope can break out of the circle and wreak vengeance upon the summoner. The creature's base chance of success is 20%, modified by the difference between its Hit Dice and the wizard's experience level. If the spellcaster is of a higher level, the difference is subtracted from the creature's chance of escaping the circle. If the lycanthrope is of higher Hit Dice than the wizard's level, the difference is added to its chance. Each creature is allowed only one attempt to escape.

Any break in the circle spoils the power of the spell and enables the lycanthrope to break free. Even a straw dropped across the line of a magic circle destroys its power. Fortunately, the creature cannot take any action against any portion of the ward, for the magic of the barrier absolutely prevents this.

Once safely ensnared, the lycanthrope can be held for as long as the summoner dares. The creature cannot leave the circle, nor can any of its attacks or powers penetrate the magical barrier. When the full moon sets, the lycanthrope reverts to its human form. At this time, it is free of the spell and may leave the circle.

The material components are a drop of blood from any animal, a human hair, and a moonstone worth at least 150 gp. If the caster elects to create the warding circle, the components described above are also required.

Thunder Staff (Invocation/Evocation)

Range: 0	Components: V, S, M
Duration: Instantaneous	Casting Time: 4
Area of Effect: 20'x40' cone	Saving Throw: 1/2

Upon completion of this spell, the wizard raps his staff on the ground and produces a thundering cone of force 5' wide at the apex, 20' wide at the base, and 40' long. All creatures wholly or partially within this cone must roll a successful saving throw or be stunned for 1d3 rounds. Stunned creatures are unable to think coherently or act during this time and are deafened for 1d3+1 rounds. Additionally, those who fail the save are hurled 4d4+4 feet by the wave of force, suffering 1 point of damage per two feet thrown. Intervening surfaces (walls, doors, etc.) may restrict this distance, but damage remains the same (4d4+4).

If the save is successful, the victim is not stunned, but is deafened for 1d3+1 rounds and is hurled only half the distance.

Giant-sized or larger creatures who succeed at their saving throws are deafened but are not thrown, suffer no loss of hit points, and are not stunned. If the saving throw is failed, such creatures are hurled 2d4+2 feet, suffer one point of damage per two feet thrown, and are deafened and stunned.

The cone of force is considered to have a Strength of 19 for purposes of opening locked, barred, or magically held doors. This spell can move objects weighing up to 640 pounds a maximum distance of 4d4+4 feet. Fragile items must make a saving throw vs. crushing blow or be destroyed.

The material components are a vial of rain gathered during a thunderstorm and the wizard's staff, which must be made of oak. The staff is not destroyed during casting.

Turn Pebble to Boulder (Alteration) Reversible

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

At the culmination of this spell, the caster hurls a pebble which grows and increases in speed, becoming a deadly boulder that inflicts 3d6+8 points of damage if it strikes the target. (The rules for boulders as missile weapons apply as described in the *DUNGEON MASTER* Guide.) The caster's THACO is used to determine success, and the caster is

considered to be proficient with the thrown pebble and receives no penalty for range. The maximum range of attack is equal to 50 feet plus 10 feet per level of the caster. Only the caster may throw the pebble.

The wizard can enchant one stone at 7th level and gains one stone per three levels of experience thereafter (two stones at 10th level, three at 13th level, etc.). Only one pebble may be thrown per round, and pebbles must be hurled in consecutive rounds. The spell has a duration in rounds equal to the number of pebbles enchanted. Each pebble requires a separate attack roll. Pebbles may be thrown at different targets within range.

The material components are pebbles, which revert to normal size when the spell expires.

The reverse of this spell, *turn boulder to pebble*, shrinks a boulder to the size of a pebble. It affects only naturally occurring rocks and can not be used to shrink a statue or a cut gemstone.

The number of rocks that may be affected is equal to the number of experience levels of the caster. Boulders must not exceed one cubic foot per level of the caster. Thus, a 10th-level wizard could shrink 10 rocks, each of which is equal to or less than 10 cubic feet in size. All rocks are affected in the same round the spell is cast. Though they need not be touched, the boulders must be within 50 feet of the caster. Boulders that have been shrunk remain so until dispelled.

Ultravision (Alteration)

Range: Touch	Components: V, S, M
Duration: 2 hrs. + 1 hr./level	Casting Time: 1 round
Area of Effect: Creature touched	Saving Throw: None

An improved version of the *infravision* spell, *ultravision* allows the spell recipient to see perfectly in normal darkness, starlight, or moonlight to the full range of his unobscured daylight vision. (See Chapter 13 of the *Player's Handbook*: in most outdoor settings, this means that the character can spot movement at 1,500 yards.) In underground settings, the spell enables the recipient to see up to 90 feet in nonmagical darkness. Magical darkness, fog, or smoke is less effective than normal against a character using *ultravision*; the spell permits the recipient to see at least 30 feet in magical darkness, and at least 10 feet in any kind of vaporous, foggy, or smoky atmosphere. *Ultravision* does not permit the recipient to spot invisible creatures, and it does not function in the presence of strong light sources (lanterns, torches, and so on).

The material component for this spell is a black agate worth at least 50 gold pieces.

Vitriolic Sphere (Conjuration/Summoning)

Range: 150 yards	Components: V, S, M
Duration: Special	Casting Time: 4
Area of Effect: 5-ft. radius	Saving Throw: 1/2

This spell conjures a one-foot sphere of glowing emerald acid that the caster can direct to strike any target within range. When it reaches its target, the sphere explodes and drenches the victim in potent acid. The victim suffers 1d4 points of damage per caster level (to a maximum damage of 12d4) and may attempt a saving throw vs. spell for half damage. If the victim fails his saving throw, he continues to suffer acid damage in the following rounds, sustaining two less dice of damage each round. For example, an 8th-level wizard inflicts 8d4 damage with this spell on the first round, 6d4 on the second round, 4d4 on the third round, 2d4 on the fourth round, and the spell ends in the fifth round. Each round, the subject is entitled to a saving throw—the spell ends when he succeeds, or when the acid damage runs its course. The acid can also be neutralized with soda, ash, lye, charcoal, or removed with a large quantity of water.

The *vitriolic sphere* also splashes acid in a 5-foot radius around the primary target. Any creatures within the splash radius must save vs. paralyzation or suffer a splash hit that inflicts 1d4 points of damage per every five caster levels. Splash hits do not cause continuing damage. The material

component for this spell is a drop of giant slug bile.

Wind Breath (Evocation)

Range: 0	Components: V, S, M
Duration: Instantaneous	Casting Time: 1 round
Area of Effect: Cone 60 yards long and 30 yards wide at the base	Saving Throw: 1/2

A variation of *gust of wind*, this spell allows the caster to fill his lungs with air and expel a powerful wind. The strength of this wind is about 5 miles per hour for every level of the caster. Those outside the area of effect do not notice the tremendous winds, though objects may be blown out of the spell's area into their path. The DM should determine the precise effects of the *wind breath* using the following parameters as guidelines.

If the *wind breath* is 30-50 miles per hour, there is a 10 percent chance that small boats capsize, a 1 percent chance that ships capsize, and a 10 percent chance that a man is knocked down. There is a 20 percent chance that branches snap, light articles are blown away, and tents and sails tear. Creatures caught in the cone of the *wind breath* suffer 1 hit point of damage from blown sand and grit.

If the *wind breath* is 50-70 miles per hour, there is a 70 percent chance that small boats capsize, a 20 percent chance that ships capsize, and a 50 percent chance that a man is knocked down. Trees bend and there is a 70 percent chance that branches snap, and a 20 percent chance that a trunk snaps. Medium-sized articles are blown away, and there is a 50 percent chance that tents and sails are torn, and a 40 percent chance that shacks are blown down. Creatures caught in the cone of the *wind breath* suffer 1-4 hit points of damage from sand and grit. Flying creatures are blown back 10-40 (10d4) feet.)

If the *wind breath* is 70 miles per hour or more, there is a 100 percent chance that small boats capsize, a 70 percent chance that ships capsize, and a 70 percent chance that a man is knocked down and blown 10-40 (10d4) feet to suffer 1-6 hit points of damage per 10 feet blown. There is a 70 percent chance that tree trunks snap, and a 100 percent chance that branches are ripped from trees. Heavy articles are blown away, medium articles are ripped from fastenings, and tents and sails have a 70 percent chance of being destroyed. There is a 20 percent chance that common buildings are blown down and a 60 percent chance that shacks are flattened. Creatures caught in the cone of the *wind breath* suffer 1-8 hit points of damage from blown objects. Flying creatures are blown back 50-100 (40+10d6) feet.

The material component for this spell is a handmade silk fan with a value of at least 1 gp.

Fifth-Level Spells

Far Reaching III (Alteration)

Range: 0	Component: V
Duration: Special	Casting Time: 5
Area of Effect: Special	Saving Throw: None

This spell operates exactly like the 3rd-level *far reaching I* spell except that the range of any spell of levels 1-3 is increased by 150% and the range of any 4th- or 5th-level spell is increased by 50%.

Force Shapechange (Necromancy)

Range: 10 yards/level	Components: V, S, M
Duration: Instantaneous	Casting Time: 1
Area of Effect: One creature/level	Saving Throw: 1/2

With this spell, the caster can force any shapechanger or magic-wielder using any form of a *shapechanging* spell to instantly revert to his true form (or his most common form). To use the spell, the caster points at creatures he knows or believes to be shapechangers. If the creatures are indeed shapechangers, they must make a successful saving throw or immediately revert to their true form and suffer 3-30 (3d10) hit points of damage from the wracking pain caused by the forced change. The change takes a full round, during which time a victim can take no other actions. If the saving throw was successful, the victim does not change form, but still suffers half damage (2d10/2). The material components for this spell are a hair from the hide of any lycanthrope and a live butterfly, released when the verbal component is uttered.

Improved Blink (Alteration)

Range: 0	Components: V, S
Duration: 1 rd./level	Casting Time: 1
Area of Effect: The caster	Saving Throw: None

Naturally, this spell is an improvement of the 3rd-level alteration spell *blink*, allowing the wizard to shift his body to any point within 15 feet of his current location. Unlike the lower-level spell, *improved blink* allows the wizard to choose the exact time of his jump, the exact destination, and the orientation or facing of his choosing. For example, a wizard confronted by an enemy fighter could blink just before the fighter attacked, reappearing directly behind his foe for a back attack. If the wizard blinks away from an attack, his enemy automatically misses—but creatures with multiple attacks may be able to reposition themselves for another swing if the wizard blinks to a location within reach.

If the wizard intends to take any action such as attacking, casting a spell, or using a magical item, he must decide before the round begins if he will do so before or after he blinks. If he acts before he blinks, he may be endangered by an attack before he finishes; he can choose to proceed with his action, hoping that he won't be hit, or he can abort his action by taking his blink for the round. On the other hand, if the wizard begins his action *after* his blink, the initiative modifier of his attack or spell is added to the time of his blink to determine when he attacks.

A blinking wizard dueling a fighter decides to blink first, when the fighter attacks and then lightning bolt the offensive fellow. The fighter rolls a modified 6 for initiative, so the wizard waits until 6, then blinks, making the fighter miss. At that time, he starts his lightning bolt, which has a casting time of 3—the spell will go off on 9.

In the PLAYER'S OPTION: Combat & Tactics initiative system, the wizard must count 1, 2, or 3 phases from the time of his blink for fast, average, or slow actions. If the fighter above attacked in the average phase, the wizard would blink during the fighter's attack, and then his lightning bolt (a fast spell) would go off 1 phase later, with any other slow actions.

Because the wizard can pick the location he is blinking to, he may not choose to blink into a movable object in order to force it aside—he must blink to an area clear of obstructions or obstacles. If he does attempt to blink into a movable object, he will find himself displaced to a random location (use the *blink* 1d8 rules in the PHB for determining where he ends up).

Invulnerability to Normal Weapons (Abjuration)

Range: 0	Components: V, M
Duration: 1 round/level	Casting Time: 2
Area of Effect: 5-foot radius	Saving Throw: None

This spell creates an immobile, faintly shimmering magical sphere around the caster that cannot be penetrated by non-magical blunt weapons, edged weapons, or missile weapons. The caster can use these weapons from inside the sphere to attack opponents normally. Spells can also be cast through the sphere. The sphere can be negated by *dispel magic*.

The material components for this spell are a piece of a broken non-magical weapon and a scale from a dragon.

Khazid's Procurement (Divination, Summoning)

Range: Special	Components: V, S, M
Duration: 1 round/level	Casting Time: 1 turn
Area of Effect: Special	Saving Throw: None

This spell allows the caster to more easily access rare or dangerous spell components. The wizard casts this spell upon a silver mirror while concentrating on a mental image of the material he desires. The base chance of success is 50%, modified by the following factors:

- +1% per level of the caster
- +10% if the caster has seen the same type of substance or object before; this bonus is not cumulative with the following bonus
- +20% if the caster has a sample of the material or the same type of object in his possession; this bonus is not cumulative with the bonus above
- +30% if the wizard knows the location of the desired object
- 50% if the caster has never seen the same type of material or item before

If the percentile roll indicates failure, the caster is unable to locate the desired ingredient and the spell ends. If the roll indicates success, the wizard has located the object or substance and the mirror becomes a magical gate through which the caster can see the target. The size of the gate is determined by the size of the mirror, to a maximum size of 3 feet by 2 feet.

The gate always appears within arm's length of the target, allowing the wizard to reach through the mirror, grasp the object of his desire, and draw it back through the gate. The wizard must risk his own safety--the gate does not allow the use of probes, longhandled ladles, tongs, or other equipment to gather the material. The caster cannot move completely through the gate.

The gate vanishes when the spell's duration expires or when the target or the wizard moves more than 10' away from it.

The gate is visible from both sides, and other creatures can reach through the gate. Breath weapons, gaze attacks, missiles, spells, and similar attacks cannot be cast through the gate. Because creatures can pass their limbs through the gate, physical attacks and touch spells can be used.

The only limit to the range of this spell is that the caster and the target must be on the same plane of existence. Elemental forces (not creatures) will not pass through the gate. Thus, the wizard does not run the risk of flooding his laboratory by opening a gate beneath the sea, for example. However, the spell does not provide any sort of protection against a hostile environment.

The material components are an exquisite silver mirror of no less than 10,000 gp value and a black opal worth at least 1,000 gp which must be powdered and sprinkled on the mirror. The mirror is not lost after casting and may be used again, but the powdered opal is consumed in the casting.

Know Value (Divination)

Range: 10 yards	Components: V, M
Duration: Instantaneous	Casting Time: 3
Area of Effect: 10-foot cube	Saving Throw: None

Know value enables the caster to know the total value of all coins, gems, and jewelry within the area of effect, within the limits that follow.

The items must be clearly visible. They cannot be concealed on people, hidden in a chest, or buried in the ground. The items must also be contained within an area no larger than a 10-foot cube, and this area can be no farther than 10 yards from the caster.

Further, *know value* will only reveal the value of 75% of the total number of objects in a treasure pile, up to a maximum of 10 pieces; the DM determines which pieces the spell affects, and the caster does not know which particular pieces have been appraised. The

spell does not detect the presence or value of magical items, and it ignores the value of personal property, such as clothing, weapons, and other equipment. *Know value* does not reveal the number or nature of any type of hidden objects.

The material components for this spell are a copper piece and a phony gem

Leomunds Hidden Lodge (Alteration, Enchantment/Charm)

Range: 20 yards	Components: V, S, M
Duration: 1d4 hrs. + 1 hr./level	Casting Time: 2 turns
Area of Effect: 30 sq. ft./level	Saving Throw: None

Similar in most regards to the 4th-level spell *Leomund's secure shelter*, this spell offers one significant improvement: The shelter is perfectly camouflaged to blend in with whatever terrain or surroundings are appropriate. It may appear as a house-sized boulder in rocky or mountainous areas, a sand dune, a deadfall, a small grassy knoll, or even a mighty tree. The spell also conceals all telltale signs of habitation, including any smoke, light, or sound coming from within the lodge. Creatures or characters who are exceptionally well-tuned to their surroundings (elves, druids, rangers, and various sylvan monsters) may attempt a saving throw vs. spell to spot the hidden lodge if they pass within 30 feet; all other creatures cannot find the wizard's refuge without the aid of *true seeing* or similar magic. In all other respects, the *hidden lodge* resembles *Leomund's secure shelter*. The interior is level, clean, and dry, and the whole thing is sturdily constructed from timber, stone, or sod. It is secure against winds of up to 100 miles per hour, impervious to normal missiles, and the doors, windows, and chimney have the option to be *wizard locked* and guarded by an *alarm* spell. Simple furnishings include up to ten bunks, a small writing desk, a trestle table and benches, and an optional *unseen servant* to wait on the wizard. (If any of the optional secondary spells are added on to this spell, then the casting time goes up to one hour and adds a +3 modifier to the subtlety rating.)

The material components are a square chip of stone, crushed lime, a few grains of sand, a sprinkle of water, and a splinter of wood, plus a crushed diamond worth at least 100 gold pieces. If the secondary spells are to be included, their material components are required also.

Lower Resistance (Abjuration, Alteration)

Range: 60 yards	Components: V, S, M
Duration: 1 turn+1 round/level	Casting Time: 5
Area of Effect: One creature	Saving Throw: None

Using this spell, a wizard may attempt to reduce the magic resistance of a target creature. The magic resistance of the victim works against the *lower resistance* spell itself, but at only half its normal value. No saving throw is permitted in addition to magic resistance.

If the victim does not resist the effects of this spell, his magic resistance is reduced by a base 30% plus 1% per experience level of the wizard casting the spell.

This spell has no effect on creatures that have no magic resistance.

The material component is a broken iron rod.

Magic Staff (Enchantment/Charm)

Range: Touch	Components: V, S, M
Duration: Special	Casting Time: Special
Area of Effect: The wizard's staff	Saving Throw: None

This spell allows a wizard's staff to store one spell level for every three levels of the caster. Thus, a 9th-level wizard can store three spell levels (three 1st-level spells, one 1st and one 2nd, or one 3rd-level spell).

Spells that are to be stored in the staff must be memorized normally by the wizard.

The spells are then cast as normal when charging the staff; casting requires the spell's

normal casting time plus one round. The spell is wiped from memory and material components are consumed. All spells to be stored must be cast into the staff within 1 turn. All stored spells have a casting time of 1. Spells remain in the staff until cast or dispelled, or up to 1 hour per level of the caster. After this time, all stored spells fade away. Only wizards who know the *magic staff* spell can cast spells from another wizard's staff. This applies to wizards who have never learned or could not normally cast the spells stored in a staff. It is common, however, for the staff's owner to implement a command word which must be known by anyone wishing to use the staff. The material component for this spell is a staff cut from an ash tree. For each spell level the wizard intends to imbue into the staff, it must be inlaid with rubies worth at least 1,000 gp.

Mind Fog (Enchantment/Charm)

Range: 80 yards	Components: V, S
Duration: 3 turns	Casting Time: 3
Area of Effect: 20-foot cube	Saving Throw: Neg.

A *mind fog* is a physical block of fog that enables the wizard to weaken the mental resistance of his victims. Victims are allowed a saving throw at a -2 penalty to avoid the effects.

A creature who falls victim to the *mind fog* suffers -2 penalties to all saving throws against two categories of magic: all spells of the illusion/phantasm and enchantment/charm schools that affect the mind directly; and spells of 1st through 5th level which affect the mind directly. For example, *phantasmal force* is a mind-affecting spell; *phantom steed* is not.

The penalty to saving throws operates cumulatively with any penalties that operate for other reasons. Affected creatures suffer the penalty as long as they remain in the fog and for 2d6 rounds thereafter.

Mordenkainen's Private Sanctum (Alteration, Abjuration)

Range: 0	Components: V, S, M
Duration: 1 hour/level	Casting Time: 2 turns
Area of Effect: One room	Saving Throw: None

With this spell, privacy is ensured in a room of up to 1600 square feet (40 feet x 40 feet, or the equivalent). From the outside, the windows of the room appear to be dark and cloudy, preventing those with normal vision, infravision, or any other type of vision from seeing inside. Those inside the room can see out the windows as they normally would. No sounds of any kind can escape from the room. Scrying attempts, such as *ESP*, *clairaudience*, *clairvoyance*, and *crystal balls* cannot penetrate the room, and a *wizard eye* cannot enter. The caster can leave the room without affecting the spell. The material components for this spell are a thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and a pinch of powdered chrysolite.

Mummy Rot (Necromancy)

Range: Touch	Components: V, S, M
Duration: 1 round/level	Casting Time: 5
Area of Effect: One victim	Saving Throw: Special

This spell allows the caster to attack with a rotting touch similar to that of a mummy. If the caster touches a human, demihuman, or humanoid victim, the victim immediately loses 2-12 (2d6) hit points and is infected with a rotting disease which is fatal in 1-6

months. For each month the rot progresses, the victim permanently loses 2 points of Charisma. While infected, the victim recovers lost hit points at 10 percent of his normal rate.

The rotting disease can be cured only with a *cure disease* spell; *cure wounds* has no effect. A *regenerate* spell will restore damage but will not otherwise affect the course of the disease. If a victim makes a successful saving throw, he is not infected, but he still suffers 2-12 hit points of damage.

The material components for this spell are a piece of rotten fruit and a piece of a mummy's cloth wrapping.

Proofing versus Combustion (Abjuration)

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

The renowned fire wizard Daltim developed this spell some years ago to protect important items or structures against the various incendiary spells with which he was familiar. *Proofing* renders an inanimate object nearly impervious to fire, granting the affected item a +3 bonus to saving throws vs. magical fire (including a dragon's breath), and a +6 bonus to saving throws vs. normal fire. This is cumulative with the saving throw bonus of a magical item, so a *cloak of protection +4* could have a bonus of +7 to +10 on any item saving throws versus combustion effects. Remember that an item fails its saving throw on a natural roll of 1, regardless of any bonuses.

The item affected must be one discrete construction or object, although it can be articulated or composed of several parts (for example, a suit of armor, a catapult, a house, or a carriage). At 9th level, the wizard can proof an article of clothing or a small piece of furniture; at 12th level, a small vehicle or large piece of furniture; at 15th level, a small building or large vehicle; at 18th level, a medium building or a very large vehicle; and at 20th level or higher, a large building or small fortification. A character dressed in a completely proofed article of clothing (a large cloak) gains a +2 bonus to saving throws vs. fire.

The material component for *proofing versus combustion* is a fire-brick made with the ashes left from a phoenix's fire. Seafaring wizards often use this spell to protect their vessels from *hostile fireballs* and various fire-throwing devices.

Prying Eyes (Divination)

Range: 1 mile	Components: V, S, M
Duration: 1 hr./level	Casting Time: 1 turn
Area of Effect: Creates 1d4+1 eyes/level	Saving Throw: None

This spell conjures a small horde of semitangible magical orbs or eyes that can be used to reconnoiter an area at the wizard's command. Each of the eyes is about the size of a small apple and can see 120 feet (normal vision only) in all directions. In order to report their findings, the eyes must return to the caster's hand to replay in the caster's mind everything they have seen during their existence. The eyes are subject to illusions, darkness, fog, and any other factors that would affect the wizard's ability to receive visual information about his surroundings. The eyes only see as a normal human would—abilities and spell effects including infravision do not alter the eyes' vision. It only takes the eye one round to replay one hour of recorded images.

The spell conjures 1d4 eyes, plus 1 eye per caster level. The eyes exist for up to 1 hour per caster level, or until they return to the wizard; after relaying its findings, an eye disappears. Each eye is AC 4, flies by levitation at a rate of 12, and has only 1 hit point—a single hit from any weapon or damaging spell destroys it. A successful *dispel magic* destroys all eyes caught in the area of effect. While the individual eyes are quite fragile, they're small and difficult to spot, especially in conditions of poor visibility such as darkness, fog, or rain. Of course, if the eye is being sent into darkness, then it's very possible that it could hit a wall or other similar obstacle and destroy itself.

When the wizard creates the eyes, he can specify any set of instructions or orders that he wishes,

up to 25 words. Any knowledge the wizard possesses is assumed to be known by the eyes as well, so if the wizard knows what a typical Jakallian merchant looks like, the eyes do as well. Sample commands might be, "Surround me at a range of 400 yards and return if you spot any dangerous creatures," or "Spread out and search the town for Arweth; follow him for three turns, staying out of sight, and then return." Note that in the first command, the eye only returns if it spots a creature that the wizard would regard as dangerous: a seemingly innocuous peasant that is actually a *shapechanged* dragon wouldn't trigger the eye's return. In any event, if an eye is ever more than one mile distant from the wizard, it instantly ceases to exist. However, the wizard's link with the eye is such that he won't know if the eye was destroyed or if it just wandered out of range.

Some command words can be used to abbreviate the directions. For example, "surround me" directs the eyes to form an equally-spaced ring at whatever range is indicated, and then move with the wizard. As eyes return or are destroyed, the rest automatically space themselves to compensate. "Spread out" directs the eyes to move away from the wizard in all directions. Other commands that might be useful include having them form a line in a certain manner, making them move at random within a certain range, or have them follow a certain type of creature. The DM is the final judge of the suitability of the wizard's directions. The material component is a handful of crystal marbles.

Rary's Telepathic Bond (Divination, Alteration)

Range: 20 yards	Components: V, S, M
Duration: 2 turns per level	Casting Time: 1 round
Area of Effect: Two or more creatures	Saving Throw: None

With this spell, the caster forms a telepathic bond between two or more creatures with Intelligence of 6 or higher. The bond can be established only between willing creatures who are within 20 yards of each other. The creatures need not speak the same language to communicate via the bond. The bond can be placed upon one creature for every three levels of the caster; therefore, a 9th-level caster can forge a bond among three creatures. The bonded creatures can remain in mental contact as long as they remain on the same plane of existence. If either creature enters a different plane, the spell is terminated.

Rary's telepathic bond can be cast only once to affect a single pair of subjects.

However, if the caster is able to cast the spell twice, the same subjects can be affected again. Example: A wizard can cast *telepathic bond* twice. The first casting links Subject A to Subject B. The second casting can affect Subject A again, linking him with Subject C.

The material components for this spell are two pieces of eggshell; the pieces must be from the eggs of two different species of egg-laying creature.

Rusting Grasp (Alteration)

Range: 0	Components: V, S, M
Duration: 1 rd./level	Casting Time: 5
Area of Effect: The caster	Saving Throw: Special

By casting this spell, the wizard gains the power to corrode ferrous metals and alloys at a touch. Iron and iron-based alloys such as steel, meteoric iron, mithral, and adamantite are affected, but noble metals such as gold, silver, and copper are not subject to reduction through rusting. Any ferrous metal touched by the wizard must make an item saving throw vs. disintegration (usually a 17 or better on a d20) or be destroyed. Magical arms or armor may apply their bonus to this save, so a *sword* +3 would gain a +3 to its roll. Other magical metal items may receive a +1 to a +6 bonus based on the DM's estimate of their power.

The wizard may employ *rusting grasp* in combat by simply touching the equipment of metal-wearing characters or creatures. If he tries to touch the armor of a character, the wizard need only hit the opponents unarmored AC. If the armor fails its save, *rusting grasp* permanently destroys 2d4 points of AC through corrosion. For example, *plate mail* +3 (base AC 0) could be reduced to a base AC of 2 to 8 if it fails its item saving throw.

Weapons are more difficult to grasp; the wizard must make an attack roll against AC 4 (modified by

the opponent's Dexterity) in order to touch the weapon. If the weapon fails its saving throw, it is destroyed. Important note: The wizard must touch the weapon and not the other way around! Unlike a rust monster, he doesn't corrode weapons simply by being hit.

Against metallic creatures, *rusting grasp* functions like the priest spell *cause serious wounds* in that it inflicts 2d8+1 point of damage per successful attack. The spell lasts for one round per level, and the wizard can make one touch attack per round. The material component is an antenna from a rust monster.

Safeguarding (Abjuration)

Range: 0
Duration: 1 turn+1 turn/level
Area of Effect: 15-foot-radius sphere
Components: V, S, M
Casting Time: 5
Saving Throw: None

Use of this spell protects the wizard and anyone in the area of effect from damage caused by the rebounding of the wizard's spells. This includes damage from a *fireball* cast in an area too small for its effects, a reflected *lightning bolt*, or any other offensive area spell that overlaps the *safeguarding*'s area of effect. The protection is effective against spells of 7th level and lower. The protection does not apply to damage from spells rebounded by any form of magical spell turning. This spell does not protect the wizard against damage from spells or attacks cast by enemies or other party members. A wizard who has cast *safeguarding* is free to move and act normally. The spell's effect is always centered on him, regardless of his actions. Other creatures are free to enter and exit the area of effect.

An area spell cast by the wizard will take effect normally, but its effects will be negated within the area of the *safeguarding* spell. This applies *only* to area spells centered outside the radius of the *safeguarding* spell. If the wizard casts an offensive area spell within the area of the *safeguarding*, the *safeguarding* is immediately negated and those within the area suffer full damage from the spell. The wizard is free to cast non-offensive area spells and individually targeted spells within the area of the *safeguarding*. The material component is a piece of preserved skin from any creature that possesses natural magic resistance.

Tensors Destructive Resonance (Invocation/Evocation)

Range: 60 yds. + 10 yds./level
Duration: Instantaneous
Area of Effect: 1 object
Components: V, S, M
Casting Time: 5
Saving Throw: Special

When this spell is cast, a thin beam of destructive blue force springs forth from the caster's fingertip and strikes any one object within range. The beam imparts an immense amount of energy to the object struck, causing it to spontaneously explode. Large, massive objects have more potential destructive energy than small, lightweight objects, but the wizard must hold the beam on the larger object for a longer time in order to cause detonation.

The beam has two principal effects: First of all, the object struck is *disintegrated* if it fails its item saving throw. Secondly, any creature near the destroyed item suffers damage proportional to the weight of the item detonated, plus blast damage of 1d6 points per two caster levels. Creatures caught within the blast radius may attempt a saving throw vs. paralyzation for half damage (1 point per caster level), but the base damage of the explosion may not be saved against.

Weight(lb.)	Resonance		Base Radius	Explosive
	Time	Damage		
1-5	Instant	1d8	2 ft.	-
6-25	Instant	1d12	3 ft.	-

26-100	One rd.	1d20	5 ft.	-
101-500	Two rds.		2d12	10 ft.
501-2,000	Three rds.		3d12	15 ft.

Objects more massive than 2,000 pounds are simply too big to detonate. Living flesh and enchanted objects or items are immune to the destructive resonance, but a wizard could choose to use *Tenser's destructive resonance* on an object worn or carried by another creature. However, if he does so, the victim is entitled to a saving throw vs. spell to negate the beam entirely and prevent any damage at all, and then gains a save for half damage against the blast effect even if the beam succeeds in detonating his equipment.

The material component for this spell is a tiny orb of finely-crafted gold with a small removable ring surrounding it that must be taken off as the spell is cast.

Throbbing Bones (Necromancy)

Range: 10 yards Components: V, M
Duration: 1 round/level Casting Time: 3
Area of Effect: One creature Saving Throw: 1/2

This spell causes the bones of the affected creature to throb and pulsate inside his body. The spell can be cast upon any single living creature or person within the caster's range, providing the creature has a physical form and has bones inside its body; for instance, *throbbing bones* will not affect insects, ghosts, or worms.

For the duration of the spell, the affected creature's AC is worsened by 2, its movement rate is halved, and all its attacks are made with a -2 penalty. Additionally, it suffers 1-4 hit points of damage per round; this damage is halved if the creature makes a successful saving throw. However, a successful saving throw has no effect on the movement, attack, and AC penalties.

The material components for this spell are both pieces of a small bone that has been snapped in half

Vile Venom (Conjuration/Summoning)

Range: 30 yards Components: V, S, M
Duration: 1 hr./level Casting Time: 5
Area of Effect: Special Saving Throw: Special

By casting this inherently evil spell, the wizard conjures a small amount of deadly poison directly onto any weapon blades or other surface within the area of effect. The spell creates one dose per caster level: a single dose is sufficient to coat one size S weapon such as a dagger or an arrow-head, three doses can coat a size M weapon, and five doses can coat a size L weapon. The venom remains potent for up to one hour per caster level, although an envenomed blade remains so for only 1d3 successful attacks before the poison has been worn off. The potency of the venom varies by the caster level, as shown below.

Level	Onset Time	Strength
9th	2-12 rounds	20/1d3
12th	2-5 rounds	25/2d4
15th	1-2 rounds	30/2d6
18th +	Immediate	death/20

If a weapon coated with *Vaildarien's vile venom* successfully hits a creature, the victim must make a saving throw vs. poison or suffer the first damage figure—if the caster was a 12th-level wizard, this would be 25 points. (Naturally, this is damage above and beyond any caused by the weapon that injects the poison.) Even if he succeeds in the save, the victim still sustains a lesser amount of

damage, as shown in the second figure.

Instead of creating an insinuating poison (one that is introduced to the body through a cut), the wizard can instead conjure the venom as a contact poison. A surface of about one-half square foot per caster level can be affected. One square foot is enough to coat a doorknob, a sword-hilt, the handle or clasp of a chest, or an object of similar size. The contact poison has the same effects as the insinuating venom, but the victim gains a +2 bonus on his saving throws. The contact poison's toxicity fades at the end of the spell's duration.

The material component is a small vial of venom from a giant snake.

Von Gasik's Refusal (Abjuration)

Range: 10 yards/level

Components: V, S, M

Duration: 1 hour/level

Casting Time: 5

Area of Effect: 20-foot-square/level

Saving Throw: None

This powerful spell is designed to prevent unauthorized spellcasters from entering a hallway, doorway, window, or other point of entry.

The spell creates an invisible barrier that blocks the targeted area. Any nonspellcasters and those spellcasters specifically named by the caster may pass freely. All other spellcasters collide with the invisible barrier. Members of classes with lesser spellcasting abilities (paladins, rangers, and bards) are blocked only if the character is of sufficient level to cast spells.

The wizard is able to ward one area up to 20'-square for each level of his experience. Thus, a 12th-level wizard may protect a square area 240 feet on a side. The area of effect may be divided among several smaller portals as long as the total area does not exceed the caster's limit. Each portal must be in range and sight of the caster at the time the spell is cast.

The barriers exist for one hour per level of the caster unless they are dismissed by the caster or dispelled by a *dispel magic* spell. A *disintegrate* spell immediately destroys a barrier, as does a *rod of cancellation* or a *sphere of annihilation*.

The invisible walls are not affected by physical blows, cold, heat, or electricity.

Thrown and projected weapons (both magical and mundane) are not repelled by the barrier and may pass through the area normally. Spells can be cast through the barrier.

Dimension door, *teleport*, and similar effects can bypass the barriers.

The material component is a pinch of dust from any wizard's tomb.

Wall of Bones (Conjuration, Necromancy)

Range: 60 yards

Components: V, S, M

Duration: 1 turn

Casting Time: 1 round

Area of Effect: 10-foot square/level; 96-inch thickness/level

Saving Throw: None

This spell causes a *wall of bones* to erupt from the earth in whatever shape the caster desires within the limits of the area of effect. The wall is a random construction of bones from many types of creatures. The wall need not be vertical, but it must rest upon a firm foundation or it will collapse. Since the wall has many small openings and gaps, it provides only 50 percent cover. Missiles can easily be fired from behind the wall, and creatures of small size (less than 4 feet tall) can wriggle through openings in the wall at the rate of 10 feet per round. However, the wall has many sharp edges and creatures wriggling through it suffer 1-8 hit points of damage per 10 feet traveled.

If the spell is cast in an area occupied by creatures, the *wall of bones* appears everywhere except where the creatures stand. Creatures in the affected area suffer an immediate 2-16 (2d8) hit points of damage when the wall appears. The wall can be smashed by creatures wielding blunt weapons with a Strength of 18 or greater. Every 10 hit points of damage causes a 5 foot x 5 foot x 6 inch section of the wall to collapse. The *wall of bones* is unaffected by *animate dead*.

The material component for this spell is the branch of a withered tree taken from a cemetery

Sixth-Level Spells

Arrow of Bone (Necromancy)

Range: 0 Components: V, S, M
Duration: Special Casting Time: 6
Area of Effect: 1 missile Saving Throw: Special

By drawing runes of dire power upon a simple arrow, bolt, dart, or javelin, the caster changes the weapon into a sinister missile of cold, enchanted bone. The wizard may then throw or fire the weapon in the normal fashion, or he can choose to give it to a companion to use. If the wizard employs the *arrow of bone* himself, he strikes with the THACO of a warrior of half his own level and a +3 bonus to his attack roll; if he gives it to someone else, the *bone arrow* merely confers a +1 bonus to hit. A creature struck by the weapon must make a saving throw vs. death magic or die; even if successful, the victim sustains normal damage for the missile, plus an additional number of points equal to the weapon's maximum damage (for example, 1d6+6 for an arrow or javelin, or 1d3+3 for a dart). Unlike the *death spell* or *finger of death*, the victim can be raised or resurrected in any expedient manner. The *arrow of bone* does not destroy undead or nonliving creatures outright. Instead, the arrow inflicts normal damage plus four times the missile's normal maximum (1d6+24 for an arrow, 1d3+12 for a dart, and so on), or half that if the subject creature succeeds in its saving throw. The material component is a powdered sliver of bone mixed with black dragon blood. The resulting mixture is used to paint runes on the weapon. If the splinter of bone can be taken from the remains of a close blood relative of the subject (a sibling, parent, or grandparent), the victim receives a -4 penalty on his or her saving throw if struck by the *arrow of bone*.

Augmentation II (Evocation)

Range: 0 Components: V, S, M
Duration: 3 turns Casting Time: 6
Area of Effect: Special Saving Throw: None

This spell functions exactly like the 3rd-level *augmentation I* spell except that five spells of levels 1-3 may be affected. For each die of damage caused by augmented spells, one hit point is added to the damage total.

Augmentation II affects the first five spells which cause direct damage that are cast within the duration of the *augmentation II* spell. Only spells that cause direct physical damage are affected by this spell.

The material component is a pair of concentric circles of gold or platinum.

Bloodstone's Spectral Steed (Necromancy)

Range: 10 yards Components: V, S, M
Duration: 1 hour/level Casting Time: 1 round
Area of Effect: Special Saving Throw: None

This spell allows a wizard to create a quasi-real, vulturelike creature. The flying steed can carry the caster and one other person per three levels of the wizard's experience (four at 12th level, five at 15th, etc.). All passengers must be specifically named during the casting.

The spectral steed looks like a huge, skeletal vulture with tattered wings. As it flies, it utters hideous screeches that echo through the sky. The spectral steed flies at a movement rate of 4 per level of the caster, to a maximum movement rate of 48. It appears with a bit and bridle, plus one saddle per passenger.

All normal animals shun the spectral steed and only monsters will attack it. The

mount has AC 2 and 10 hit points plus 1 hit point per level of the caster. If it loses all of its hit points, the spectral steed disappears. It has no attack mode.
The material component is a hollow bone from a vulture's wing, which must be carved into a whistle and blown when the spell is cast.

Blackmantle (Necromancy, Enchantment)

Range: 60 yards	Components: V, S, M
Duration: 1 turn/level	Casting Time: 1 round
Area of Effect: 15-foot radius	Saving Throw: Neg

Blackmantle creates a shimmering aura around all creatures within the affected area that negates all healing and regeneration, both natural and magical. For instance, a *potion of healing* has no effect on a creature under the influence of *blackmantle*, a troll cannot regenerate lost hit points, and *cure light wounds* is useless.

Blackmantle is negated for any target creatures who make successful saving throws. Otherwise, it persists for 1 turn per level of the caster. If the creatures are still alive at the end of the spell's duration, any active curative forces will operate normally; for instance, a *ring of regeneration* will resume its function. However, consuming a *potion of healing* or applying a *staff of curing* while *blackmantle* is in effect will have no affect when *blackmantle* wears off, since these types of magic work instantly. In such cases, the dose of *potion of healing* and the charge from a *staff of curing* are not only wasted, but the aura generated by *blackmantle* actually negates the *potion of healing* or the *staff of curing*, rendering it useless. If a *potion of healing* or *staff of healing* is applied after the spell wears off, the healing magic works normally.

The material component for this spell is a small mummified animal, such as a mouse or a toad

Claws of the UMBER Hulk (Alteration)

Range: Touch	Components: V, S, M
Duration: 1 turn/level	Casting Time: 1 round
Area of Effect: One creature	Saving Throw: None

When this spell is cast, the subject's hands widen and his fingernails thicken and grow, becoming equivalent in size and power to the iron-like claws of an umber hulk. The transformation takes one full round and is excruciatingly painful, requiring a system shock roll. A failed roll causes the subject to suffer 3d4 points of damage.

The subject can burrow as an umber hulk, cutting through 10 feet of solid stone or 60 feet of soil per turn. The only limitation to this is the subject's stamina; at the end of each turn of burrowing, the subject must succeed a Constitution check or be forced to rest for one turn.

Burrowing through soil does not necessarily create a passable tunnel. If the subject wishes to make a passage in which others can travel or that he can exit when the spell ends, he must dig at a rate of 30 feet per turn. Cutting a tunnel through solid rock does not require extra care or time.

The recipient of this spell can make two claw attacks per round, each inflicting 2d6 points of damage plus any Strength bonuses. Each attack is made with a -2 penalty to hit. This penalty applies until the subject has made two successful consecutive attacks (not necessarily in the same round), at which time he is accustomed to using the claws. The penalty is dropped for the remainder of the spell.

The material component is an umber hulk's claw.

Dead Man's Eyes (Necromancy)

Range: Special	Components: S, M
----------------	------------------

Duration: 1 round/level Casting Time: 1 round
Area of Effect: Special Saving Throw: Special

Dead Man's Eyes causes the whites of the caster's eyes to turn black and his pupils to reshape themselves into small white skulls. The caster can affect one victim per round, providing the victim is within 3 feet of the caster and meets his gaze. Victims are affected as follows:

?? Victims with 2 Hit Dice or fewer (or victims of level 2 or lower) instantly die. No saving throw is allowed.

?? Victims with 2+ to 5 Hit Dice (or victims of level 3-5) instantly die unless they save vs. death magic at a -2 penalty. Those who succeed in their saving throws suffer 2-12 (2d6) hit points.

?? Victims with 5+ Hit Dice or more (or victims of level 6 or greater) suffer 2-12 (2d6) hit points of damage unless they save vs. death magic.

If the caster's gaze is reflected back on him (by a mirror, calm water, etc.), he must make a saving throw vs. spells or suffer the same effects as a 5+ Hit Dice victim. At the end of the spell's duration, there is a 5 percent chance that the caster will become blind for the next 5-10 (1d6 + 4 hours).

The material components for this spell are two eyeball-sized glass marbles. The marbles must be the same color as the caster's eyes

Dilation II (Alteration)

Range: 0 Component: V
Duration: Special Casting Time: 5
Area of Effect: Special Saving Throw: None

This spell functions exactly like the 4th-level *dilation I* spell, except that the area of effect of a 1st-, 2nd-, or 3rd-level spell is extended by 50%. Alternatively, the wizard may extend the area of effect of one 4th- or 5th-level spell by 25%.

Dimensional Blade (Invocation/Evocation)

Range: 0 Components: V, S
Duration: 1 rd./level Casting Time: 3
Area of Effect: 1 object Saving Throw: None

This spell makes a single weapon incredibly sharp by reducing one of its physical dimensions to an infinitesimal measurement. The *dimensional blade* can slash through matter with as much effort as it takes to wave a stick through the air. Even stone and iron can be carved to pieces with ease. The spell can be cast on almost any hand-held slashing (type S) weapon, as well as a few thrown weapons of this type, such as the chakram, shuriken, or a hand axe.

Against creatures, the *dimensional blade* ignores any portion of Armor Class derived from armor itself; only magical and Dexterity adjustments affect the opponent's AC. For example, a warrior in *chain mail* +2 with a Dexterity of 17 is normally AC 0, but against the *dimensional blade* he only applies the 3-point adjustment for Dexterity and the 2-point magical adjustment, for a total AC of 5. Creatures wearing purely magical armor (such as *bracers of defense*) may keep the full magical adjustment. Monsters with thick or toughened hides, such as dragons, may lose part of the Armor Class at the DM's discretion. The weapon gains a +2 bonus to attack and damage rolls in any event, but the wielder ignores any Strength-based combat adjustments—muscle power doesn't help the blade at all.

The *dimensional blade* is also quite effective against inanimate objects. Any object with a diameter or thickness smaller than the blade's length must make a saving throw vs. disintegration when struck, or be cleanly severed in twain. Larger objects can be sawed through or sliced away at the rate of about 5 cubic feet per round. It's dangerous to attempt to disarm a *dimensional blade*; the weapon used must make an item saving throw vs. disintegration or be destroyed.

Finally, the blade is also effective against phased or ethereal creatures since part of its existence is

forced into the Ethereal Plane. If the wielder has some way to detect creatures concealed in this way, the blade can strike and affect them normally, but without the power to negate Armor Class or other combat bonuses.

The wizard must touch the weapon to be affected by the spell, but afterward anyone may wield it. The material component for this spell is a razor-thin shard of glass.

Dragon Scales (Abjuration)

Range: Touch	Components: V, S, M
Duration: 1 turn/level	Casting Time: 1 round
Area of Effect: One creature	Saving Throw: None

This spell causes the body of the caster (or any single person or creature touched by the caster) to become completely covered with dragon scales, effectively raising the subject's Armor Class by 2 for the duration of the spell; this modification is in addition to the subject's normal AC (for instance, if the subject's AC is 6, *dragon scales* raises it to 4).

The color of the *dragon scales* is the same as that of the scale used as the spell's material component; however, the color has no bearing on the effect of the spell. *Dragon scales* also temporarily reduces the subject's Charisma by 2 points.

The material component of a spell is a scale from any dragon.

Etherealness (Dimension)

Range: Touch	Components: V, S
Duration: 1 hr./level	Casting Time: 1
Area of Effect: Creature(s) touched	Saving Throw: Neg.

By means of this spell, the wizard and up to six other creatures joined by linked hands become *ethereal* (along with their equipment). While ethereal, the group need not stay together. The group's presence can be detected only by *detect phase*, *true seeing*, or similar spells and effects. No physical, or magical attack can affect him, unless his assailant is ethereal as well (although some monsters, such as the basilisk, have gaze weapons whose power extends into the Ethereal Plane). The spell recipients are actually in the Border Ethereal and can still perceive their physical surroundings, but the world appears gray, misty, and indistinct to them. Note that as ethereal creatures can perceive the physical world here, a character could scout out his surroundings or make good an escape from the safety of the Border Ethereal.

The wizard and his companions may remain in the Border Ethereal for up to one hour per level; when the spell expires, they return to normal existence, although the wizard can choose to end the spell before its full duration. The wizard also has the option of moving himself or the group from the Border Ethereal into the Deep Ethereal, in which case they remain ethereal when the spell ends. He will have to use this spell again or find another way back in order to return to his home plane.

The wizard can attempt to use *etherealness* to banish an unwilling subject. He must make a successful attack roll in order to touch him, and the subject receives a saving throw vs. spell to negate the effect. An unwilling subject automatically remains in the Border Ethereal for an amount of time specified by the wizard at the time of the casting, but no more than one hour per caster level. When used like this, *etherealness* does not affect the caster, only the subject.

Forest's Fiery Constrictor (Conjuration/Summoning)

Range: 10 yards/level	Components: V, S, M
Duration: 1 round/level	Casting Time: 6
Area of Effect: One source of fire	Saving Throw: Special

This spell causes a tentacle of magical flame to snake forth from any existing source of natural or magical fire. The flaming tendril is 10 feet long, has AC 7, can be hit only by magical weapons of +2 or better, and has hit points equal to double the caster's level.

Any creature within 20 feet of the tentacle is subject to attack as directed by the caster. The victim must attempt a saving throw; if successful, the subject has avoided entanglement, but suffers 1d6 points of fire damage from contact with the tendril. If the saving throw is failed, the victim is entangled by the flaming serpent and suffers 3d6 points of fire damage each round until the tendril is destroyed or the spell expires. If the fire source from which the tentacle emanates is extinguished, the remaining time that the fiery constrictor may exist is cut in half. The material component is a red dragon's scale.

Greater Sign of Sealing (Abjuration)

Range: 0	Components: S, M
Duration: Permanent	Casting Time: 1 turn
Area of Effect: Special	Saving Throw: Special

A more potent form of the *lesser sign of sealing*, this spell allows the caster to guard an item or portal and prevent all other creatures from opening or passing through the sealed item or surface. The *greater sign* has several effects; first of all, it affects a doorway or item that opens (a chest, for instance) as a *wizard lock* spell. If placed in an open corridor or archway to prevent passage, the *greater sign* creates a magical barrier that repels all who try to pass. Second, the *greater sign* greatly strengthens the physical structure of any door or item it is placed upon, granting a +6 bonus on any item saving throws and allowing the item or door to ignore 1 point of damage per caster level from any attack. For example, a *greater sign* cast by a 12th-level wizard would reduce the damage of any blow or spell by 12 points, so a fighter armed with a broad sword (maximum damage of 8 points) could never hack through a door protected by the sign. Finally, if the protected doorway or item is forced open or destroyed by any means, the sign itself is not only destroyed, but also releases a spell upon the offending creature. The spell held by the sign is cast into the ward when the *greater sign* is created, and any spell the caster has memorized may be used in this way, from *a. fireball* or *shocking grasp* to a very nasty *wish* or *polymorph*. The range of the sign's retributive spell is 10 yards per caster level, so it is possible to destroy the warding from a safe distance. The sign is displayed in plain sight, and most wizards will recognize it for what it is. The caster cannot specify particular creatures or conditions for the *sign's* operation; it functions against any creature that attempts to pass it, although the wizard can freely pass through his own sign without activating it. The *greater sign* can be removed by the caster, thus ending the spell, or it can be defeated by a *limited wish* or *wish* spell cast by a wizard of equal or higher level than the original caster; it cannot be dispelled. The material component for a *greater sign* is a powdered diamond worth at least 1,000 gold pieces.

Invulnerability to Magical Weapons (Abjuration)

Range: 0	Components: V, M
Duration: 1 round/level	Casting Time: 3
Area of Effect: 5-foot radius	Saving Throw: None

This spell creates an immobile, faintly shimmering magical sphere around the caster that cannot be penetrated by magical blunt, edged, or missile weapons; all such weapons are harmlessly deflected (missile weapons strike the sphere, then immediately fall to the ground). However, the sphere offers no protection against magically-created creatures (such as golems) or from creatures whose attacks are magically based (such as the gaze of a medusa). The sphere offers no protection against spells such as *magic missile*, or spells that simulate the effects of weapons. The caster can use magical weapons from inside the sphere to attack opponents normally. Spells can also be cast through the sphere. The sphere can be negated by *dispel magic*. The material component for this spell is a piece of a broken magical weapon.

Lorloveim's Shadowy Transformation (Illusion)

Range: Touch
Duration: 1d4 rounds+1 round/level
Area of Effect: Special

Components: V, S
Casting Time: 6
Saving Throw: Neg.

When this spell is cast, the illusionist transforms one creature or a specified amount of non-living material into shadow, making it insubstantial. Thus, a door could be turned to shadow and entered. The maximum amount of inanimate material that may be transformed is one cubic foot per level of the caster.

Unwilling creatures are allowed a saving throw to resist the *shadowy transformation*. Magical items and the magical effects of spells (such as *Bigby's forceful hand* or a *wall of stone*) cannot be affected.

A transformed creature and all its gear become insubstantial. The creature can pass through small holes, narrow openings, and the smallest cracks. The creature cannot fly without additional magic.

No form of attack is possible when in shadow form except against creatures that exist on the Ethereal plane. In this case, all attacks are normal; however, the shadowy creature may be harmed only by magical weapons of +1 or greater or by creatures able to affect those struck only by magical weapons. Spells and special attacks have normal effects. Most undead creatures will ignore a creature in shadow form, believing it to be a wraith or spectre; however, liches and powerful undead may save vs. spell with a -4 penalty to recognize the spell. A successful *dispel magic* spell forces the creature in shadow form back to normal form.

Superior Magnetism (Alteration)

Range: 30 yds. + 5 yds./level
Duration: 1 rd./5 levels
Area of Effect: Special

Components: V, S, M
Casting Time: 6
Saving Throw: None

When this spell is cast, the wizard designates one inanimate object of stone, earth, or metal within the spell's range to function as a powerful magnet, attracting all metal. The object affected can be no larger than a 10-foot cube, although a section of wall, floor, or ceiling about 10 square feet will work. Once magnetized, the object exerts a powerful attractive or repulsive force (caster's choice) against objects of ferrous metal. The effects vary by the proximity of the metal objects to the center of magnetism, as shown below:

Distance to Magnetism	Movement Rate per Round	Effective Strength	Missile Attack Penalty
10 feet or less	40 feet	22(Garg.)	-40
20 feet or less	20 feet	20 (Huge)	-20
30 feet or less		10 feet	18 (Large) -10
40 feet or less		5 feet	14 (Medium) -5
50 feet or less		2 feet	10 (Small) -2
60 feet or less		1 foot	4 (Tiny) -1

The movement rate represents how fast objects are drawn to or repelled from the center of magnetism. If the creature or object in question is heavier than the magnetized item, the magnetized item does the moving instead. The effective Strength is the "pull" of the magnetism at that range; the size equivalent refers to creature sizes, not weapon sizes. (All human-sized weapons are considered small or tiny for this chart). A character or creature carrying loose metal items or objects such as weapons, shields, helms, buttons, and so on must win an opposed Strength check (see *PLAYER'S OPTION: Combat & Tactics* for information on opposed ability checks) in order to keep his possessions

from being wrenched out of his grasp by the magnetism. Securing a weapon in its sheath, holding an item with both hands, and other precautions may give the character a +2 to +4 to his base ability score, at the DM's discretion.

Characters wearing metal armor must attempt an opposed Strength check to ignore the effects of the magnetism. If the character fails his Strength check outright, he loses his footing and flies towards or away from the object at the full rate indicated. He suffers full falling damage based on the speed with which he hits the item— 1d6 for every 10 feet of the movement rate, or half that damage if he is repelled and simply thrown back onto the ground. If the character passes his Strength check but is beaten by the magnetism roll, he is moved one foot for each point he lost by. Again, some precautions or assistance may help iron-wearing characters in their Strength checks. For monsters, compare the creature's size to the effective size of magnetism.

An armored character who is stuck to a surface or object loses any Dexterity adjustments to AC and cannot make any physical attacks. He can try to wriggle out of his armor and free himself, employ a magical item, or use psionic powers if he has any at his disposal.

Lodestone the fighter is charging a wizard when the dastardly felon magnetizes a sizable boulder about 30 feet from Lodestone's present position. Lodestone carries a long sword, a shield, and wears plate mail; he has a Strength of 17. First, he checks to see if he holds onto his sword and shield, making two opposed Strength rolls. He loses the shield, but keeps hold of his sword. Now the DM checks to see if Lodestone resists the drag on his armor. At 30 feet, the magnetism has a Strength of 18. Lodestone rolls a 6, but the magnetism roll is a 12. Even though both Lodestone and the magnetism made their Strength rolls, the magnetism roll is higher than Lodestone's roll and does not go over its target Strength score. As a result, Lodestone is dragged 6 feet closer to it. Next round, Lodestone tries again and blows his roll altogether, moving a full 10 feet closer. Now only 14 feet from the boulder, the magnetism's Strength is effectively a 20, which means Lodestone is in big trouble. If he blows his roll again the next round, he'll go flying into the boulder at a rate of 20 feet/round, which will inflict 2d6 points of damage.

If a creature wins its Strength check, it can ignore the spell's effects and move out of the zone of influence normally.

Sirellyn's superior magnetism also affects the passage of iron or steel missiles, such as steelheaded arrows or quarrels. Any missile that passes through the zone of influence suffers an attack penalty equal to the movement at the range indicated. For example, if the path of an arrow brings it within 40 feet of a magnetized object, the attack suffers a -5 penalty. Finally, it is possible for the casting wizard to be affected by this spell as well. As a result, the wizard had better make sure that he's out of the effective area of effect when casting.

The material component for this spell is a small bar magnet, bent into a U-shape and coated with mithral.

Tentacles (Conjuration, Alteration)

Range: 0 Components: V, M
Duration: 1 turn/level Casting Time: 1 round
Area of Effect: The caster Saving Throw: None

By means of this spell, the caster causes two 10-foot-long greenish tentacles to grow from his body. One tentacle grows on each side of the caster's body, centered between his armpit and his thigh. The caster can use the tentacles as normal appendages to grasp tools, use weapons, or help with climbing.

Each tentacle can make an attack, effectively giving the caster two extra attacks per round; a tentacle can strike to inflict 1-6 hit points of damage, or it can wield a sword, dagger, or other weapon (at the same ability of the caster). The flexible tentacles can easily reach victims on any side of the caster's body.

If an unarmed tentacle makes a successful strike against a victim who is man-sized or smaller (less than 7 feet tall), it also grabs and holds the victim to inflict an automatic 2-8 (2d4) hit points of damage in every subsequent round. To free himself, the victim must sever the tentacle; there is no way to loosen the grip other than severing the member, killing the caster, or negating the spell with *dispel magic*. A tentacle is severed if it takes 10 hit points of damage; damage directed at the tentacle has no adverse effects on the

caster.

A caster with two intact *tentacles* adds a 40 percent bonus modifier to his climbing success rate (see page 122 of the *Player's Handbook*,) and adds a 20 percent modifier if he has only one intact tentacle.

The material component for this spell is a dried tentacle from a small octopus

Trollish Fortitude (Necromancy)

Range: 0	Components: V, S, M
Duration: 1 rd./level	Casting Time: 6
Area of Effect: The caster	Saving Throw: None

This powerful spell imbues the caster with the physical fortitude and resilience of a troll. While the spell is in effect, the caster regenerates 3 hit points per round until he reaches his normal maximum. He also gains a troll's ability to ignore dismemberment, decapitation, and other horrible injuries that would normally incapacitate or kill him outright (although losing a limb may prevent the caster from taking certain actions, such as running, climbing, and other activities). Bleeding, wounding, being reduced to negative hit points, and other effects that cause the victim to lose hit points from round to round are ignored—the caster instead regains 3 hit points per round, up to his normal maximum. If the caster is reduced to less than 0 hit points, he is incapacitated and must make a system shock roll or lose all of his highest level spells. The incapacitation lasts only until his regeneration restores him to 1 hit point or more; he can move, fight, and cast spells again as soon as his hit point total is positive.

Trollish fortitude does not provide the caster with any defenses against lethal poison, disease, and other effects that don't cause a loss of hit points. Hit points lost through level draining, *vampiric touch*, or *vampiric regeneration* cannot be regenerated since this represents damage to the victim's life force, and not physical injury. In addition, fire damage and acid damage cannot be regenerated. While the spell is in effect, the caster can rejoin severed limbs simply by holding them in place, but if the spell ends while a limb (which were already moving toward him) is still separate from his body, he immediately suffers the full effects of the injury.

The material component for this spell is a shred of dried flesh from a troll's heart that must be pulverized into dust. The dust is then sprinkled on the caster.

Seventh-Level Spells

Acid Storm (Evocation)

Range: 10 yards/level	Components: V, S, M
Duration: 1 round/level	Casting Time: 7
Area of Effect: 40-foot-diameter circle	Saving Throw: _

This deadly spell unleashes a downpour of magical, gelatinous acid droplets. All creatures within the area of effect are coated by globs of gooey acid. The acid can be washed off only with wine, vinegar, or by a successful *dispel magic* or similar spell. The acid remains present for 1 round per level of the caster, then vanishes.

Creatures coated by the acid suffer 1d4 hit points of damage each round during rounds 1-3, 1d6 points in each of rounds 4-6, and 1d8 points on each round thereafter. Characters who successfully save vs. spells during the first round suffer only half damage from the acid for the remaining rounds. When the spell expires, no further damage is inflicted.

Acid damage can be healed through any means except regeneration. The material component is a drop of acid.

Bloodstone's Frightful Joining (Necromancy)

Range: Touch	Components: V, S
Duration: 1 turn/level	Casting Time: 7

Area of Effect: One undead creature

Saving Throw: Special

When this powerful spell is employed, the wizard transfers his spirit to the body of an undead creature, totally dominating it. If the undead creature has intelligence, it is allowed a saving throw vs. spell to resist the joining. If the save is successful, the caster's spirit is forced back into his own body. The wizard must make a system shock roll; if the roll fails, the wizard suffers 5d6 points of damage. If the roll succeeds, the wizard suffers half this damage.

If the creature's save fails, the necromancer joins his life essence with that of the undead. While in the creature's body, the caster can use all of its special attacks and innate abilities, excluding spells memorized by the creature.

The wizard's body remains comatose, is subject to all regular attacks, and suffers damage normally. The wizard's spirit can travel an unlimited distance from his physical body as long as they remain on the same plane of existence.

If intelligent, the possessed undead continually tries to purge the caster with mental threats that can be heard only by the wizard. The thoughts of the undead are ghastly.

During the first minute of each hour of possession, the caster must succeed an Intelligence check in order to retain his sanity. The roll is modified by the difference between the creature's Intelligence and that of the spellcaster. If the undead has a higher score, the difference is added to the die roll. If the necromancer has a higher Intelligence, the difference is subtracted from the roll.

If the roll is successful, nothing happens and the caster may continue to possess the undead. If the Intelligence roll fails, the wizard's intellect degenerates, making him a raving, homicidal maniac. His spirit is immediately forced to return to his body, and he must attempt a system shock roll with damage occurring as outlined above. The caster remains dangerously insane until a *heal* or *wish* spell is used to restore his intellect. This spell can be very useful when combined with the *mask of death* spell.

When the spell's duration expires, the necromancer's spirit immediately returns to his body.

Descent into Madness (Enchantment/Charm)

Range: 10 yds./level

Components: V, S, M

Duration: Permanent

Casting Time: 7

Area of Effect: 1 creature

Saving Throw: Negates

More insidious and powerful than the *feeblemind* spell, *descent into madness* afflicts one creature with a random form of insanity. The spell can affect any creature with an Intelligence of low (5) or higher; however, a character or creature protected by a *mind blank* is immune to this spell. Creatures are entitled to a normal saving throw vs. spell to withstand the spell. The form of insanity caused by the spell is determined by a roll on the chart:

d%	Insanity Type
01-15	Delirium
16-22	Disorientation
23-34	Phobia
35-40	Paranoia
41-44	Alienation
45-54	Amnesia
55-64	Hallucinatory insanity
65-69	Melancholia
70-74	Dementia praecox
75-83	Mania
84-89	Hebephrenia
90-95	Catatonia
96-00	Homicidal mania

The various types of insanity and their game effects are described under the Alienist in Chapter 6. The caster has no idea what kind of madness the spell inflicts on its victim, although he may be able to form an educated guess after observing the victim for a few rounds. *Descent into madness* accelerates the process of insanity radically, producing an *advanced* condition almost immediately; for example, a character rendered paranoid by this spell skips past suspicion and instantly regards his friends and allies as enemies of the worst sort. The victim has a small chance of recovering with the passage of time (as described under each type of insanity) but other than that the only ways to repair the effects of this spell are *restoration*, *wish*, or use of the psionic power *psychic surgery*. The material component is a special cube of gold wire worth at least 500 gold pieces shaped to represent a tesseract, or four-dimensional figure.

Hatch the Stone from the Egg (Alteration, Enchantment, Evocation)

Range: Touch	Components: V, S, M
Duration: Special	Casting Time: 1d4+4 hours
Area of Effect: One alchemical mixture	Saving Throw: None

When a wizard wishes to create the magical item known as the *philosopher's stone*, he must first discover its alchemical formula, which tells him the necessary ingredients and the method of preparing them. This information is not provided by this spell, and this spell is useless without the formula. (The exact ingredients and formula are decided by the Dungeon Master and must be discovered by the wizard by adventuring.) When the formula has been discovered and the ingredients prepared, the wizard enchants the alchemical mixture with the *enchant an item* spell. *Hatch the stone from the egg* is then cast upon the mixture. This spell slowly transmutes the mixture into its final form as the philosopher's stone. The process is completed with a *permanency* spell. The material component for this spell is a magical item known as the *philosopher's egg*, which is an enchanted retort used to hold the alchemical mixture. The egg is not destroyed upon completion of the spell and may be used again. (Further details about the *philosopher's egg* are found in Chapter 4 of this book.)

Intensify Summoning (Conjuration/Summoning, Necromancy)

Range: Special	Components: V, S, M
Duration: 1 turn	Casting Time: 6
Area of Effect: Special	Saving Throw: None

This spell enhances the strength of creatures summoned by the caster via 1st through 6th level conjuration/summoning spells. Only spells which bring summoned creatures to the wizard are affected. The first two conjuration/summoning spells cast by the wizard within one turn following the intensify summoning spell are affected. Summoned creatures gain 2 hit points per hit die. The affected creatures retain their bonus hit points until the normal expiration of the spell that summoned them. The material components are a small leather pouch and a miniature silver candelabra.

Neutralize Gas (Abjuration)

Range: 60 yards	Components: V, S, M
Duration: Instantaneous	Casting Time: 1
Area of Effect: One 10-ft. cube/lvl.	Saving Throw: None

By using this spell, the wizard renders inert and makes breathable any harmful vapors, gases, clouds, or fogs in the area of effect. This includes *stinking cloud*, *cloudkill*, *solid fog*, *death fog*, *incendiary cloud*, *acid storm*, gaseous breath weapons, spore or mold clouds, and similar spells and

effects. Harmful gas or vapor is transformed into a common, harmless *fog cloud* of the same dimensions as the original effect, and then dissipates 1d3 rounds later. Creatures who were injured before *neutralize gas* is cast continue to suffer any effects from their previous exposure—the spell does not heal or counter existing damage, so a creature that is choking and gagging from a *stinking cloud* would receive no relief from this dweomer.

If cast in the same round of the effect's appearance, *neutralize gas* may be used to counter gaseous breath weapons, spores, and molds by granting any creatures affected a +4 bonus to their saving throws and reducing any damage to one-half or one-quarter normal, depending on whether or not the victims make their saving throws. Air-based creatures are not affected by this spell; *neutralize gas* only "clears the air" of any harmful inhalants. The material components are a bit of charcoal and some bark from a treant.

Malec-Keth's Flame Fist (Evocation)

Range: 0	Components: V, S
Duration: 1 round/level	Casting Time: 1
Area of Effect: One creature or object	Saving Throw: Special

When this spell is completed, one of the caster's hands (his choice) bursts into light and is surrounded by an aura of flame. The caster suffers no damage from this effect. Illumination is equal to that of a torch.

If the wizard successfully touches an opponent, the subject must attempt a saving throw. If the roll is successful, the flame remains on the caster's hand (and he may use it to make further attacks until the spell's duration expires) and the touched creature suffers 1d4+2 points of fire damage. If the save is failed, the flame leaves the caster's hand to surround the victim's body in an aura of searing fire. The superheated aura burns for 1 round, inflicting 1d4 points of damage per level of the caster.

Instead of attacking a creature, the caster may choose to touch any single object, which is automatically surrounded by the searing aura for 1 round and must succeed at an item saving throw vs. magical fire or be destroyed. The aura can surround an object up to 5 cubic feet in volume per level of the caster.

Persistence (Invocation/Evocation)

Range: 0	Components: V, S, M
Duration: 1 day/level	Casting Time: 1 turn
Area of Effect: The caster	Saving Throw: None

Related to both the *contingency* and *permanency* spells, *persistence* allows a wizard to cast a spell of 6th level or lower and then hold it until it is needed. There are two general uses for *persistence*: to use a personal spell effect as needed up to the maximum duration of the *persistence* itself, or to prepare an instantaneous spell and hold it ready until the caster wishes to use it.

A. Personal effect. Any spell that augments the wizard's natural abilities—*detect magic*, *protection from evil*, *jump*, *infravision*, *fly*, *wraithform*, or other caster-affecting spells— can be made *persistent* by use of this spell. The wizard casts *persistence* and then immediately follows with the desired spell. Instead of taking effect immediately, the magic of the *persistence* holds it ready for use by a simple act of will. The wizard can then "turn on" or "turn off" the girded spell as often as he likes over the course of the duration of the *persistence*. The duration of the girded spell only runs while the spell is active, so a 15th-level wizard who makes a *fly* spell *persistent* will be able to use 1d6+15 turns of flight (the normal duration of *fly*) over the next 15 days (the duration of the *persistence*) as he sees fit.

This is especially useful because it allows the wizard to cast the girded spell and the *persistence* and have the girded spell's effects available while he then memorizes another spell in place of the spell made *persistent*. It is also useful because the girded spell can be activated instantly by an act of will. The main difference between this spell and *contingency* lies in the fact that a *persistent* spell may be invoked several times (up to the limit of its normal duration) while a *contingency* functions once only.

B. Held spell. Spells that have an instantaneous effect, such as most attack spells and some movement spells like *teleport* or *dimension door*, can be rendered *persistent* as well. The held spell

may be activated or discharged at any time during the duration of the *persistence*, but its magic is then exhausted as if it had been cast normally. This resembles the effect of a *contingency* spell, but the effect has no predefined conditions and simply occurs when the caster wills it to.

Damaging or offensive spells that have a duration (for example, *flaming sphere* or *wall of fire*) cannot be rendered *persistent*. A wizard may have no more than one *persistence* spell active at any given time; if he girds a new spell while an old one is still *persistent*, the old spell is simply replaced by the new one. The material component is a crystal chalice of exquisite workmanship worth at least 2,000 gp. The material component of a held or girded spell is expended when the spell is made *persistent*.

Seven-Eyes (Abjuration, Conjunction/Summoning)

Range: 0	Components: V, S, M
Duration: 1 rd./level	Casting Time: 7
Area of Effect: Create 7 eyes	Saving Throw: Special

This spell conjures into existence seven magical orbs that float above the caster's head in a ring about 5 feet in diameter. The eyes remain for 1 round per level, or until the caster chooses to either expend the orb by using it in attack or defense. In addition, as long as at least one eye is still in existence, the caster gains 360° vision and can *detect invisibility* and *detect phase* at will, with a 60-foot range. The powers of each eye are described below.

- **Eye of the Mind.** This orb protects the caster against mental attack, charm, or influence, including *charm*, *beguiling*, *hold*, and *emotion* effects. The first such attack is negated by the orb and destroys it in turn. If the wizard desires, the eye of the mind can instead be used to *charm person* like the 1st-level wizard spell, although this also expends the orb.

- **Eye of the Sword.** This eye deflects the first physical attack that endangers the caster, including hand-held or missile attacks, and then disappears. The wizard can also employ the eye of the sword to create five magical blades that strike as *magic missiles* for 1d4+1 points of damage each. (Knockdown d6, medium (1 hit) impact)

- **Eye of the Mage.** One manifestation of raw energy, such as lightning, fire, force, cold, or a similar effect, is absorbed by the eye of the mage. The eye can also project a 60-foot long by 5-foot wide *lightning bolt* that inflicts 4d8 damage (saving throw vs. spell for half damage) to all in its path. Either use expends the eye's power. (Knockdown d12, large (1-3 hits) electricity)

- **Eye of Venom.** This eye can be used to halt any one attack or effect that could poison the caster. In the case of an attacker armed with an envenomed weapon, the caster may decide to expend either the eye of venom or the eye of swords in order to block the attack. The eye can also be used to *poison* one creature within 30 feet; the victim must make a saving throw vs. poison or die in one round.

- **Eye of the Spirit.** The first attack that affects the victim's life energy, including energy drain, strength drain, *cause wounds*, *trap the soul*, *magic jar*, or *death* is parried by the eye of the spirit. The wizard may instead choose to expend the eye's power by casting *enervation* (see the 4th-level wizard spell) upon one target within 30 feet.

- **Eye of Artifice.** This eye deflects and is destroyed by the first attack directed at the caster from a magical device. If the attack also takes a form that may be blocked by another eye (for example, the bolt from a *wand of lightning*) the caster may choose which eye is expended. If used to attack instead, the eye of artifice functions as a *dispel magic* cast at 8th level.

- **Eye of Stone.** This eye offers protection against the first attack that could petrify the caster and then vanishes. It can also be expended to cast *hold person*.

Although any number of eyes can defend the wizard in the course of a single round, only one eye may be used to attack per round. When the caster uses an eye to attack, he may not cast a spell, attack physically, or employ another magical item in the same round; willing the eye to discharge its energies requires his complete concentration. Eye attacks are considered to have an initiative modifier of 1 or a speed of very fast in the *PLAYER'S OPTION: Combat & Tactics* initiative system. The material component is seven *blessed* gemstones worth at least 50 gold pieces each.

Shadowcat (Illusion)

Range: 10 yards/level	Components: V, S, M
-----------------------	---------------------

Duration: 1 turn/level
Area of Effect: Special

Casting Time: 3
Saving Throw: None

When this spell is cast, the wizard brings into being a cat made of shadow. The *shadowcat* is the size of a normal cat and may be either grey or black at the caster's option. The caster has complete telepathic control of the feline; he can see, hear, and even speak through it as long as it remains within range. At the moment it moves out of range, the *shadowcat* vanishes. The caster does not need to concentrate on the *shadowcat*. The shadowy feline is insubstantial, making subject only to magical or special attacks, including those by weapons of +1 or better. It has AC 5, a movement rate of 18, and saving throws equal to those of the caster. The cat dissipates if it loses hit points equal to one-half the caster's total hit points. The *shadowcat* has no attacks of its own and cannot touch or carry objects. A successful *dispel magic* spell causes the cat to vanish. A *shadowcat* makes no sound as it moves. It is 90% undetectable in all but the brightest conditions. It can pass through small holes or narrow openings. The material components of this spell are a black pearl of at least 100 gp value and a claw from a grey or black cat.

Steal Enchantment (Enchantment)

Range: Touch
Duration: Permanent
Area of Effect: One item

Components: V, S, M
Casting Time: 1 hour
Saving Throw: Neg.

This spell "steals" the enchantment from a magical item and places it within another, non-magical item (the material component). Both objects must be touched by the wizard during casting. The two items must be of the same category (blunt weapon, edged weapon, ring, amulet, shield, armor, wand, etc.).

The enchantment can be transferred only to a nonmagical item. Only the energy of one item can be transferred; it is not possible to combine two magical items into one item. The new item has all the properties of the original magical item (including the same number of charges, if any).

At the culmination of the spell, the original magical object is allowed an item saving throw vs. disintegration with all modifiers it is allowed as a magical item. Exceptionally powerful objects (such as artifacts) may be considered to automatically succeed the saving throw at the DM's discretion.

If the saving throw is successful, the magical object resists the effect and the spell ends in failure. If the roll is failed, the magical item loses all of its powers, which are transferred to the previously nonmagical object.

Even if the magical item fails its saving throw, the spell's success is not guaranteed. There is a chance that the enchantment might be lost. The base chance of this occurring is 100%, modified by -5% per level of the caster. Thus, a 20th-level wizard has no chance of losing the magic. If the enchantment is lost, both items become nonmagical.

The material component is the nonmagical item which is to receive the enchantment. It must be of equal or greater value than the object to be drained.

Suffocate (Alteration, Necromancy)

Range: 30 yards
Duration: 1 round/level
Area of Effect: 10-foot-radius circle

Components: V, S, M
Casting Time: 7
Saving Throw: Neg.

This spell draws the breath out of all creatures within the area of effect who fail a saving throw. Their breath is placed within a small silk bag held by the caster. Each round, a victim of this spell must attempt a Constitution check. If failed, the creature suffers 2d4 points of damage. If successful, the subject has taken in enough air to reduce the damage to 1d4.

As they struggle and gasp for air, affected creatures move and attack at half their normal rates, have a -4 Armor Class penalty, an attack penalty of -4, and lose all Dexterity combat bonuses.

Effects of this spell continue each round regardless of whether the victims remain in the original area of effect. The damage accumulates until the spell expires, the silk bag is opened, or a successful *dispel magic* spell is cast upon the bag. The penalties to combat remain in effect for 1d3 rounds after the spell ends.

The material component is a small silk bag studded with black opals worth a total of no less than 5,000 gp. The bag is not destroyed during casting, but becomes useless for future castings if a successful dispel magic spell is used on it.

Zombie Double (Necromancy)

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

This spell creates a ju-ju zombie duplicate of the caster. The *zombie double* has the same memories, consciousness, and alignment as the caster; essentially, the caster now exists in two bodies simultaneously. In all other respects, the *zombie double* is the same as a normal ju-ju zombie (AC 6; MV 9; HD 3+12; #AT 1; Dmg 3-12; SA strike as a 6 HD monster; SD immune to all mind-affecting spells, including illusions; immune to *sleep*, *charm*, *hold*, *death magic*, *magic missiles*, electricity, poisons, and cold-based spells; edged and cleaving weapons inflict normal damage while blunt and piercing weapons inflict half- damage; magical and normal fire inflicts half-damage); THACO 16. The *zombie double* cannot cast spells, but it can use any weapons that the caster can use. It is also able to climb walls as a thief (92 percent). The *zombie double* can be turned as a spectre. If it strays more than 30 yards from the caster, the *zombie double* becomes inactive and collapses to the ground; it becomes active again the instant the caster moves within 30 yards.

The material components for this spell are a bit of wax from a black candle and a lock of hair from the caster

Eighth-Level Spells

Abi-Dalzim's Horrid Wilting (Alteration, Necromancy)

Range: 20 yards/level	Components: V, S, M
Duration: Instantaneous	Casting Time: 8
Area of Effect: 30-foot cube	Saving Throw: _

This spell evaporates moisture from the bodies of every living creature within the area of effect, inflicting 1d8 points of damage per level of the caster. Affected creatures are allowed a saving throw, with success indicating half damage.

This spell is especially devastating to water elementals and plant creatures, who receive a penalty of -2 to their saving throws.

The material component is a bit of sponge.

Airboat (Alteration, Enchantment)

Range: 1 mile	Components: V, S
Duration: 1 hour/level	Casting Time: 1 round
Area of Effect: Special	Saving Throw: None

This spell must be cast under a cloudy sky. The caster points at a cloud, which immediately descends toward him. As it comes closer, the cloud changes shape,

becoming any sort of vessel imagined by the wizard (a dragon-shaped galley, a one-man dinghy, etc.).

Although the airboat is made of cloud, it feels solid and can support the weight of the caster plus one passenger per level of the wizard. It can fly at any speed up to 5 miles per hour per level of the caster (to a maximum of 90 miles per hour).

The caster maintains total telepathic control over the airboat's speed and direction.

While controlling the vessel, the wizard is able to perform other actions but may not cast other spells.

Analyze Dweomer (Divination)

Range: 10 yards

Components: V, S, M

Duration: 1 rd./2 levels

Casting Time: 8 hours

Area of Effect: 1 object or creature Saving Throw: None

This spell reveals to the caster all spells, enchantments, dweomers, and magical properties present in one creature or object. One property, spell, or power is revealed each round in approximate order of when the spells were cast or the properties were acquired. (If the DM doesn't know which spells were placed on the subject first, a random roll for order of discovery is fine.) The caster has a base 50% chance to discern the existence and identity of a particular spell or property, +2% per level to a maximum of 99%. The only enchantments that remain inscrutable to *analyze dweomer* are those surrounding artifacts or relics.

A 16th-level wizard finds an unknown wand and decides to use analyze dweomer to study it. The DM knows that it's a wand of fire, and he decides that the spells enchant an item, fireball, burning hands, and wall of fire were used to create the wand, in that order. In the first round, the wizard has an 82% chance to identify enchant an item; in the following round, an 82% chance to discover fireball; in the next round, an 82% chance to perceive burning hands; and so on, for all remaining enchantments. Note that the DM could have decided that any ran or unusual materials or processes used to create the wand would also be revealed as if they were spells.

After the wizard analyzes one object or creature, the spell ends, even if its duration has not expired yet. Casting this spell is physically taxing; the wizard must pass a system shock check or be exhausted and unable to do anything but rest for the next 1d8 hours. While this spell is most frequently used in the comfort and safety of the wizard's laboratory, a mage could also cast *analyze dweomer* to study the magical seals and barriers on a portal, to determine just how a companion has been cursed, or to examine a potential opponent for defensive spells.

The material component for this spell is a tiny lens of ruby or sapphire set in a small golden loop.

The gemstone must be worth at least 1,000 gp.

Defoliate (Necromancy)

Range: 30 yards

Components: S, M

Duration: Special

Casting Time: 1 round

Area of Effect: 50-foot square/level

Saving Throw: None

By means of this spell, the caster causes all vegetation within the affected area to wither and die, crumbling into black ashes. All vegetation is affected, from the tallest tree to the tiniest blade of grass. Intelligent plant life, such as treants, are also destroyed. The power of a *wish* or its equivalent is required to restore the destroyed vegetation; otherwise, nothing can grow in the *defoliated* area for a full year. Note that since *defoliate* causes plants to crumble to ash, there is no danger of a creature being struck by a toppling tree; however, creatures hiding in trees will find themselves plummeting to the ground when this spell is cast.

The material components for this spell are the petal from a withered flower and a sliver of charred wood.

Fear Ward (Abjuration)

Range: 0	Components: V, S, M
Duration: 1 turn/level	Casting Time: 1 round
Area of Effect: 5 foot radius	Saving Throw: None

Fear ward creates an aura around the caster that makes him immune to all forms of fear, including that caused by dragons. Additionally, *fear ward* protects the caster from attacks by all forms of undead; the spell is equally effective against physical and magical attacks. *Dispel magic* has no effect on *fear ward*, but a *wish* will negate it. The material components for this spell are the fangs of a spider and a hair from the head of a ghoul.

Gunther's Kaleidoscopic Strike (Invocation/Evocation)

Range: 5 yards/level	Components: V, S
Duration: Instantaneous	Casting Time: 8
Area of Effect: One creature	Saving Throw: Neg.

When this spell is cast, a thin beam of shimmering, kaleidoscopic light shoots from the wizard's fingertips toward his target. The victim is allowed a saving throw to resist the beam.

This spell has no effect on nonspellcasters, causing them no harm whatsoever. Creatures with innate spell-like abilities are also unaffected. Against wizards and priests, this spell can be devastating. It "short-circuits" the arcane energy stored in a spellcaster's mind, wiping away a number of memorized spells. Lost spells must be rememorized. The number of spells drained is equal to the caster's level minus 1d20. Thus, a 16th-level wizard drains a maximum of 15 spells, but could drain no spells depending on the die roll. After subtracting the die roll from the caster's level, any result of zero or a negative number indicates that the victim loses no spells. Spells are drained from the wizard's memorized spells beginning with 1st-level spells and working up to higher level spells. Any decision regarding which spell should be drained from a specific level should be determined randomly.

Heart of Stone (Necromancy)

Range: 0	Components: V, S, M.
Duration: 1 year	Casting Time: 1 day
Area of Effect: The caster	Saving Throw: None

This potent spell exchanges the necromancer's own living heart for a finely crafted heart of perfect, unblemished stone that alters the very nature of the wizard's body. As long as the *heart of stone* remains in effect, the caster need not fear attacks that pierce, slash, or cut him; he does not bleed and can ignore the most horrible injuries of this kind. The caster can also ignore most magical effects such as spells, magical devices, and innate spell abilities of less than 8th level.

In game terms, the character suffers only 1 point of damage from any type S or type P attack, plus any magical adjustment for the weapon. For example, if struck by a *long sword +1*, he would suffer only 2 points of damage. Strength and specialization bonuses are ignored. If the wizard is dismembered, he suffers no additional damage other than the inconvenience of having his limbs removed, and he can reattach a severed limb by holding it in place for one full turn. The *heart of stone* is also partially effective against type B attacks since it prevents bruising, swelling, and crushed blood vessels. Against bludgeoning weapons, the wizard only suffers half the normal damage. *Cause wound* spells always inflict minimum damage against a wizard protected by this spell. While the caster may not feel a sword in his rib cage, any damage sustained interrupts spellcasting.

In addition to resisting injury, the *heart of stone* also renders the character immune to fatigue and exhaustion, whether normal or magical. He also gains a +4 bonus to saving throws vs. petrification

attacks.

While the *heart of stone* is quite powerful, it has limitations. First of all, determined physical attack can eventually destroy the wizard despite his unnatural resistance to injury—a mob of angry peasants with hatchets and spears can finish him off 1 point at a time if that's what it takes. Second, the *heart* confers no protection against other attack forms, such as fire, electricity, cold, acid, and so on, although any bleeding caused by a burn is ignored. *Disintegration* effects also affect the caster. Most importantly, the caster loses the ability to naturally recover from injury and no longer regains lost hit points with the passage of time. Healing spells, potions and items are reduced to their minimum effect, so a *cure serious wounds* (2d8+1 hit points restored) would only return 3 hit points to a wizard protected by *heart of stone*. However, *limited wish* or *wish* can be used to restore 1 hit point per level of caster or all but 1d4 hit points, respectively.

In addition to these disadvantages, *heart of stone* also renders the caster vulnerable in one other way: his own real heart can be destroyed, instantly slaying him. Naturally, the caster will want to take steps to hide and protect his true heart to prevent this from happening. The living heart continues to beat for the duration of the spell but requires no special receptacle or facilities to protect it—the caster could leave it lying on the floor, if he wished.

The *heart of stone* cannot be dispelled, although a more powerful negation magic such as *Mordenkainen's disjunction* can bring the spell to an end. *Stone to flesh* also undoes the magic of the *heart of stone*. No matter how the spell is ended, the wizard's own living heart instantly returns to its proper place, and the stone heart appears wherever the living heart was kept. At this time, any injuries the wizard currently has are multiplied by 1d6 as the wounds begin to bleed again. For example, a necromancer who was injured for 6 points of damage instead suffers 6d6 when the spell ends.

The material component for this spell is the stone heart itself. This must be a carved stone of quality (jade, obsidian, or gold-veined marble would be appropriate) worth not less than 5,000 gold pieces. It must be prepared by use of the *enchant an item* spell. The stone is not consumed at the spell's end and may be used again if it is undamaged.

Homunculus Shield (Evocation, Necromancy)

Range: 0 Components: V, S, M
Duration: 1 round/level Casting Time: 3
Area of Effect: The caster Saving Throw: None

By creating a *homunculus shield*, the wizard separates a portion of his mind in the form of an exteriorized magical homunculus. This creature is invisible to all but the caster and appears as a miniature version of the caster perched atop the wizard's head. The wizard may move and act normally while this spell is in effect. The magical homunculus operates as an independent spellcaster. It may cast only *teleport*, *contingency*, and protective spells of 4th level and lower. It casts only spells from the wizard's memorized store of spells, but any spells cast by the homunculus are done so with a casting time of 1. The wizard selects which spells are cast by his homunculus; after they are cast, they are wiped from the caster's memory.

The homunculus has 1 hit point per two levels of the caster. These points are "borrowed" from the caster; while the homunculus is present, the wizard's hit points are reduced by this amount.

The homunculus cannot be struck by melee or missile weapons separately from the wizard. It can be damaged separately from the wizard (e.g., by a *magic missile* targeted at the homunculus or by area effect spells). The homunculus has the attributes and saving throws of the wizard.

At the end of the spell's duration, the homunculus disappears and any hit points it had are restored to the wizard. Hit points lost by the homunculus can be regained only by magical healing.

If the wizard's hit points are reduced to zero at any time during the spell, the wizard is dead even if the homunculus had hit points remaining.

A wizard with an active *homunculus shield* suffers a -4 saving throw penalty against magic jar spells cast upon him due to the division of his mental energy.

The material component is a miniature sculpted bust of the spellcaster.

Iron Body (Alteration)

Range: 0	Components: V, S, M
Duration: 1 rd./level	Casting Time: 8
Area of Effect: The caster	Saving Throw: None

This spell transforms the caster's body into living iron, which grants him several powerful resistances and abilities. While the spell is in effect, the caster can only be injured by blunt weapons of +3 or better value, or monsters of 8+3 Hit Dice or more. Slashing weapons, falling, crushing, and constriction attacks of all types are completely unable to harm the caster, although an attack may knock him offbalance or pin him beneath tons of debris. Spells or attacks that affect the subject's physiology or respiration—for example, poison, *cloudkill*, *enfeeblement*, *contagion*, or *pain touch*—fail completely, since the caster *has no* physiology or respiration while the spell is in effect. Also, spells that have weight limits should be applied to the wizard as if he weighed over 3,000 pounds. The wizard ignores electrical attacks and saves at +4 against fire attacks. If he saves, he takes quarter damage; if not, he takes half damage. If hit with a *rod of smiting*, he takes 2d8+6 points of damage unless the attacker rolls a natural 20. If this occurs, then the damage is doubled.

In addition to the natural immunities of an *iron body*, the wizard enjoys powerful offensive abilities. His Strength score is raised to 20 (+3 to attack rolls, +8 damage) for the duration of the spell, and he can punch or bludgeon his enemies twice per round for 1d4 points of damage per blow, plus his Strength bonus. Unfortunately, his movement becomes slow and awkward, so he is reduced to a move of 3 and suffers a -2 penalty to his initiative rolls (or a reduction of his base phase by one step, in *PLAYER'S OPTION: Combat & Tactics*). Most importantly, the wizard's clumsiness and lack of breath prevent him from casting any spells while the *iron body* is in effect.

Iron body may create additional hazards for the wizard as the DM deems appropriate. For example, rust monsters are extremely dangerous to a wizard using this spell. *Heat metal* spells inflict double damage to the caster. And, naturally, the wizard sinks like a stone in water—although he could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the spell expired. Some magical items, such as potions or winded instruments, may be temporarily unusable as well.

The material component for this spell is a small piece of iron that once belonged to an iron golem.

Shadow Form (Necromancy)

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

By means of this spell, the caster temporarily changes himself into a shadow. The caster gains the movement rate, Armor Class, hit dice, and all abilities of a shadow. His chilling touch (requiring a normal attack roll) inflicts 2-5 (1d4+1) hit points of damage on his victims as well as draining one point of Strength. Lost Strength returns in 2-8 (2d4) turns after being touched. If a human or demihuman victim is reduced to 0 hit points or 0 Strength by the caster in shadow form, the victim has lost all of his life force and is immediately drawn into the Negative Material Plane where he will forever after exist as a shadow.

All of the caster's weapons and equipment stay with him, but he is unable to use them while in *shadow form*. He is also unable to cast spells while in *shadow form*, but he is immune to *sleep*, *charm*, and *hold* spells, and is unaffected by cold-based attacks. He is 90 percent undetectable in all but the brightest of surroundings. Unlike normal shadows, a wizard in shadow form cannot be turned by priests. At the end of the spell's duration, there is a 5% chance that the caster will permanently remain as a shadow. Nothing short of a *wish* can return the caster to his normal form.

The material components for this spell are the shroud from a corpse at least 100 years old and a black glass marble.

Ninth-Level Spells

Chain Contingency (Evocation)

Range: 0 Components: V, S, M
Duration: 1 day/level Casting Time: 2 turns
Area of Effect: The caster Saving Throw: None

This powerful spell is similar to the 6th-level *contingency* spell.

Chain contingency allows the caster to designate either two or three spells that will take effect automatically under a specific set of conditions. In other words, when a set of conditions is met, the designated spells are "cast" immediately without the caster's intervention.

Chain contingency must be cast together with the spells it is to trigger. The caster may choose either two spells to occur simultaneously or three spells to occur consecutively, one per round. Spells must be of 8th level or lower. Only the 6th-level *contingency* spell may not be included. The casting time of 2 turns includes the casting of the spells to be triggered.

Unlike the *contingency* spell, spells "stored" in *chain contingency* can affect creatures other than the caster. These instructions must be carefully worded; the spell obeys the letter of its instructions and not the caster's intentions.

In casting *chain contingency*, the wizard defines the conditions that will trigger the "stored" spells. This definition must be carefully worded, but may be as limiting or general as the caster desires. The caster also states the exact order, target, range, and manner in which the stored spells are to be cast.

The spell has several limitations in triggering its spells. It does not have any powers of discernment; thus, an instruction to "target the highest-level enemy" is not possible. Furthermore, the conditions cannot involve a delay; a spell cannot be ordered to trigger "three turns after I sneeze."

When the named conditions are met, the *chain contingency* is automatically triggered.

If all specifics of casting a spell are not specified (e.g., target or area of effect), the effect is automatically centered on the caster.

Possible triggers might include a fall from a distance greater than the caster's height, the appearance of the first beholder within 30 feet of the caster, or the wizard pointing his finger and pronouncing a specified word.

Only one *chain contingency* can be placed on the spellcaster at any one time. If a second is cast, the first *chain contingency* is cancelled. It is possible to have both a *contingency* and a *chain contingency* operating at the same time, provided that there is no overlap in the conditions specified for triggering the two spells.

Spells triggered by the *chain contingency* have a casting time of 1. If the spell is triggered under conditions that are impossible to fulfill, it fails. If one of the spells in a series cannot be fulfilled, the remaining spells in the series are lost. Normal conditions, including line of sight to the target, must be fulfilled. All spells originate from the caster; thus, it is not possible for a caster to *teleport* and leave behind a series of *fireballs* to blast his enemies. In this case, the *fireballs* would either fail or destroy something at the caster's destination.

The material components are (in addition to those of the companion spells) 500 gp worth of quicksilver; a gem of at least 1,000 gp value; an eyelash from an ogre mage, kirin, or similar spell-using creature; and an ivory statuette of the wizard (which is not destroyed in the casting of the spell) which must be carried by the spellcaster in order for the *chain contingency* to perform its function when triggered.

Elemental Aura (Abjuration, Evocation)

Range: 0 Component: V
Duration: 1 hour/level Casting Time: 1 round

Area of Effect: The caster Saving Throw: None

This spell has four very different effects depending on the type (air, earth, fire, water) of *elemental aura* cast. Only the caster may receive an elemental aura, and it is not possible to benefit from more than one aura at one time.

Each aura is three inches thick and covers the caster's entire body. An aura of air is hazy white in color, an aura of earth is dull grey, an aura of fire is flickering red, and an aura of water is shimmering blue. The auras have these effects:

Air

- immunity to gas and air-based attacks
- total protection from physical attacks by creatures of the elemental plane of Air
- ability to cast *fly* and *protection from normal missiles* once each

Earth

- immunity to attacks from nonmagical weapons made of stone or metal
- immunity to physical attacks by creatures of the elemental plane of Earth
- ability to breathe and move at full movement rate within the element of earth
- ability to cast *wall of stone* once

Fire

- immunity to normal and magical fire
- total protection from physical attacks by creatures of the elemental plane of Fire
- ability to breathe and move at full movement rate within the element of fire
- total protection from hostile environmental effects while traveling plane of Fire
- ability to cast *wall of fire* once

Water

- immunity to water- and cold-based attacks
- total protection from physical attacks by creatures of the plane of Water
- ability to breathe and move at full movement rate within the element of water
- ability to cast *wall of ice* once

The auras do not restrict the caster in any way. He is free to move and act normally while under the influence of an aura.

Estate Transference (Alteration)

Range: 0

Duration: Permanent

Area of Effect: 1,000 square feet/level

Components: V, S, M

Casting Time: 10 turns

Saving Throw: None

This powerful spell allows a caster to transfer a large area of land in the Prime Material plane to any of the elemental planes. All buildings, people, and wildlife within the area of effect are also transported. The land forms a pocket of the Prime Material plane within the elemental plane. The pocket is a sphere with a diameter equal to the diameter of the land. The surface of the pocket allows creatures to enter or exit the pocket, but prevents the elements from entering the pocket.

Inside the pocket, the land is surrounded by air of a temperature matching that of the Prime Material plane at the moment the land was moved. In addition, a source of water is created within the pocket.

Before the spell is cast, the area to be moved must be surrounded by solid markers of material from the destination plane. Thus, if a wizard wants to move his castle to the Elemental Plane of Fire, he must first surround the area with solid blocks of matter from the Elemental Plane of Fire, such as hardened magma or magically-crystallized fire. The blocks must be spaced no more than five feet apart and may be placed above ground or under the surface (at a depth of no more than three feet).

The wizard must be within the area to be moved when he casts the spell. When the land moves, a hemispherical crater is left behind in the Prime Material plane. Inside its pocket on the desired plane, the land continues its existence as if nothing changed, with the exception of occasional visits from planar creatures.

Any land that is moved in this manner can never again be moved with this spell.

The material component (in addition to the markers) is the appropriate magical device to control elementals of the desired plane (*bowl commanding water elementals, brazier commanding fire elementals, censer controlling air elementals, or stone controlling earth elementals*). The item must be permanently placed at the heart of the area of effect and cannot be used for any other purpose. If the device is disturbed in any way, the spell immediately fails, allowing the energies of the elemental plane to flood into the protected area.

Glorious Transmutation (Alteration)

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

This spell turns iron into silver or lead into gold at the caster's option. The prime ingredient for this spell is a magical item called the *philosopher's stone*, which must be touched by the wizard and alchemically combined with the metal during casting. The formula for mixing the stone and the metal must be known by the caster; this information is not provided by this spell and the spell is useless without it. (The exact ingredients and formula are decided by the Dungeon Master and must be discovered by the wizard in the course of adventuring.)

Philosopher's stones vary in quality so much that each is capable of transmuting either 1d10x50 pounds of iron into an equal quantity of silver or 1d10x10 pounds of lead into the same amount of gold. It is not possible to know how much metal can be transmuted until the process is complete. If the caster has more iron or lead prepared than the spell is capable of changing, any excess is unchanged.

The entire transmutation must be made at one time. Only one stone may be used per casting of the spell. The entire *philosopher's stone* is consumed in the process.

Programmed Amnesia (Enchantment/Charm)

Range: 20 yards	Components: V, S
Duration: Special	Casting Time: Special
Area of effect: 1 creature	Saving Throw: Special

This particular spell was the last and most powerful spell developed by the archmentalist Rheizorn. It allows the wizard to selectively destroy, alter, or implant memories in the subject creature as he sees fit. He can completely reprogram a character, inventing a new persona, a new alignment, and assigning a new class as he sees fit. Only sentient beings can be affected; if the subject is not human, humanoid, or demihuman, he gains a +4 bonus on his saving throw.

As described above, *programmed amnesia* can be used to achieve several different effects. The wizard may choose to make use of any or all of the effects listed below:

- **A. Memory erasure.** Any or all memories possessed by the subject can be erased at the caster's will, including knowledge of specific events, people, or places.
- **B. Memory implant.** The caster can create false memories in the subject's mind as he sees fit. Imaginary friends, events that didn't really take place, betrayals by people the subject regards as his friends, or the friendship of an enemy could all be implanted in the subject's mind.
- **C. Skill erasure.** The subject can be made to forget any or all class-based skills or proficiencies, including all or part of his THACO (it resets to 20), thief abilities, spellcasting, turning undead, or any other ability that stems from knowledge. About the only characteristics that can't be affected by this usage of *Rheizom's programmed amnesia* are hit points, saving throws, and ability scores. A character's native language cannot be erased, either.
- **D. Persona erasure.** Combining the effects of a skill erasure and a memory erasure, this leaves the subject as a clean slate. Only his ability scores, hit points, saving throws, and native language

remain. The character may assume any class or alignment available, beginning as a 1st-level character just as if he had decided to dual-class. (Even demihumans can dual-class in this fashion, since they forget all skills of their previous class.)

- **E. Persona implant.** By erasing the existing personality and implanting a false set of memories, the wizard can build a new persona for the mind-wiped character. In effect, *he* can decide what class, alignment, and personality the subject will assume after his persona erasure. If the new persona is an adventurer, the character dual-classes, as described above.

- **F. Programmed erasure.** The subject can be programmed to suffer a memory, skill, or persona erasure when a certain event takes place. For example, the wizard could set the subject to be wiped clean as a slate when the subject receives a coded message or arrives at some destination. Optionally, the wizard can decide to have an erasure partially or totally lifted when the programmed condition comes to pass.

The casting time of this spell varies according to what effects the wizard wishes to impose on the subject. To cast just one of the listed effects, the wizard must spend two days secluded away from any distractions—a personal laboratory is a good example of a secluded place. In between the intense eight-hour casting sessions, the wizard can sleep and eat in the area he chose to seclude himself in. If the wizard breaks his seclusion for any reason, the spell is lost. Also, for every effect over the first, another day (with its eight-hour intense casting period) must be spent in seclusion.

The wizard must be able to see the spell's subject. At the end of each day of casting, the subject makes a saving throw vs. spell to negate the effect.

Programmed amnesia is normally permanent, unless the wizard cares to specify a set of conditions or parameters that will end the effect (see F, above). Its effects can only be undone by a *restoration* or *wish* spell, or by successful use of the psionic science psychic surgery. A character who picks up new skills or class abilities while amnesiac must make a saving throw vs. spell when his own real memories return; if he fails, the skills he learned as an amnesiac are gone forever, replaced by his former abilities, but if he succeeds he retains any new skills, and may even choose to continue in his new class as a dual-classed character. Dungeon Masters should keep in mind that an amnesiac character should still meet the new class's full prerequisites before he can become that class.

Obviously, this is a very powerful spell, and the DM should very carefully examine a PC's use of this magic. Dungeon Masters, take note—there are dozens of excellent plot vehicles hiding here if an NPC wizard uses this on a player character! Also, be aware that destroying a creature's personality and replacing it with one more amenable to the wizard's designs is never a good act.

Sphere of Ultimate Destruction (Conjuration/Summoning)

Range: 5 yds. / level	Components: V, S, M
Duration: 1 rd./level	Casting Time: 9
Area of Effect: Creates a sphere	Saving Throw: Special

This awful spell brings into existence a short-lived *sphere of annihilation* (as described in Appendix 3 of the DMG). The *sphere* is a black ball of nothingness about 2 feet in diameter that instantly and utterly destroys any matter that comes into contact with it. The *sphere* appears anywhere in the spell's range and moves up to 15 feet per round as the wizard directs. If the wizard attempts to bring the *sphere* into contact with a living creature, the potential victim gains a saving throw vs. breath weapon to dodge aside, but a victim who is unaware of the *sphere's* appearance or unable to move is destroyed without a saving throw.

Once conjured, the *sphere of ultimate destruction* may not move exactly as the caster wishes. The wizard has a 75% chance to control it, plus 1% per point of Intelligence over 12 and 3% for each point over 15. In other words, a wizard with an Intelligence of 18 would gain a +12% bonus to his chance to control the *sphere*. If the wizard fails to control the *sphere* in any given round, it automatically moves directly towards him at its maximum speed of 15 feet per round. Unlike the magical item, another wizard may not contest the caster's control of a *sphere of ultimate destruction* unless the second wizard possesses a *talisman of the sphere*. (See the DMG.)

Should a *gate* spell be cast upon the *sphere*, there is a 50% chance that the *sphere* is destroyed, a 35% chance that nothing happens, and a 15% chance that a gap is torn in the spatial fabric, catapulting everything in a 180-foot radius to another plane of existence. If the *sphere* is touched by a *rod of cancellation*, a tremendous explosion inflicts 3d4 x 10 points of damage to everything within 60

feet as the two forces negate each other. No other spell or magical item has any effect on a *sphere of ultimate destruction*.

There is a 5% chance that any particular manifestation of this spell does not cause a victim's utter destruction but instead transports him to a random plane of existence. The conjuring wizard has no

Wail of the Banshee (Necromancy)

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 9

Area of Effect: 30-foot-radius sphere

Saving Throw: Neg.

At the culmination of this dreadful spell, the wizard screams like a banshee (a groaning spirit). For each level of the caster, one listener within 30 feet hears the wail. Those who fail a saving throw vs. death magic die instantly.

The wizard cannot be the victim of his own spell, nor can he choose who will be affected. If there are more potential victims than the level of the caster, the DM must randomly determine which creatures are affected. Creatures who cannot hear (due to ear plugs, deafness, etc.) can be targets, but cannot be affected and are considered to automatically make their saving throws.

Priest Spells

First-Level Spells

Analyze Balance (Divination)

Sphere: Numbers, Divination

Range: 80 yards

Duration: 5 rounds+1 round/level

Area of Effect: One creature, object, or 10' square

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

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

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

A priest has a 5% chance per level of correctly determining the direction of variation along one randomly chosen axis. This means that a 10th-level priest evaluating the balance of a Chaotic Neutral creature would have a 50% chance of learning that the creature is Chaotic (and hence Chaotic Neutral, since it is only one step away from balance).

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

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

Anti-Vermin Barrier (Abjuration)

Sphere: Wards

Range: 30 yards

Duration: 1 hour/level

Area of Effect: 10-foot cube/level

Components: V, S, M

Casting Time: 1

Saving Throw: None

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

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

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

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

Astral Celerity (Alteration)

Sphere: Astral

Range: 0

Duration: 1 hr./level

Area of Effect: The caster

Components: V, S

Casting Time: 4

Saving Throw: None

This spell enhances the caster's movement capabilities in extraplanar settings by attuning him to his new surroundings. While very few 1st-level priests find themselves in this situation, higher level characters often make use of this spell. *Astral celerity* doubles the character's movement rate on the Astral Plane; normally, characters move at a rate of 30 times their Intelligence score in feet per round, but this spell increases this to 60 feet times their Intelligence score. As an incidental benefit, the caster also attunes himself to the plane much faster and suffers no penalties for missile fire while astral.

While *astral celerity* is most often used in the astral plane, it also offers a small benefit to ethereal characters, too: their movement rates are increased by 50%, so a character with a movement rate of 12 would enjoy a movement rate of 18 while this spell was in effect. Of course, time and distance have little meaning in the overall scheme of the Astral or Ethereal Planes, but *relative* speed could be very important in avoiding an unpleasant encounter or escaping from pursuit of some kind.

Battlefate (Alteration)

Sphere: Chaos

Range: 20 yds.

Duration: 2 rds./level

Area of Effect: 1 creature

Components: V, S, M

Casting Time: 4

Saving Throw: None

This spell alters probability to favor one character or creature locked in battle. His opponent may stumble at an awkward time, a clumsy parry might catch the enemy's weapon at just the right angle, or he happens to notice the foe moving in for a flank attack. The more powerful the priest, the more potent the aid; combat modifiers provided by *battlefate* equal +1 per three levels, so a 1st-level caster

provides a +1 bonus, a 4th-level caster a +2 bonus, a 7th-level caster a +3, and so on to a maximum of +5 for a 13th-level priest. The exact form of the aid or assistance varies from round to round—roll a d6 to see which aspect of the subject's combat abilities are affected in any given round.

d6	Effect
1	Nothing happens
2	Defenses enhanced, apply bonus to subject AC
3	Luck enhanced, apply bonus to saving throws
4	Accuracy enhanced, apply bonus to attack rolls
5	Damage enhanced, apply bonus to damage rolls
6	Lucky opening! Subject gains one extra attack with either enhanced accuracy or damage (subject's choice)

If the character does not make a roll of the specified type in the round, he gains no benefit for the spell; for example, if the character gains the saving throw bonus but doesn't have to make any saving throws during the round in question, *battlefate* doesn't help him. Of course, in the following round, the spell may provide him with a different benefit. Note that on a roll of 1, *battlefate* does not help the character the priest intends to aid—such is the nature of chaos.

The material component for this spell is an electrum coin tossed by the priest as he casts the spell.

Blessed Watchfulness (Alteration)

Sphere: Guardian

Range: Touch

Duration: 4 hrs. + 1 hr./level

Area of Effect: Creature touched

Components: V, S

Casting Time: 4

Saving Throw: None

By casting this spell, the priest confers exceptional powers of observation and alertness to one creature for the duration of the spell. While *blessed watchfulness* is in effect, the designated sentinel remains alert, awake and vigilant for the duration of the spell. In fact, it takes a roll of 1 to surprise someone under this effect. He resists *sleep* spells and similar magic as if he were 4 levels or Hit Dice higher than his actual level and gains a +2 bonus to saving throws against other spells or effects that could lower his guard or force him to abandon his watch, including *charm*, *beguiling*, *fear*, *emotion*, and similar mind-affecting spells. If the effect normally allows no saving throw, the watcher gains no special benefit.

Calculate (Divination)

Sphere: Numbers

Range: 0

Duration: Instantaneous

Area of Effect: The caster

Components: S, M

Casting Time: 4

Saving Throw: None

By means of this spell, the priest can accurately estimate the chance of success of one specific action, such as climbing a dangerous cliff, making a trick bowshot, crossing a burning room unharmed, or even striking an enemy. The action in question must be one that would normally be resolved by a die roll, but the priest doesn't have to be the person who attempts the feat; he can use *calculate* to estimate the odds for anyone taking an action in his sight. The priest has a 70% chance, +2% per level, of making an accurate estimate.

If successful, the DM reveals to the player the action's chance for success or any modifiers that may be in play. For example, he could reveal a particular opponent's Armor Class or THACO, the saving throw an opponent would require in order to save against a particular spell cast by the priest or the priest's wizard companion, or a character's chance to open doors, bend bars, or use a thief ability. The priest could even *calculate* his odds for actions that might be resolved by a die roll or DM caprice, such as his chance to avoid detection by hiding behind a rock. This spell takes into account factors that the priest himself may not be aware of, so from time to time a character may receive some very confusing results from this spell. For instance, if the priest doesn't know that an orc chieftain is actually a *polymorphed* tanar'ri masquerading as an orc, he may be astonished to learn that the "orc" has a THACO of 7!

If the priest fails his calculation check with a roll of 99 or 00, his calculation is wildly skewed in a random fashion. The material component for this spell is a miniature abacus of ivory worth at least 100 gp. It is not consumed in the casting of the spell.

Call Upon Faith (Invocation)

Sphere: Summoning

Range: 0

Duration: 1 round

Area of Effect: The caster

Components: V, S, M

Casting Time: 1

Saving Throw: None

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

The material component is the priest's holy symbol.

Calm Animals (Enchantment/Charm)

Sphere: Animal
Range: 60 yds. Components: V, S
Duration: 1 turn + 1 rd./level Casting Time: 4
Area of Effect: Special Saving Throw: Special

This spell soothes and quiets normal animals, which renders them docile and harmless. Only creatures with Intelligence ratings of 1 to 4 (in other words, animal- or semiintelligent creatures) can be affected by this spell. The caster can calm 2d4 Hit Dice of animals, plus 1 Hit Die per level, so a 4th-level priest could affect 2d4+4 Hit Dice of creatures. The caster can affect any animals he wishes to within the spell's range, but all the subjects must be of the same species. The subject creatures are not allowed a saving throw unless they have magical powers, abilities, or are clearly not entirely natural; a priest could calm a normal bear, war dog, or wolf with little trouble, but it's more difficult to affect a winter wolf, hell hound, or owlbear.

While under the influence of this spell, the affected creatures remain where they are and do not attack or flee, unless they are attacked or confronted by a significant hazard such as a fire or a hungry predator. Once roused, the spell's magic is broken and the animals are free to act in whatever fashion they normally would. Note that creatures affected by this spell are *not* helpless and defend themselves normally if attacked.

Courage (Enchantment/Charm)

Sphere: War
Range: 240 yards Components: V, S, M
Duration: Special Casting Time: 1 turn
Area of Effect: One unit up to 200 individuals Saving Throw: None

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

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

If a unit under the influence of a *courage* spell is not forced to make any morale checks, the spell expires at the first sunset.

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

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

The material component is a cube of cast iron.

Dispel Fatigue (Necromancy)

Sphere: Necromantic
Range: 30 yds. Components: V, S, M
Duration: Instantaneous Casting Time: 4
Area of Effect: 1 creature Saving Throw: None

This spell removes physical fatigue or exhaustion from the subject by undoing the physiological effects of his exertions. The subject is instantly restored to his normal, fully rested level of endurance or vigor. This spell can be used to negate the penalties of forced marching, long swims, jogging, running, or sprinting, or even accumulated fatigue points from either the *PLAYER'S OPTION: Combat & Tactics* rules or the magic fatigue

rules in Chapter 6. Once this spell has been cast, the subject may start to accumulate fatigue or fatigue-based penalties again, depending on how he continues to exert himself. The material component is a sprinkle of fresh, *blessed* springwater.

Emotion Read (Divination)

Sphere: Thought	
Range: 5 yards/level	Components: V, S, M
Duration: Instantaneous	Casting Time: 3
Area of Effect: One creature	Saving Throw: Neg.

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

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

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

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

The material component is a square of unmarked white wax.

Firelight (Alteration)

Sphere: Elemental	
Range: Touch	Components: V, S, M
Duration: 4 hrs. +1 hr./2 levels	Casting Time: 4
Area of Effect: 1 object	Saving Throw: None

This variant of the spell *log of everburning* changes one small fire no larger than a campfire *into firelight*. The flame ceases to produce smoke and becomes much cooler; within 1 turn of the spell's casting, the fire cools enough to be handled or touched barehanded without causing harm. *The firelight* is resistant to gusts of wind or poor burning conditions (pouring rain, lack of air, and so on), but complete immersion in water, vacuum, or magical *darkness* extinguishes the flame immediately. *Firelight* burns brighter and steadier than a normal flame, and a torch enchanted with this spell sheds light in a 30-foot radius instead of the normal 15-foot radius. The fuel source lasts throughout the duration of the spell. Unlike *log of everburning*, this spell is not at all useful for staying warm *since firelight* produces very little heat.

Firelight inflicts 1d2 points of damage per caster level if cast on creatures of living or elemental fire, but has no other effect on these monsters. The material component is a mix of resins and incense, thrown into the flame to be affected.

Know Age (Divination)

Sphere: Time	
Range: 0	Components: V, S, M
Duration: Instantaneous	Casting Time: 1
Area of Effect: One object or creature	Saving Throw: None

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

The material component is a calendar page.

Know Direction (Divination)

Sphere: Travelers

Range: 0

Duration: Instantaneous

Area of Effect: Special

Components: V, S, M

Casting Time: 1

Saving Throw: None

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

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

Know Time (Divination)

Sphere: Time

Range: 0

Duration: Instantaneous

Area of Effect: The caster

Components: V, S

Casting Time: 1

Saving Throw: None

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

Log of Everburning (Enchantment)

Sphere: Elemental, Plant

Range: Touch

Duration: 1 hour/level

Area of Effect: Special

Components: V, S

Casting Time: 1

Saving Throw: None

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

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

The affected wood radiates magic. The priest may enchant up to 1 cubic foot of wood per level of experience. The spell is effective on torches.

Mistaken Missive (Alteration)

Sphere: Chaos

Range: Touch

Duration: Permanent

Area of Effect: One page/level

Components: V, S, M

Casting Time: 1

Saving Throw: None

This spell alters the appearance of words written in ink. When the spell is cast upon a written page, the ink imperceptibly begins to move. Over the next few days, the message becomes progressively more illegible. If the page is left undisturbed for six days, an entirely new message forms on the page. The new message is completely legible and is recognizable as the handwriting of the original author, but is contrary in content to the original message.

After the spell is cast, the message will appear different every day. The DM decides the message that the page will carry after the sixth day has passed. Following is a sample of the changes that could take place in a message.

Day One: The words of the letter appear faint, as if the author of the letter was running out of ink as he wrote.

Day Two: The words have moved slightly from their original positions, as if the person writing the letter were shaking or in a moving carriage when the letter was written.

Days Three and Four: The message is gibberish. Although the ink forms groups of letters arranged in lines with punctuation, nearly all the words are meaningless. This may appear to be some sort of code, but it means nothing.

Day Five: The ink has formed real words. However, the sentence construction is still meaningless (e.g., Egg west worse green!).

Day Six (and beyond): The message is coherent, but the opposite intent of the original message has been created. If the original letter read, "Send troops quickly," the new letter reads, "All is fine. Keep your men in reserve."

If *mistaken missive* is cast on the pages of a spellbook or a scroll, the ink on the page reforms into a new spell of the same level as the original spell. Thus, a *darkness* spell might become a *maze* spell. However, the spell formula will be wrong. Although it will look like a proper spell, it will not function when cast.

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

A *glass of preserved words* will allow the original message to be read correctly.

Dispel magic will restore the message to its original form.

The material component is three drops of ink.

Morale (Enchantment/Charm)

Sphere: War

Range: Special

Duration: Special

Area of Effect: One unit up to 200 individuals

Components: V, S, M

Casting Time: Special

Saving Throw: None

This spell can be used in two distinct ways. The first is appropriate for battlefield use.

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

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

The second and more powerful use of the spell requires lengthy preparations. Casting must take place inside or within 100 yards of a place of worship dedicated to the casting priest's deity. Both the priest and the unit to be affected must be present. The casting time for this use is 5 turns. The material component is the priest's holy symbol.

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

Orison (Various schools)

Sphere: All

Range: 10 yds.

Duration: Special

Area of Effect: Varies

Components: V, S

Casting Time: 4

Saving Throw: None

The most humble of priestly spells is the *orison*, a brief prayer or invocation of a minor nature. Typically,

priests learn a number of *orisons* as acolytes or students in order to hone their spellcasting skills and emphasize concepts, ideals, or phrases of particular importance to the faith. Because an *orison* is not even on par with other 1st-level magic, a priest memorizes a number of individual *orisons* equal to three +1 per level (up to a maximum of nine) when he devotes a 1st-level spell slot to *orison*. In other words, a 1st-level priest can memorize four *orisons* for one 1st-level spell slot, a 2nd-level priest can memorize five, and so on. Unlike *cantrip*, an *orison* must have a specific effect, although the priest need not decide which incantation he will use until he actually casts the spell. Regardless of the prayer chosen, the *orison's* duration is never more than one round per level. Known *orisons* include the following:

- **Alleviate:** A single creature suffering from nausea or pain is relieved of its discomfort. Magically induced nausea or pain is only alleviated if the victim passes a saving throw vs. spell with a -2 penalty.
- **Calm:** A single creature that has been startled or frightened is soothed. Victims suffering from magical fear may attempt a save vs. spell with a -2 penalty to calm themselves.
- **Clarity:** For the duration of the orison, the priest's speech is clear and free of impediment—useful for readings from sacred texts and other such rites. Magical conditions such as *confuse languages* cannot be overcome by this *orison*.
- **Courage:** The priest gains a +1 bonus to his next attack roll, as long as the attack is made within the spell's duration.
- **Guidance:** The priest gains a +1 bonus to a Wisdom or Intelligence check to determine the right course of action in a moral dilemma or puzzle.
- **Healing:** By his touch, the priest may heal a creature of 1 point of damage.
- **Magic sense:** If there is a persistent spell effect or magical item within 10 yards, the priest feels a recognizable tingle or sensation of some kind. He has no way to determine what item or spell may have caused the reaction.
- **Memory:** Any item the priest commits to memory during the spell duration is more completely and permanently learned; he gains a +2 bonus to any checks to recall the exact appearance, wording, or meaning of an item, text, or message.
- **Resistance to magic:** The caster gains a +1 bonus to his next saving throw against magic of any type, as long as it occurs during the *orison's* duration.
- **Resistance to poison:** The priest gains a +1 bonus to his next saving throw vs. poison, as long as it occurs during the *orison's* duration.

Other orisons of similar power or scope may be permitted by the DM. Generally, an *orison* should not affect more than one creature or die roll at a time, and an *orison* that can actually cause immediate harm to a creature should inflict no more than 1 or 2 points of damage. An offensive *orison* would be quite rare and most probably associated with an evil or chaotic priesthood.

Personal Reading (Divination)

Sphere: Numbers

Range: 0

Duration: Special

Area of Effect: One creature

Components: V, S, M

Casting Time: 2 turns

Saving Throw: None

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

The "historical" information discovered through this spell is generally vague. For example, the priest might learn that the subject was born in the woods and moved to the city only after hardship made his life untenable. Specific information is up to the DM. The DM might provide some or all of the following information.

The subject's character class or career

The subject's approximate level (stated in terms such as "novice," "highly skilled," "moderately competent,"

etc.)

The subject's standing in the community ("highly respected," "mistrusted," "considered an enigma," etc.)

The subject's success or failure in his profession

The subject's prevailing character traits or mannerisms

If the priest casts the spell based on an alias or incorrect birth information, the reading will be inaccurate. The DM should develop a history and personality at odds with the truth. This might allow the priest to determine whether the name of the subject is correct-

-a reading giving information that conflicts with what the priest already knows should be a clue that the name is incorrect.

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

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

A DM may rule that this spell can be cast on humanoids or monstrous creatures. The information available will be similar (considering that words like "profession" will mean something different when applied to an ogre). This spell will categorically fail on creatures that have no concept of a personal name.

Protection from Chaos (Abjuration)

Sphere: Law

Range: Touch

Duration: 3 rds./level

Area of Effect: 1 creature

Components: V, S, M

Casting Time: 4

Saving Throw: None

Resembling the spell *protection from evil*, this abjuration wards the creature touched from the attacks of minions of chaos. Chaotic creatures suffer a -2 penalty to attack rolls against the spell recipient, and the subject gains a +2 bonus to saving throws against spells or other attacks employed by chaotic creatures. Attempts to possess, *dominate*, or exercise other forms of mental control against the recipient are automatically blocked by this spell.

Protection from chaos also wards the recipient against contact with extraplanar creatures of chaotic origin, including tanar'ri, slaad, and eladrin. Unlike *protection from evil*, this spell does not necessarily guard against summoned or conjured creatures unless the creatures in question are chaotic in alignment. However, *protection from chaos* does protect the recipient from creatures influenced by *confusion* and *chaos* spells and effects. The natural or bodily attacks of such creatures automatically fail, as long as the recipient does not use the spell's power to trap, pin, or drive back the chaotic creatures in question. The spell ends if the recipient makes a melee attack against creatures that are prevented from attacking him by this spell.

The material component is a small ring of gold or lead tempered by a chaotic smith. Note that this spell is not reversible.

Ring of Hands (Abjuration) Reversible

Sphere: Protection

Range: 0

Duration: 2d10 rounds

Area of Effect: Special

Components: V, S

Casting Time: 5

Saving Throw: None

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

The *ring of hands* forms a protective barrier around the priests and everything within their circle. For each

priest, assume a five-foot circumference of the circle; thus, three priests would create a circle of 15-foot circumference. For easy calculation, assume that for each priest, the circle can accommodate four persons. The barrier functions as a *protection from evil spell*. Attacks by evil creatures suffer a

-1 penalty for every priest forming the circle. Saving throws made by the priests or anyone in the circle against attacks from such creatures receive a +1 bonus for every priest in the circle.

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

Because the priests casting the spell cannot move and must hold hands, they do not receive any Dexterity bonuses to Armor Class. Furthermore, opponents gain a +2 bonus on attack rolls against the priests, since there is little they can do to avoid a blow.

Creatures within the ring are free to act as they wish. Melee attacks by those within the ring are limited to piercing weapons and suffer a -1 penalty to attack rolls since the priests intervene.

The reverse of this spell, *ring of woe*, functions as detailed above except the effect applies to good creatures as would a *protection from good spell*.

Sacred Guardian (Enchantment/Charm)

Sphere: Guardian

Range: Touch

Duration: 1 day/level

Area of Effect: Creature touched

Components: V, S, M

Casting Time: 1

Saving Throw: None

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

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

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

Speak With Astral Traveler (Alteration)

Sphere: Astral

Range: Touch

Duration: 1 round/level

Area of Effect: One creature

Components: V, S

Casting Time: 1 round

Saving Throw: None

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

Strength of Stone (Invocation/Evocation)

Sphere: Elemental

Range: Touch

Duration: 3 rds.+ 1 rd./level

Area of Effect: 1 creature

Components: V, S, M

Casting Time: 4

Saving Throw: None

This spell grants supernatural strength to the recipient by raising his Strength score by 1d4 points or to a minimum of 16, whichever is higher. Each 10% of exceptional Strength counts as 1 point, so a character with a Strength of 17 could be raised as high as an 18/30, but no higher. Both the priest and the recipient must be in contact with solid stone or earth when the spell is cast—standing on the ground will do nicely, *but flying or*

swimming will not. The spell lasts for 3 rounds plus 1 round per caster level or until the subject loses contact with the earth. Obviously, this can happen in a number of ways, including being picked up or grappled by a larger creature, being knocked through the air by an impact or explosion, or even being magically moved in some fashion. The material components are a chip of granite and a hair from a giant.

Sunscorch (Invocation/Evocation)

Sphere: Sun

Range: 40 yds.

Duration: Instantaneous

Area of Effect: 1 creature S

Components: V, S

Casting Time: 4

Saving Throw: Neg.

This spell creates a brilliant ray of scorching heat that slants down from the sky to strike one target of the caster's choice. The victim is entitled to a saving throw vs. spell to avoid the ray—a successful save indicates that it missed altogether. Any creature struck by the ray sustains 1d6 points of damage, plus 1 point per caster level. Undead creatures and monsters vulnerable to bright light sustain 1d6 points of damage, plus 2 points per caster level. In addition to sustaining damage, living victims are also blinded for 1d4 rounds by the spell.

The sun must be in the sky when *sunscorch* is cast, or the spell fails entirely. It cannot be cast underground, indoors, or in hours of darkness, although routine overcasts do not hinder the *sunscorch*.

Thought Capture (Divination)

Sphere: Thought

Range: 0

Duration: Instantaneous

Area of Effect: 10 yards

Components: V, S

Casting Time: 3

Saving Throw: None

One of the more bizarre contentions held by priests of the School of Thought is generally scoffed at by outsiders. The theory states that once a thought has occurred in someone's brain, it exists as a "freestanding mental object." This "thought object" usually remains inside the brain of the creature that created it, but sometimes it escapes (this supposedly explains why people forget things). When this happens, the thought object stays in the geographical area where it was lost. Any receptive brain (usually the brain of the creature that initially created the thought) can pick it up again simply by bumping into the invisible, free-floating thought. According to the theory, this is the reason that people can regain a lost thought by going back to the location where the thought was lost. This supposedly works because the free-floating thought is recaptured, not because the locale reminds them of the thought. Unfortunately for philosophers who disagree with this, *thought capture* seems to be extremely strong evidence for this theory.

This spell makes the priest's brain something of a magnet that attracts thought objects in close proximity. The priest can sense strong thoughts and emotions and can sometimes even see momentary visions of creatures who died or suffered some powerful emotion in the immediate vicinity. Thought objects are always attracted to the priest in the order of the strongest (those attached to powerful emotions or significant events) to the weakest.

Thus, if several thought objects share the same vicinity, the priest will perceive information about the most interesting or significant event. The priest might pick up images of a battle from the point of view of a warrior who died there, or he might gain information about the victor of the battle.

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

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

Weighty Chest (Alteration)

Sphere: Wards

Range: Touch

Duration: 1 day/level

Area of Effect: 5-foot cube

Components: V, S, M

Casting Time: 1

Saving Throw: None

This spell enables the caster to enchant a chest, book, package, or any other nonliving object no larger than a 5'x5'x5' cube. When the enchanted object is touched by anyone other than the caster, the apparent weight of the object increases, becoming 2-5 (1d4+1) times the weight of the person or persons touching it. This condition makes the object extremely difficult to move for anyone but the caster. The caster can move the object normally throughout the duration of the spell.

The material component is a lead ball.

Wind Column (Invocation/Evocation)

Sphere: Elemental

Range: 0

Duration: 2 rds./level

Area of Effect: The caster

Components: S

Casting Time: 1

Saving Throw: None

A priest with access to this spell need not fear most routine falls, since the casting of the *wind column* creates a pillar of strong winds to slow his descent. The spell is most effective in areas or regions where a strong breeze is available, such as the heights of a mountain or the mast of a ship at sea. In areas of dead, calm air, it is much more difficult to muster the windpower necessary to arrest the caster's fall. The caster's rate of descent (and risk of damage) varies with the strength of the prevailing winds, as shown below.

If the wind is very strong, the caster can even choose to gain altitude instead of falling, although he can rise no higher than 5 feet per level above his original height before the *wind column* loses cohesiveness and he starts to fall again. However, a priest could use this to leap out a castle window and allow the winds to bear him to the roof of the tower, if the conditions are right.

Wind Strength	Falling	Damage Rate
Very strong	+2ft./sec.(120ft./rd.)	None
Strong	4ft./sec.(240ft./rd.)	None
Moderate	8 ft./sec. (480 ft./rd.)	1 per 10 ft. ¹
Light	16 ft./sec. (960 ft./rd.)	1d2 per 10 ft. ²
None	32 ft./sec. (2000 ft./rd.)	1d3 per 10 ft. ³
¹ Maximum of 8 points ² Maximum of 10d2 ³ Maximum of 12d3		

If you prefer to use the combat round scale from *PLAYER'S OPTION: Combat & Tactics*, rounds are approximately one-tenth as long, and movement per round is reduced accordingly. For example, in moderate winds, the caster will fall about 48 feet per round in the *Combat & Tactics* scale.

Second-Level Spells

Astral Awareness (Divination)

Sphere: Astral

Range: 0

Duration: 1 hr./level

Area of Effect: The caster

Components: V, S

Casting Time: 5

Saving Throw: None

This divination attunes the caster's perceptions to the silver void of the Astral Plane or the misty grayness of the Ethereal Plane. While the spell is in effect, the caster automatically notes the approach of all kinds of astral or ethereal phenomena, including shifting conduits, the psychic wind, ether cyclones, demiplanes and debris, color pools, and curtains of vaporous color. The character has a 90% chance to detect a color pool from its invisible side and a 5% chance per level to determine which plane a curtain or pool leads to simply by studying its color.

In addition to his awareness of physical phenomena, the caster gains a +2 bonus to surprise checks against astral or ethereal monsters. He also has a 5% chance per level to detect the threat of creatures whose gaze extends into the Ethereal (basilisks, for instance) before he enters the range of the monster's gaze weapon.

Aura of Comfort (Evocation)

Sphere: Travelers

Range: Touch

Duration: 1 hour/level

Area of Effect: Creature touched

Components: V, S

Casting Time: 2

Saving Throw: None

When this spell is cast, a faintly shimmering aura surrounds the recipient. The aura insulates the recipient from the effects of nonmagical heat and cold in a range of -20 F. to 140 F. Any time a traveler encounters temperatures in this range, he maintains a comfortable temperature of 70 F., regardless of prevailing weather conditions.

Additionally, the spell acts as a shield against rain, snow, and hail, which are blocked by the aura.

If a recipient encounters a temperature above or below the stated range, the temperature within the aura is altered by an equal number of degrees. For example, a recipient who encounters a temperature of 150 will actually experience a temperature of 80°F.

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

Calm Chaos (Enchantment/Charm)

Sphere: Law

Range: 20 yards

Duration: Special

Area of Effect: 1d6 creatures/level

Components: V, S

Casting Time: 1

Saving Throw: Special

This spell temporarily calms a chaotic situation involving a group of people. The situation may involve any range of emotions from violence (as in a barroom brawl) to joy and merrymaking (as in a festival or carnival). Unlike the *emotion* spell, *calm chaos* does not cause a change in the emotions of affected creatures--anger, fear, or intense joy remain in each individual. The emotion is simply restrained rather than released. Thus, an angry character intent on attacking someone will still feel the desire to do so, but he

will withhold his action as long as the spell remains in effect.

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

After casting the spell, the priest makes a Charisma check. If successful, all characters affected by the spell are compelled to stop what they are doing. They are filled with the sensation that something important is about to occur. At this time, the priest or a character of his choosing must gain the attention of the affected creatures by giving a speech, performing for the crowd, or casting spells with intriguing visual effects (such as *dancing lights*). The attention of the crowd is then held for as long as the distraction continues. A character could filibuster and maintain control over the affected characters for hours or days.

Two conditions will cause the group to resume its original actions. In the first, the method of entertaining the crowd ceases for one round--the speech ends or the spell expires. If this action is not replaced with another distraction within one round, the crowd is freed of the spell.

In the second condition, if an event occurs that is more immediate than the distraction, the crowd will divert its attention to that event. Thus, if the spell were used to stop a barroom brawl and the building caught fire or was attacked, the crowd's attention would be diverted and the individuals could act freely.

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

Chaos Ward (Abjuration)

Sphere: Chaos

Range: Touch

Duration: 2 rds./level

Area of Effect: Creature touched

Components: V, S, M

Casting Time: 5

Saving Throw: None

By using this spell, the priest can create a shimmering aura of whirling light that surrounds the chosen creature. This protective aura makes the spell recipient more difficult to hit in hand-to-hand combat by providing a -1 bonus to the subject's Armor Class. Against missile attacks or ranged spells aimed directly at the recipient, the *chaos ward* is even more effective since it provides a -2 bonus to Armor Class and a +2 bonus to any saving throws required. In addition, there is a chance that missile attacks or directed spells may be deflected or reflected by the chaotic energy of the shield, as shown below:

d% ¹	Effect
01-85	No unusual effect, subject gains normal benefits of <i>chaos ward</i>
86-95	Spell or attack automatically defeated
96-99	Spell or attack ricochets, affecting a random creature within 30 feet—normal attack roll or saving throw needs to be rolled for the random creature to be affected
100+	Spell or attack reflected back at originator, normal attack roll or saving throw applies

¹ Add the caster's level to the d% roll.

In order to qualify as a spell aimed directly at the recipient, a spell must affect *only* the subject in question; a spell such as *hold person* or *sleep* that happens to include the subject in its area of effect does not count as a directed spell and does not trigger the *chaos ward*. The material component is a playing card used by a rogue of chaotic alignment.

Create Holy Symbol (Conjuration)

Sphere: Creation
Range: 0
Duration: Permanent
Area of Effect: The caster

Component: V
Casting Time: 2
Saving Throw: None

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

Cure Moderate Wounds (Necromancy) Reversible

Sphere: Healing
Range: Touch
Duration: Instantaneous
Area of Effect: Creature touched

Components: V, S
Casting Time: 5
Saving Throw: None

Somewhat less common than the well-known *cure light wounds* and *cure serious wounds*, this healing spell was created by a priest who found that his heroic companions required his skill at doctoring more than his advice and wisdom. By laying his hand on the subject's body, the priest can heal 1d10 +1 per level up to 8th level. Noncorporeal, nonliving, or extraplanar creatures cannot be healed by this spell. The reverse of this spell, *cause moderate wounds*, requires the priest to successfully touch the victim and inflicts 1d10 +1 per level up to 8th level. (The knockdown and critical strike entries above are for spell's reverse.)

Dissension's Feast (Enchantment/Charm, Alteration)

Sphere: Chaos
Range: Touch
Duration: 5 turns+2 turns/level
Area of Effect: Special

Components: V, S
Casting Time: 2 turns
Saving Throw: Neg.

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

The effects of the spell begin five rounds after the food has been eaten. At that time, creatures who have eaten the affected food are allowed a saving throw; success indicates that a creature is not affected. Affected creatures quickly become agitated. Petty events ranging from poor table manners to loud talking bother everyone. After five minutes, tempers flare, characters feel compelled to shout at and insult one another, and threats are hurled. Even normally calm characters will feel compelled to vent their frustrations violently.

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

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

Draw Upon Holy Might (Invocation)

Sphere: Summoning

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 2

Area of Effect: The caster

Saving Throw: None

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

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

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

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

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

Emotion Perception (Divination)

Sphere: War

Range: 300 yards

Components: V, S, M

Duration: Instantaneous

Casting Time: 1 turn

Area of Effect: One unit/five levels Saving Throw: None

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

Ethereal Barrier (Abjuration)

Sphere: Astral, Wards

Range: 120 yds.

Components: V, S, M

Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: Two 10-ft. squares/level

Saving Throw: None

The *ethereal barrier* is a defense against the passage of extradimensional creatures, including characters or monsters that are *phased*, *ethereal*, or travelling via *dimension door* or *shadow walk*. The priest creates an imperceptible barrier of 10 square feet per level that may be arranged in any fashion the priest desires. For example, a 3rd-level character can ward six 10-foot by 10-foot surfaces, which would be sufficient to guard a 10-foot by 10-foot by 10-foot room (four walls, a ceiling, and a floor need to be protected.) Note that some monsters may be capable of abandoning their ethereal approach in order to simply enter the barred area on their own feet—the *ethereal barrier* only bars their passage as long as they are traveling in the Border Ethereal. Also, while this spell can't be worn down by any form of attack, it does not bar *teleportation*, *gates*, or the passage of astral creatures.

Ethereal barrier may be cast as cooperative magic by several priests working together. As long as all involved characters can cast the spell, the areas of effect of each priest are added together. Total the levels of all

priests involved and multiply by two to find the number of 10-foot by 10-foot squares that may be warded. For example, four 6th-level casters (24 total levels) can ward 48 10-foot by 10-foot squares. The duration is determined by the highest level priest involved, plus 1 turn for each additional priest. In the previous example, this would be 6 turns plus 3 turns for three additional priests for a total of 9 turns.

This spell is also suitable for focus magic (see the spell *focus* in the *Tome of Magic*). The material component is a special compound of rare earths and lead worth at least 10 gp per application. One application is required for each 10-foot by 10-foot square to be warded.

Frisky Chest (Enchantment/Charm)

Sphere: Wards

Range: Touch

Duration: Permanent

Area of Effect: 10-foot cube

Components: V, S, M

Casting Time: 2

Saving Throw: None

With this spell, the caster can enchant a chest, book, or any other nonliving object no larger than a 10'x10'x10' cube. When any creature other than the caster comes within three feet of the enchanted object, it instantly sprouts appendages and moves away from the creature as quickly as possible. The enchanted object continues to move until it is at least 10 feet away from the nearest creatures in the area.

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

The enchanted object can sprout feet (MV 24), wings (FI 24, maneuverability class B), or fins (Sw 24), whichever is most advantageous. Thus, a book on a shelf might sprout wings and fly away, while a table might gallop around a room. The enchanted object can freely and instantly trade appendages as necessary.

The enchanted object will move only through open spaces. It will not crash through windows, shatter a closed door, or dig through the earth. It cannot attack or take any actions other than movement. If surrounded or cornered, the enchanted object moves in random directions until it is restrained or destroyed.

The enchantment ends if the caster voluntarily negates it, if the enchanted object is destroyed (the object has the same vulnerabilities as it has in its normal state), or if the enchanted object is restrained for 2-5 (1d4+1) consecutive rounds. Restraint means that the object is prevented from fleeing; if a creature is able to grapple, lift, or sit on the object, it is considered restrained. A creature capable of lifting the object in its normal state is considered strong enough to restrain it (for instance, a person capable of lifting a 50-pound box is also capable of restraining such a box enchanted by *frisky chest*). The object may also be restrained by tossing a net or heavy blanket over it or by surrounding it with several characters.

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

Hesitation (Enchantment/Charm)

Sphere: Time

Range: 30 yards

Duration: 1 round/level

Area of Effect: 20-foot-radius circle

Components: V, S, M

Casting Time: 2

Saving Throw: Neg.

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

The spell affects 2-8 Hit Dice or levels of creatures, although only one creature of 4 or more Hit Dice can be affected regardless of the number rolled. All possible victims are allowed saving throws vs. spells; those failing their saving throws modify their initiative rolls by +4 for a number of rounds equal to the caster's level.

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

Idea (Divination)

Sphere: Thought

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 4

Area of Effect: The caster

Saving Throw: None

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

If there are no forgotten facts, the DM may, at his discretion, tell the player of new information relevant to the condition at hand.

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

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

Iron Vigil (Alteration)

Sphere: Guardian

Range: 0

Components: V, S

Duration: 1 week + 1 day/level

Casting Time: 1

Area of Effect: The caster turn

Saving Throw: None

This spell allows the priest to ignore hunger, thirst, and extremes of climate for an extended period of time. While the spell is in effect, the priest requires no food or drink. He is effectively immune to exposure, dehydration, and heat or cold injury, since no naturally occurring climatic condition will cause him harm. (Lightning, floods, tornadoes, earthquakes, and other such hazardous phenomena can still cause physical injury, of course.)

During the *iron vigil*, the priest is able to ignore the need to sleep by choosing to meditate instead. While meditating, the priest can keep watch on his surroundings, but he suffers a +1 penalty to any surprise checks. If the character wishes to memorize spells, he must sleep normally.

At the vigil's end, the priest must eat and drink; if no food or water is available, the character must make a Constitution check once every four hours at a cumulative -1 penalty or fall into a coma and perish within 1d3 days if he receives no aid.

He also requires at least four hours of rest for each day that he did not eat, drink, or sleep during his vigil.

Lighten Load (Alteration)

Sphere: Travelers

Range: 30 yards

Components: V, S, M

Duration: 1 hour/level

Casting Time: 2

Area of Effect: 10-foot cube

Saving Throw: None

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

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

magical items.

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

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

Mind Read (Divination)

Sphere: Thought

Range: 5 yards/level

Duration: 1 round/level

Area of Effect: Special

Components: V, S

Casting Time: 2

Saving Throw: None

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

The details and the usefulness of the creature's thoughts will depend on the intelligence of the subject. While a priest could read the thoughts of an animal, he would probably receive only a confused jumble of emotions and instincts. Reading the mind of a highly intelligent wizard, however, would be much more illuminating; the priest might be amazed by the crystal clarity and deep insight of the wizard's mental processes.

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

Moment (Divination)

Sphere: Numbers

Range: 0

Duration: 1 round/level

Area of Effect: 50-foot radius

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

Theoretically, every action has a particular moment at which it will have its greatest possible effect. Using the arcane mathematics of this spell, the priest can determine the "ideal moment" for any single action in each round that the spell is in effect. This action must be performed by a character other than the priest.

In practice, another character informs the priest of an action he wants to undertake in a round. The priest concentrates on the action, then informs the character when the "correct moment" has come. The character then gains a bonus of 20% (+4 on a d20) to the success of his action. The spell can affect only a single action in a given round. When used in combat, the priest can advise the best moment to initiate an action (affecting initiative) or what moment offers the greatest success in striking (affecting the chance to hit).

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

Characters are not obliged to wait for the moment specified by the priest. For example, a fighter might decide that striking first is more important than gaining +4 to hit. The character can act normally, based on his or her unmodified initiative. The character gains no bonus from the *moment* spell, and the priest can affect no other action in that round.

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

While concentrating on this spell, the priest can take no other action. A break in the priest's concentration--taking damage in combat, for example--terminates the spell instantly.

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

Music of the Spheres (Enchantment/Charm)

Sphere: Numbers, Charm

Range: 50 yards

Duration: 1 turn+1 round/level

Area of Effect: 20-foot-diameter circle

Components: V, S, M

Casting Time: 4

Saving Throw: Neg.

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

In addition, the music makes the subject gullible and more susceptible to charm magics such as *charm person*, *suggestion*, and *hypnotism*. While the music spell is in effect, the subject saves against charm spells with a -3 penalty.

This spell does not protect other characters in company with the priest; listeners who have fallen prey to the music are free to attack anyone else. The spell effect ends instantly if the priest takes any hostile action against a creature under the influence of the spell.

Music of the spheres can affect one creature per three levels of the priest (one subject at 3rd level, two at 6th level, etc.). Subjects must be within a 20-foot-diameter circle.

Potential victims must have Intelligence of at least 1 (necessary to understand the concept of music) and must be able to hear the music (i.e., they cannot be deaf and there can be nothing obstructing the victim's ears). This also means that the level of background noise must be low enough for the music to be audible. The DM should assume that the music is the same volume as an average human's normal speaking voice. If the potential subject could not hear speech at the appropriate range under prevailing conditions, the spell cannot affect that subject. The spell would be virtually useless in the midst of a full-scale battle or during a hurricane.

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

Mystic Transfer (Invocation)

Sphere: Charm

Range: 0

Duration: 9 rounds

Area of Effect: The caster

Components: V, S

Casting Time: 1 round

Saving Throw: None

This spell is one of the few cooperative spells that requires one priest to cast the transfer spell, but another priest to use its effect. On one round, a priest (or priests) casts the mystic transfer. The spell is then active for the remaining nine rounds of the turn.

Mystic transfer allows a priest to receive spells from another priest of the same ethos.

Any priest of the same religion can cast a spell and transfer it to a second priest within that spell's maximum range. The spell does not take effect; instead, it is channelled through the *mystic transfer* into the receiving priest. This priest must immediately cast the spell or pass it to another priest cloaked in a *mystic transfer* within the spell's range. Any number of transfers can be made in the same round, provided each new recipient is within spell range of the previous recipient. If the spell is not transferred, the spell takes effect. For example, a 3rd-level priest casts a *mystic transfer*. On the following round, a 10th-level priest "passes" a *flame strike* to the 3rd-level priest. The two priests could be 60 yards apart (the maximum range of the *flame strike*). The 3rd-level priest could then use the *flame strike* to attack any target within 60 yards, or

could pass the spell on to another priest who has an active *mystic transfer*.

The spell passed by the *mystic transfer* has the range, area of effect, damage, and other effects equal to the level of the original caster. In the example above, the flame strike would function as if cast by a 10th-level priest.

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

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

Nap (Alteration)

Sphere: Time

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 2

Area of Effect: One creature/level Saving Throw: None

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

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

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

Rally (Enchantment/Charm)

Sphere: War

Range: 240 yards

Components: V, S, M

Duration: Instantaneous

Casting Time: 1 turn

Area of Effect: One unit of up to 300 individuals Saving Throw: None

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

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

Resist Acid and Corrosion (Abjuration)

Sphere: Protection

Range: Touch

Components: V, S

Duration: 1 rd./level

Casting Time: 5

Area of Effect: Creature touched

Saving Throw: None

This spell provides a subject with a better resistance to acid, corrosives, and caustic substances of all kinds. Mild corrosives cannot harm the subject at all, although they can still damage his gear. More intense acids and corrosives (black dragon breath, *Melf's acid arrow*, and the natural attacks of various puddings, oozes, slimes, and jellies) inflict only half the normal damage on the protected character. If the attack requires a saving throw, the subject gains a +3 bonus, sustaining half damage with a failed save or one-quarter damage with a successful saving throw.

Restore Strength (Necromancy)

Sphere: Necromantic

Range: Touch

Duration: Instantaneous

Area of Effect: Creature touched

Components: V, S

Casting Time: 5

Saving Throw: None

This spell removes unnatural weakness, debilitation, or exhaustion from the creature touched and restores him to his normal strength and stamina. It is useful in countering the effects of *chill touch*, *ray of enfeeblement*, *ray of fatigue*, the touch of a shadow or roper, and any similar spell or effect. Only temporary ability score losses may be alleviated by this spell; if a character suffers an incapacitating, physical injury, *restore strength* cannot help him. Also, loss of strength or stamina from purely natural causes such as exposure, disease, or exertion is not repaired by *restore strength*. The duration is permanent in that the subject remains at his maximum strength and endurance only until he is drained (or exerts himself) again.

Sanctify (Conjuration/Summoning) Reversible

Sphere: All

Range: 10 yards

Duration: Special

Area of Effect: 10 yard 0 10 yard square/priest

Components: V, S, M

Casting Time: 1 turn

Saving Throw: None

This cooperative spell allows the priests to create a beneficial atmosphere within a specified area. Companions of similar alignment to the casters will feel fortified and encouraged while in the sanctified area. The spell can be cast by a single priest or a group of priests. After casting *sanctify*, the affected area is imbued with the deity's majesty. For followers of that deity, the area radiates a holy aura. These followers gain a +2 bonus to saving throws against all fear- and charm-based powers (a +2 to morale for BATTLESYSTEM™ rules units). Persons of the same alignment as the caster but of different faiths gain a +1 to saving throws (+1 in BATTLESYSTEM rules). The effect applies only as long as the characters remain in the sanctified area. Creatures intent on harming the priest or his followers suffer a -1 on saving throws vs. fear and charm (-1 to morale for BATTLESYSTEM rules units) when on sanctified ground. Undead creatures within the area are easier to turn; any priest standing on sanctified ground turns undead as if he were one level higher. Although this spell can be cast by a single priest, it is most effective when cast by several priests at once. The duration of the spell is equal to one round per level of the caster. When several priests cast the spell, the level of the most powerful priest is used, with two rounds added for every contributing priest. Thus, one 8th-level and three 6th-level priests would give the spell a duration of 14 rounds (8+2+2+2). *Sanctify* is often used in conjunction with focus to protect the grounds of a temple or encourage men defending a castle. The material components are the priest's holy symbol and a handful of dirt from the grounds of an existing temple of the same faith. The reverse of this spell, *defile*, functions in an identical manner with respect to saving throws for charm and fear. However, priests standing on defiled ground who attempt to turn undead do so at one level lower than their current level. The material components for the reverse are the priest's holy symbol and a handful of earth from a grave.

Soflen Earth and Stone (Alteration)

Sphere: Elemental

Range: 10 yds./level

Duration: Permanent

Area of Effect: 10-ft. square/level

Components: V, S, M

Casting Time: 5

Saving Throw: None

When this spell is cast, all natural, undressed earth or stone in the area of effect is softened. Wet earth becomes thick mud; dry earth becomes loose sand or dirt; and stone becomes soft clay, easily molded or chopped. The priest affects a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot (DM option). Magical or enchanted stone cannot be affected by this spell, nor can dressed or worked stone.

Creatures attempting to move through an area softened into mud are reduced to a move of 10 feet per round. Any creatures caught within the mud when the spell takes effect must make a saving throw vs. paralyzation or lose the ability to move, attack, or cast spells for 1d2 rounds as they flounder about in the muck. Loose dirt is not as troublesome as mud, and creatures are only reduced to half their normal movement rate, with no chance of being caught for a round or two. However, it is impossible to run, sprint, or charge over either surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before. For example, a party of PCs trying to break out of a cavern might use this spell to soften a wall.

While *soften earth and stone* does not affect dressed or worked stone, vertical surfaces such as cliff faces or cavern ceilings can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face or roof and falls. A moderate amount of structural damage can be inflicted to man-made structures by softening the ground beneath a wall or tower, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed. The material component is a bit of slip (wet clay) from the wheel of a master potter.

Watery Fist (Conjuration/Summoning)

Sphere: Elemental

Range: 60 yds.

Duration: 1 rd./level

Area of Effect: Special

Components: V, S, M

Casting Time: 5

Saving Throw: None

This spell conjures a coherent pseudopod of water from any suitable body of water at least 5 feet across and 2 feet deep (for streams) or 10 feet in diameter and 2 feet deep (for ponds or pools). The pseudopod can stretch up to 10 feet plus 1 foot per caster level from its source, so a 3rd-level priest could command *watery fist* to strike at a creature hovering thirteen feet above a lake or standing on the shore 13 feet from the water. The pseudopod obeys the priest's mental commands, although the priest must concentrate each round in order to maintain control of the watery member.

The pseudopod is incapable of fine manipulation, but it can be used to make bludgeoning or constricting attacks. When used to strike at opponents, it attacks with the caster's THACO and inflicts damage as shown below. The priest may add his magical attack adjustment (from his Wisdom score) to his THACO, but Strength-based adjustments or special weapon skills don't help the priest to control *watery fist*. The pseudopod may be able to make rear or flank attacks if the priest can direct it into the proper position. If used to encircle and constrict, the pseudopod must

first make an attack roll as described above, inflicting damage based on the priest's level. However, in following rounds, the pseudopod automatically strikes its grappled target for constricting damage, +1 point per round of constricting. In other words, in the first round the victim sustains listed damage, in the second

round he sustains listed damage +1, in the third he sustains listed damage +2, and so on. The pseudopod holds its target with an effective Strength equal to the priest's Wisdom score.

Caster Level	Striking Damage	Constricting Damage
1-4	1d6	1d3
5-8	1d10	1d6
9-12	1d12	1d8
13+	2d8	1d10

Watery fist can be released by the priest any time he cares to stop concentrating on maintaining it. The pseudopod immediately resumes its normal state, possibly drenching a grappled creature or extinguishing a small fire if the caster wishes. The pseudopod is AC 6 and has 15 hp plus 1 hp per caster level, but it can only be damaged by magical weapons, fire, or cold; all other attacks simply pass through the water. *Transmute water to dust*, *part water*, *lower water*, and *Otiluke's freezing sphere* all destroy *watery fist* on contact.

The material component is a vial full of *blessed* water or a sprig of mistletoe that is thrown onto the body of water from which the fist will be summoned.

Zone of Truth (Enchantment/Charm)

Sphere: Wards	Components: V, S, M
Range: 30 yards	Casting Time: 2
Duration: 1 round/level	Saving Throw: Neg.
Area of Effect: 5-foot square/level	

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

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

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

Third-Level Spells

Accelerate Healing (Alteration)

Sphere: Time	Components: V, S
Range: Touch	Casting Time: 1 turn
Duration: 1-4 days	Saving Throw: None
Area of Effect: One creature	

This spell enables the affected creature to experience natural healing at twice the normal rate for 1-4 days. In other words, a person affected by *accelerate healing* regains 2 hit points per day of normal rest or 6 hit points per day spent resting in bed. The spell has no effect on *potions of healing* or other magical forms of healing.

Adaptation (Enchantment/Charm, Alteration)

Sphere: War

Range: Special

Duration: Special

Area of Effect: One unit of up to 200 individuals

Components: V, S, M

Casting Time: Special

Saving Throw: None

This spell can be cast in two different ways. The first, appropriate for battlefield use, has a range of 180 yards, a casting time of one turn, and duration of 1d4+2 turns. During this period, the affected unit can fight in one specific type of terrain (specified by the caster) as if it were the favored terrain (per BATTLESYSTEM™ rules) for that unit.

While this spell is in effect, the unit gains no benefit when fighting in their actual favored terrain; the magically-enforced favored terrain takes precedence. The priest can cancel the spell before the duration expires if desired.

The material component is a pinch of clay dust.

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

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

The material component is the priest's holy symbol.

Astral Window (Divination)

Sphere: Astral

Range: 5 yards

Duration: 2 rounds/level

Area of Effect: 10'x10' area

Components: V, S

Casting Time: 3

Saving Throw: None

When this spell is cast, a "window" appears in the air before the priest, through which he (and any others present) can see into the Astral plane. The astral window ranges in size from one square foot up to a 10'x10' square, at the caster's choosing. The window is not mobile, and if the priest moves more than 5 yards away from it, it immediately vanishes and the spell ends.

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

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

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

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

Caltrops (Evocation)

Sphere: War

Range: 20 yards/level

Duration: 1 turn/level

Area of Effect: Special

Components: V, S, M

Casting Time: 1 turn

Saving Throw: None

This spell allows a priest to plant a section of ground with magically created caltrops. The spell can create two kinds of caltrops: infantry and cavalry. The first are of small size and are designed to harm foot soldiers. The latter are larger and cause serious damage to cavalry or units composed of size L or larger creatures. Cavalry caltrops are so large that size M or smaller creatures can easily step around them. This prevents damage to infantry units.

Each time a unit moves into a planted area, the unit suffers an attack of AD4 (for infantry caltrops) or AD6 (for cavalry caltrops). Units charging through a planted area suffer double damage. If a unit ends its movement in a caltrop-sown region, it suffers another attack when it moves out of the area.

This spell can create a rectangular field of infantry caltrops up to 160 square yards in area (e.g., 4 yards x 40 yards, 2 yards x 80 yards, etc.), or a field of cavalry caltrops up to 90 square yards in area (e.g., 3 yards x 30 yards, 2 yards x 45 yards, etc.).

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

Unlike normal caltrops, a region sown with magical caltrops cannot be "swept" clear; the magical caltrops remain in place until the spell terminates. The material component is a golden caltrop.

Choose Future (Divination)

Sphere: Time

Range: Touch

Duration: 1 round

Area of Effect: One creature

Components: V, S, M

Casting Time: 3

Saving Throw: None

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

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

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

Create Campsite (Conjuration/Summoning) Reversible

Sphere: Travelers

Range: 0

Duration: Special

Area of Effect: 50-foot radius

Components: V, S, M

Casting Time: 3

Saving Throw: None

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

The servants clear the area of debris, set up tents and bedrolls, start a campfire, fetch water, and prepare a bland meal. The campsite is so skillfully prepared that it blends with the surrounding terrain, reducing the chance that the camp could be noticed by 50%.

Campfires, loud noises, and other activities can negate this. The entire process takes 4-16 (4d4) rounds to complete.

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

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

The material components are a piece of string, a bit of wood, and a drop of water. The reverse, break camp, causes the invisible servants to strike a campsite (an area of 50-foot radius or less). The servants extinguish fires, dispose of debris, and pack gear for a number of people equal to three times the level of the caster. The entire process takes 4- 16 (4d4) rounds to complete. When completed, all traces of the campsite are eliminated. The material components are the same as those for *create campsite*.

Control Animal (Enchantment/Charm)

Sphere: Animal

Range: 60 yds. + 10 yds./level

Duration: 1 round/level

Area of Effect: 1 animal

Components: V, S

Casting Time: 6

Saving Throw: Neg.

When a priest casts this spell, he forces an animal to do his bidding. The creature is entitled to a saving throw vs. spell; if it fails, the caster may direct the creature with simple commands to act in any fashion desired. Sample commands include attack, run, fetch, etc. Suicidal or self-destructive commands grant the subject another saving throw to break free of the caster's control, with a +1 to +4 bonus depending on the extremity of the caster's orders. Ordering an animal to engage in combat is not necessarily self-destructive, as long as the prospective opponent is not more than three times the animal's Hit Dice or more than two size categories larger than the subject. For example, a wolf (3 Hit Dice, size M) would attack a troll (6+6 Hit Dice, size L) without hesitation, but it might break free of the caster's control if ordered to attack a size H dragon or an 8+8 HD umber hulk.

Control animal establishes a mental link between the caster and the subject, and the animal can be directed by silent mental command as long as it remains within range. Because the caster's intelligence directs the animal, the creature may be able to take actions normally beyond its own comprehension, such as manipulating objects with its paws and mouth. The caster need not concentrate in order to maintain control of the creature unless he is trying to direct it to do something it normally couldn't.

Control animal only works on normal or giant-sized animals with Intelligence ratings between 1 and 4. Magical animals, monsters, and creatures of low Intelligence or higher are immune to the effects of this spell. Druids always avoid using this spell.

Detect Spirits (Divination)

Sphere: Divination

Range: 0

Duration: 1 turn + 1 turn/level

Area of Effect: 10x60 ft. path

Components: V, S, M

Casting Time: 6

Saving Throw: None

This divination reveals the presence of disembodied or noncorporeal spirits of all types, including wraiths, ghosts, spectres, astrally-projecting creatures, characters or monsters employing *magic jar* or possession, and (of course) animal spirits and spirits of nature. Characters or monsters who are simply *invisible*, *phased*, or *ethereal* do not count as spirits, since they are physically present in the flesh despite their unusual status. The caster detects spirits in a path 10 feet wide and 60 feet long; any within the area of effect are revealed in their preferred form or appearance for all to see. Simply detecting a spirit doesn't give the caster any special ability to communicate with or attack the entity.

The material component for this spell is a small pendant of copper wire worth at least 20 gp.

Dictate (Enchantment/Charm)

Sphere: Charm, Law

Range: 30 yds.

Duration: 1 rd./level

Area of Effect: Up to 6 creatures in a 20-ft. cube

Components: V

Casting Time: 6

Saving Throw: Neg.

Originally developed by the Harmonium faction of the Outer Planes, this useful spell has come into more widespread use in recent years. While the spell is available as a 2nd-level enchantment for members of the Harmonium, the general version is not quite as efficient and is considered a 3rd-level spell.

The *dictate* spell is an improved version of *command*, affecting up to 6 creatures in a 20-foot cube. The caster is not limited to a single word and can issue an order of no more than a dozen words in length. All the specified targets who fail their saving throws must attempt to obey the caster's instructions. For example, a priest could issue a *dictate* such as "Stay here until I return," "Throw down your weapons," or "Seize that elf!" The subjects will continue to obey nonimmediate orders for up to one round per experience level of the caster.

Subjects who cannot understand the caster are not affected, so characters who do not understand the caster's language are immune to this spell. In addition, the order must create an immediate and obvious course of action for the subject; a *dictate* to "Die!" or "Feel sorry for him!" would simply cause the subject to stand still in confusion for one round. Poorly worded or confusing commands grant the subjects a +1 to +4 bonus on their saving throws at the DM's discretion. Similarly, if after the subject fails his saving throw he is given an obviously self-destructive *dictate*, the subject simply loses his next round as he fights off the compulsion.

Efficacious Monster Ward (Abjuration)

Sphere: Wards

Range: 30 yards

Duration: 1 round/level

Area of Effect: 10-foot cube/level

Components: V, S, M

Casting Time: 3

Saving Throw: Neg.

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

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

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

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

Emotion Control (Alteration, Enchantment/Charm)

Sphere: Thought, Charm

Range: 10 yards	Components: V, S, M
Duration: 1 round/level	Casting Time: 5
Area of Effect: One creature/5 levels of the caster within a 20' cube	Saving Throw: Special

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

The first method affects only the priest and allows him to shield his true emotions from magical examination. Thus, it can block wizard spells such as *ESP* or priest spells such as *emotion read*. While *emotion control* is in effect, anyone using one of these spells will sense the emotion designated by the priest rather than his true emotions. When the priest casts *emotion control*, he designates the false emotion he wishes to be revealed. This use of *emotion control* also gives the priest a +2 bonus to saving throws against the following spells: *spook*, *taunt*, *irritation*, *know alignment*, *scare*, *emotion*, *fear*, and *phantasmal killer*. When any of these spells are cast on the priest, he is immediately aware of the attempt, although he does not learn the source of the spell.

If another character casts *emotion read*, *ESP*, or a similar spell on the priest, the priest must make a saving throw vs. spells with a +1 bonus for each 5 levels of the priest. If the priest successfully saves, the other spellcaster reads the false emotion; if the priest fails the saving throw, the spellcaster reads the priest's true emotion.

The second use of this spell allows the priest to create a single emotional reaction in the subject(s) (similar to the wizard spell *emotion*). Some typical emotions follow, but the DM may allow other similar effects.

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

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

Friendship: The subject reacts positively to any encounter; in game terms, any result of a roll on the Encounter Reactions table (Table 59 in the DMG) is moved one column to the left. Thus, a threatening PC becomes cautious, an indifferent PC becomes friendly, etc. Friendship counters (and is countered by) hate.

Happiness: The subject experiences feelings of warmth, well-being, and confidence, modifying all reaction rolls by +3. The subject is unlikely to attack unless provoked.

Happiness counters (and is countered by) sadness.

Hate: The subject reacts negatively to any encounter; in game terms, any result of a roll on the Encounter Reactions table is moved one column to the right (i.e., a friendly PC becomes indifferent, a cautious PC becomes threatening, etc.). Hate counters (and is countered by) friendship.

Hope: The subject's morale is improved by +2. His saving throw rolls, attack, and damage rolls are all improved by +1 while this emotion is in effect. Hope counters (and is countered by) hopelessness.

Hopelessness: The subject's morale suffers a -10 penalty. In addition, in the round in which the emotion is initially established, all subjects must immediately make a morale check. Hopelessness counters (and is countered by) hope.

Sadness: The subject feels uncontrollably glum and is prone to fits of morose introspection. All attack rolls suffer a -1 penalty and initiative rolls suffer a +1 penalty. The subject's chance of being surprised is increased by -2. Sadness counters (and is countered by) happiness.

All subjects of the second version, even willing targets, must save vs. spell to resist the emotion. In addition to all other modifiers, the saving throw is modified by -1 for every three levels of the priest casting the spell.

The material component for both versions of the spell is a small bunch of fleece or uncarded wool that is consumed in the casting.

Etherealness (Alteration)

Sphere: Numbers	Components: V, S
Range: 0	

Duration: 1 turn + 1 rd./level Casting Time: 1
Area of Effect: The caster Saving Throw: None

This spell resembles the 5th-level wizard spell *etherealness* in many respects, but there are a few important differences. First, the priest may not leave the Border Ethereal and venture into the Deep Ethereal; therefore, at the end of the spell's duration, he must return to the Prime Material Plane whether he wants to or not. Secondly, the priest may not use this spell on an unwilling target and can only make another creature ethereal if the subject is willing and in physical contact with the priest when the spell is cast. Besides himself, the caster can bring one creature per two experience levels (three at 5th, four at 7th, five at 9th, and so on) to the Ethereal Plane. Even if the priest abandons his charges in the Border Ethereal, the stranded characters will automatically materialize when the spell ends.

While *ethereal*, the priest cannot be detected by any means short of a *true seeing* or *detect phase* spell. He perceives his surroundings as misty gray, and otherworldly. No action he takes can affect the physical world, but he can pass through walls, doors, and other solid objects without hindrance. The priest can choose to end the spell voluntarily at any time, materializing in the physical world in one round. If the caster occupies a solid object when the spell ends, he is hurled into the Deep Ethereal and stranded in a catatonic stupor until he can be rescued.

Extradimensional Detection (Divination)

Sphere: Numbers, Divination
Range: 0
Duration: 1 round/level
Area of Effect: One 10'-wide path, 60 feet long
Components: V, S
Casting Time: 3
Saving Throw: None

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

Extradimensional spaces include those created by spells such as *rope trick* and those contained within such items as *bags of holding* and *portable holes*. The priest does not automatically know the size of the space or its source.

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

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

Fortify (Alteration)

Sphere: War
Range: 60 yds.
Duration: Permanent
Area of Effect: 10 ft. cube/2 levels
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

By means of this spell, the priest prepares an area as a defensive position. *Fortify* may be used to prepare an open outdoors area such as a field, road, or grassland, or a rough or broken outdoors area such as a hillside, forest, or boulder-fall. Large rooms or chambers such as a cavern or a great hall may *befortified* as well. The exact effects of the spell depend on the nature of the site to *befortified*.

A. Open Outdoors Site: A rampart or dike of earth and loose stone rises from the ground along the perimeter of the site, leaving a shallow ditch on the outward face. Creatures defending the dike receive 50% cover against missile fire (+4 bonus to AC), or 25% cover (+2 bonus) if they expose themselves by engaging in melee combat or firing missiles out of the dike. Attackers cannot charge, run, or sprint over the ditch-and-dike. Large, open rooms or chambers with few features may fall into this category.

B. Rough Outdoors Site: Loose stones and boulders, deadwood, and patches of dense briars are arranged to

form a defensible wall or rampart along the perimeter of the area of effect. Characters hiding behind the wall receive 75% cover (+7 bonus to AC), or 50% cover if they expose themselves by firing missiles or defending the wall. In hand-to-hand combat, the wall's defenders receive a +1 bonus to attack rolls; man-sized attackers must spend one full round in climbing over the wall in order to enter *the fortified* area. Natural caverns and large, cluttered chambers fall into this category, as well.

C. Marshy or Low-lying Site: In areas such as swamp, marsh, bog, or tundra, *fortify* cannot raise a wall or dike to cover the defenders. Instead, the spell creates a water-filled ditch around the perimeter of the area of effect. This ditch is 10 feet wide and 2 to 4 feet deep; most creatures require 1 full round to negotiate the ditch, and defenders gain a +1 bonus to attack rolls against enemies who are wading the ditch or climbing up the other side.

The fortifications are permanent, although erosion, weathering, and excavations, clearing, or filling can quickly raze the site, returning it to its original state. The material component is the shell of a snail dusted with 100 gold pieces worth of diamond powder. In BATTLESYSTEM[®] rules, *fortify* provides a defending unit with a +2 bonus to its AR against missile and melee attacks, but no bonus against missile attacks in marshy or low-lying areas.

Helping Hand (Evocation)

Sphere: Travelers

Range: Special

Duration: 1 hour/level

Area of Effect: Special

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

When a priest is trapped or otherwise endangered, this spell can summon help. The spell creates a hovering, ghostly image of a hand about one foot high. The caster can command it to locate a character or creature of the caster's choice based on a physical description. The caster can specify race, sex, and appearance, but not ambiguous factors such as level, alignment, or class.

After the hand receives its orders, it begins to search for the indicated creature, flying at a movement rate of 48. The hand can search within a 5-mile radius of the caster.

If the hand is unable to locate the indicated creature, it returns to the caster (provided he is still within the area of effect). The hand displays an outstretched palm, indicating that no such character or creature could be found. The hand then disappears.

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

The subject is not compelled to follow the hand or help the caster. If the subject chooses not to follow the hand, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to the caster, the hand disappears; the subject will have to rely on his own devices to locate the caster.

If there is more than one subject within a 5-mile radius that meets the caster's description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand will not seek out a second subject.

The ghostly hand has no physical form. The hand can be seen only by the caster and potential targets. It cannot engage in combat or execute any other task aside from locating the subject and leading him back to the caster. The hand will not pass through solid objects, but can pass through small cracks and slits. The material component is a black silk glove.

Hold Poison (Necromancy)

Sphere: Healing

Range: Touch

Duration: 1 day/level

Area of Effect: Creature touched

Components: V, S, M

Casting Time: 1

Saving Throw: None

This spell is an improved version of *slow poison*, with a duration measured in days rather than hours. When cast upon a victim who has been poisoned by any means, *hold poison* arrests the venom and prevents it from doing any additional damage to the victim. (In most cases, the spell must be cast during the poison's onset time in order to be effective.) Damage that has already been inflicted is not restored, but as long as the *hold poison* is in effect, the victim can be cured or healed of damage caused by poison by any normal means.

This spell can be used to indefinitely postpone the onset of a poison if the caster chooses to continue to cast it on the poisoned character before the previous *hold poison* wears off. However, each time a new *hold poison* is used to stop the venom's advance for another few days, there is a 2% cumulative chance that the spell fails and the poison runs its course. Evil priests have been known to deliberately poison a person and then use this spell to grant the victim a stay of death for a few days. This can be an extremely effective threat if the victim doesn't have access to a *neutralize poison* spell.

The material component is the priest's holy symbol and a bud of garlic, crushed and smeared on the injury (or eaten if the poison was ingested).

Invisibility Purge (Abjuration)

Sphere: Wards

Range: 30 yards

Duration: 1 turn/level

Area of Effect: 10-foot square/priest

Components: V, S, M

Casting Time: 1 turn

Saving Throw: None

All invisible creatures who enter an area enchanted with *invisibility purge* instantly become visible.

Invisibility-related spells do not take effect within the boundaries of the enchanted area, and magical devices such as *potions of invisibility* do not function.

Creatures with the natural ability to become invisible are unable to use this ability within the area of effect. Invisible objects carried into the warded area also become visible.

Invisible creatures or persons within the area of effect when *invisibility purge* is cast remain invisible; however, if such creatures exit the area of effect and later re-enter, they instantly become visible. Such creatures also lose any natural ability to turn invisible as long as they remain within the area of effect. A creature who consumes a *potion of invisibility* outside the warded area becomes invisible normally, but becomes visible when he enters the area of effect; if the duration of the *potion of invisibility* has not yet expired when he exits the area of effect, he becomes invisible again outside the area.

Creatures who are invisible in their natural state or have no visible form (such as invisible stalkers) are not affected by this spell.

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

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

Know Customs (Divination)

Sphere: Travelers

Range: Special

Duration: Special

Area of Effect: The caster

Components: V, S

Casting Time: 3

Saving Throw: Neg.

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

can he be mentally unstable or dead (although he can be asleep or unconscious).

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

If the saving throw fails, the caster gains a general knowledge of the villager's local laws and customs, including those that apply to relevant tribal or clan types (such as customs observed by all giants). Typical information revealed by *know customs* includes common courtesies (outsiders must avert their eyes when addressing local officials), local restrictions (no animals or unaccompanied elves within the city limits), important festivals, and common passwords that are known by the majority of citizens (such as a phrase necessary to pass the guards at the main gate). Additionally, the spell gives the caster a +1 reaction adjustment to encounters with members of the relevant tribe or village.

Knowing the local laws and customs does not guarantee that the caster will conduct himself properly.

Know customs is to be used as a guide; the DM is free to adjust the quality of information provided by a villager.

Line of Protection (Abjuration) Reversible

Sphere: Protection

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: 30-yard line

Saving Throw: Neg.

This cooperative spell requires at least two priests to cast the spell simultaneously. During the casting, the priests determine whether the line will be stationary or portable.

If the spell is stationary, each priest must inscribe a magical sigil on parallel facing surfaces, such as facing walls of a gatehouse or two tree trunks. If the spell is portable, the priests must stand at each end of the line, thereby anchoring it.

After the spell is cast, a shimmering field of force appears between the two anchors (the sigils or priests). The field is 10 feet high and sparkles with energy. Objects on the opposite side of the translucent field, while recognizable, are hazy and indistinct.

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

Creatures that can fly over the field, burrow under it, or *teleport* to the other side are immune to damage.

If the spell is cast in its portable form, the priests can move at half their movement rates (limited to the rate of the slower priest). The priests can take no other action, since all their energy is spent in walking and maintaining the field.

Once created, the field cannot be increased or decreased in length and must remain straight. The priests could maneuver by pivoting, but could not walk toward each other or bend the field around a corner. If the line of sight between the two priests is blocked by any object of greater than 5' diameter, the spell immediately fails. Thus, creatures, low walls, young trees, pillars, and similar objects will not disrupt the spell.

As a cooperative spell, several priests can link together to create a longer field. Each priest (or sigil) forms the end of one field and the beginning of another, much like fenceposts. Each section of the spell must extend in a straight line, but the field can be bent at each junction. Four priests could form a long line, a square, or a Z pattern. The restrictions on moving the fields apply as outlined above. The DM may apply movement penalties depending on the complexity of the pattern.

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

The reverse of this spell, *line of destruction*, causes 1d3 damage to all creatures passing through it. It causes 1d8 damage to paladins and creatures of good alignment who pass through it. Creatures that roll a successful saving throw suffer no damage.

Memory Read (Divination)

Sphere: Thought

Range: 5 yards

Components: V, S, M

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: Neg.

This spell allows the priest to read the memory of a single subject. The priest experiences the memory with the same intensity as the subject. The time required to view a memory is one-fiftieth of the time that the actual event lasted. Thus, a priest can view the memory of an event that lasted for one hour in a little more than one round. The subject experiences the memory at the same time the caster reads it.

The subject must have an Intelligence score of 5 or more and must remain within range of the priest throughout the time it takes to read the desired memory. Priests can cast this spell on unconscious, sleeping, *held*, or *paralyzed* creatures.

The subject receives a saving throw when the priest casts the spell (this saving throw is allowed even if the subject is asleep or otherwise unaware of the attempt). In addition, if the memory that the priest wants to view concerns something the subject wants to keep secret, or is something that the subject is trying to suppress, the subject receives a +5 bonus to the saving throw. If the memory the priest wishes to view is more than six months old, the subject receives a second saving throw, with bonuses depending on the age of the memory as follows:

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

If the subject succeeds either of these saving throws, the spell fails.

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

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

Miscast Magic (Invocation/Evocation)

Sphere: Chaos

Range: 40 yards+10 yards/level

Duration: Special

Area of Effect: One creature

Components: V, S

Casting Time: 2

Saving Throw: Neg.

Miscast magic can be cast only on a wizard. It causes the next spell cast by the affected wizard to be chosen randomly from his memorized spells of the same or lower level. Thus, if a wizard affected by *miscast magic* had four 1st-level spells memorized (*armor*, *feather fall*, *jump*, and *sleep*) and he attempted to cast the *sleep* spell, the DM would determine the resulting spell randomly from the wizard's four memorized spells. The wizard has only a 25% chance of casting the *sleep* spell.

Only spells currently memorized are eligible to be exchanged with the desired spell. If a wizard had only one spell memorized, the *miscast magic* would have no effect and the wizard's spell would be cast normally.

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

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

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

Moment Reading (Divination)

Sphere: Numbers

Range: 0

Duration: Instantaneous

Area of Effect: Special

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

This spell allows the priest to determine the "tenor of the now"--in other words, to learn the "force" that is most dominant at the time. To cast the spell, the priest generates a series of random numbers and then studies the pattern contained in that string of numbers. This pattern contains information about current conditions.

In game terms, when this spell is cast, the DM communicates to the priest's player a single word or short phrase (no more than five words) describing the "tone" of the situation. Examples of suitable "tones" are "imminent danger" (the DM knows a dragon is approaching the area); "peace and tranquility" (the woods in which the PCS camp may look threatening, but the area is actually free of evil influence); or "betrayal" (one of the PCS' hirelings is actually a spy of their enemy). The DM can make this comment cryptic, but it should always be accurate and contain some useful information.

This spell has no specified area of effect. The result of *moment reading* will always concern the priest and anyone else in his immediate vicinity, but the definition of "vicinity" will vary depending on the circumstances. For example, the tenor of the moment might be "severe danger" if the priest is entering the territory of a dragon who attacks interlopers on sight.

The tenor of the moment is always personally applicable to the priest. For example, even if the priest is in a nation dangerously close to war with its neighbor, this condition will not appear in the tenor of the moment unless the priest is personally involved (if he's currently in the direct path of an invading army, for instance). One casting of this spell tends to "taint" subsequent castings of the same spell unless they are separated by a minimum length of time. If a priest casts this spell twice within 12 hours, the second reading gives the same result as the first, regardless of the actual situation. If a second priest casts the spell within 12 hours of another priest's use of the spell, he receives an accurate reading.

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

Random Causality (Alteration)

Sphere: Chaos

Range: 10 yards

Duration: Special

Area of Effect: One weapon

Components: V, S, M

Casting Time: 3 rounds+1 round/level

Saving Throw: Neg.

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

Using a die roll, the DM randomly determines the victim of the damage. The DM selects a die with a value nearest the number of eligible creatures (the wielder of the weapon and his companions). If the number of creatures does not equate to highest value of a die, the wielder of the enchanted weapon takes the extra chances to be hit. For example, if a goblin wields a sword affected by this spell, he and his six companions are eligible to receive the damage. The DM rolls 1d8. On a roll of 1-6, one of the goblin's companions suffers the damage; on a roll of 7 or 8, the goblin with the affected weapon suffers the damage.

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

The material component is a bronze die.

Repair Injury (Necromancy)

Sphere: Healing

Range: Touch

Components: V, S

Duration: Instantaneous
Area of Effect: Creature touched

Casting Time: 1 turn
Saving Throw: None

Repair injury is intended for use in campaigns featuring the critical hit or critical strike rules. This spell addresses one specific injury or wound (see Chapter 8). It can be used to knit a broken bone, alleviate the swelling and pain of a sprain or a twist, or repair soft-tissue damage such as an injured eye, ear, or a severed tendon. If used as a simple curing spell, *repair injury* restores 1d10+1 hit points to the injured character, but if used to address the effects of a specific injury, *repair injury* automatically removes one grazed, struck, injured, or broken condition, and alleviates any combat, movement, or maximum hit point penalties associated with the injury in question. The spell does not restore any lost hit points to the victim, other than the 1d10+1 that are incidental to the working of the spell.

Beran, a fighter with 44 hit points, is struck by an ogre's club. The blow inflicts 12 points of damage, but Beran also suffers a broken hip. This injury will reduce him to a maximum of 25% of his normal total, so Beran's current hit points drop from 32 to 11 after the battle ends. In addition, he is not capable of moving or attacking due to the effects of the injury.

*When the smoke clears, Talmos the priest comes to Beran's aid. Using *repair injury*, he knits Beran's broken hip. The spell cures 6 hit points in the process. Beran no longer suffers the movement or attack penalties for a broken hip and has 17 hit points to his credit. With time or additional healing, he can regain his normal total of 44.*

Repair injury is also helpful in dealing with wounds that fall in the crushed, shattered, or destroyed category. This spell reduces the severity of the injury to the broken level, which means it heals as if it were 20d6 lost hit points. Only one *repair injury* can be used on any given wound, so a character with a shattered knee could still require a lot of time to recover after an application of this spell.

Severed limbs, destroyed eyes or ears, and ability score losses caused by injuries cannot be healed by this spell. *Repair injury* is the equivalent of *cure serious wounds* for the purpose of slowing or stopping bleeding.

Rigid Thinking (Enchantment/Charm)

Sphere: Law

Range: 60 yards

Duration: 1 round/level

Area of Effect: One creature

Components: V, S

Casting Time: 1 turn

Saving Throw: Neg.

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

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

The affected creature does not mechanically repeat the action; he is not an automaton.

He will not continue to fire his bow at a dragon if he runs out of arrows, but will choose another means of attacking the dragon to the exclusion of all other activities.

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

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

Slow Rot (Abjuration)

Sphere: Plant
Range: Touch
Duration: 1 week/level
Area of Effect: Special

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

This spell increases the amount of time that fruits, vegetables, and grains remain wholesome and ripe. The spell will not take effect upon meat of any kind. The caster can affect as much as 100 cubic feet of plant material per level. Thus, even a low level priest could effectively keep a farmer's grain from rotting while in storage or keep the fruit on the trees in his orchard ripe until they are harvested. This spell does not prevent pests (such as rats) from eating the food. The material component is a pinch of sugar.

Squeaking Floors (Evocation)

Sphere: Wards
Range: 30 yards
Duration: 1 hour/level
Area of Effect: 10-foot square/level

Components: V, S, M
Casting Time: 3
Saving Throw: None

A surface affected by *squeaking floors* squeaks loudly when any creature larger than a normal rat (larger than one-half cubic foot or weighing more than three pounds) steps on it or touches it. The spell affects a square whose sides equal the caster's level times 10 feet (a 9th-level priest could affect a square whose sides are 90 feet long). The squeaks can be heard in a 100-foot radius, regardless of interposing barriers such as walls and doors. The squeaks occur regardless of the surface, whether wood, stone, dirt, or any other solid material. Listeners automatically know the direction of the sounds. Characters who successfully move silently reduce the radius of the noise to 50 feet. Those able to *fly* or otherwise avoid direct contact with the affected surface will not activate the *squeaking floor*. The material component is a rusty iron hinge that squeaks when moved.

Strength of One (Alteration)

Sphere: Law
Range: 10 yards
Duration: 2d6 rounds
Area of Effect: One creature+1creature/2 levels

Components: V, S
Casting Time: 3
Saving Throw: None

By casting this spell on a group of lawful creatures, the priest imbues each creature with a Strength bonus equal to that of the strongest creature in the group. To be affected by the spell, all creatures must touch the hand of the priest at the time of casting. Only human, demihuman, and humanoid creatures of man-size or smaller may be affected. The characters can be a mixed group of Lawful Neutral, Lawful Good, or Lawful Evil alignments. The spell will not take effect if any creature of Neutral or Chaotic alignment is included in the group. Prior to casting, one creature is designated the keystone. There may never be more than one keystone in a group, even if another creature has equal strength. Upon completion of the spell, all affected characters gain a bonus to damage equal to the keystone's bonus to damage from Strength. Any magical bonuses belonging to the keystone are not added; only the keystone's natural strength is conferred on the group. This bonus supersedes any bonus a character might normally receive. Thus, a warrior with 16 Strength (a +1

bonus to damage) who benefits from this spell with a keystone who has Strength 18/07 (a damage bonus of +3) gains a total bonus of +3 to damage (not +4 to damage). The keystone receives no bonus. Affected creatures gain no improvements to THACO, bend bars/lift gates, or other functions of Strength. The spell ends if the keystone is killed before the duration expires. The bonus and duration are not affected if a member of the group is killed within the duration of the spell.

Summon Animal Spirit (Necromancy)

Sphere: Summoning
Range: 10 yds./level
Duration: 1 round/level
Area of Effect: Special

Components: V, S, M
Casting Time: 6
Saving Throw: None

This spell summons a minor spirit or entity to the caster's aid. Clerics usually summon minor elementals of some kind, while shamans typically conjure an animal spirit or spirit of nature. Regardless of the spirit's origin, it appears as a ghostly beast of some kind—wolves, bears, tigers, or lions are most common. The *animal spirit* obeys the mental commands of the priest, attacking his enemies or performing any other task that it could reasonably accomplish. The creature is incorporeal and cannot handle or manipulate objects of any kind, but it can see and hear as a normal animal of its archetype and could be used to scout a dangerous area or act as a distraction of some kind.

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

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

The material component is a small whistle carved from a bone taken from the appropriate type of animal.

Telepathy (Divination, Alteration)

Sphere: Thought
Range: 30 yards
Duration: 1 turn+2 rounds/level
Area of Effect: One creature

Components: V, S
Casting Time: 5
Saving Throw: Neg.

This spell establishes direct, two-way mental contact between the priest and a single subject. The subject must have Intelligence of at least 5 for the spell to take effect. While the spell is in effect, the two participants can communicate silently and rapidly, regardless of whether they share a common language. *Telepathy* does not give either participant access to the other's thoughts, memories, or emotions. Participants can only "hear" the thoughts that the other participant actively "sends."

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

A priest can establish separate "telepathic channels" to multiple individuals. Each linkage is established

through a separate casting of the spell. There is no network between the channels. For example, Balfas the priest establishes *telepathy* with Alra the warrior and Zymor the thief by casting this spell twice. Balfas can communicate a single thought to both Alra and Zymor, but Alra and Zymor cannot communicate with each other. Balfas, however, can "target" a thought so that only one of the two participants receives it. If the priest casts this spell on an unwilling subject (for example, if the priest wants to silently threaten or taunt the subject), the subject receives a saving throw vs. spell to resist the effect. Willing subjects need not make a saving throw.

Lead sheeting of more than $\frac{1}{2}$ " thickness will totally block *telepathy*.

Telethaumaturgy (Enchantment/Charm)

Sphere: Numbers

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 2 rounds

Area of Effect: One creature

Saving Throw: None

This spell requires the priest to perform a numerological analysis of a subject's correct name. The result is that the priest may cast another spell that affects the subject individual at a range much greater than normal. In other words, by gaining deep knowledge of the individual, the priest creates a "channel" to that individual that makes a subsequent spell easier to cast on that subject.

Only certain spells can benefit from *telethaumaturgy*:

*bless**

command

charm person or mammal

detect charm

hold person

know alignment

*remove curse**

probability control

quest

confusion (one creature only)

exaction

For spells marked with an asterisk (*), *telethaumaturgy* also increases the range of the reversed spell. Unless indicated, *telethaumaturgy* does not increase the range of the reversed spells.

The increase in range depends on the level of the priest casting *telethaumaturgy*:

Level	Range	Multiplier
1-6		x2
7-11		x3
x4		
17+		x5

Thus, a 12th-level priest who has cast *telethaumaturgy* on an individual could subsequently cast *charm person* on that individual at a range of 320 yards, rather than the normal range of 80 yards.

A spell to be enhanced by *telethaumaturgy* must be cast on the round immediately following the completion of *telethaumaturgy*. Spells that normally affect more than one individual (such as *confusion*) will affect only the selected subject when cast following *telethaumaturgy*.

When *telethaumaturgy* is cast by a priest of 11th level or higher, it has an additional effect. If the target is

within the normal range of the subsequent spell (e.g., 80 yards for *charm person*), the subject's saving throw suffers a penalty of -2.

Like the *personal reading* spell, *telethaumaturgy* functions only if the priest knows the correct name of his subject. If the priest casts the spell using an alias, he will not know that *telethaumaturgy* has not taken effect until the subsequent spell fails. The priest does not automatically know why the subsequent spell failed (the subject might simply have made a successful saving throw).

The material component is a small book of numerological formulae and notes. This book is different from the book used in *personal reading*. The book is not consumed in the casting.

Thief's Lament (Alteration)

Sphere: Wards

Range: 10 yards/level

Components: V, S, M

Duration: 1 hour/level

Casting Time: 3

Area of Effect: 5-foot cube/level

Saving Throw: Neg.

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

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

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

Unearthly Choir (Invocation)

Sphere: Combat

Range: 0

Component: V

Duration: Instantaneous

Casting Time: 5

Area of Effect: Special

Saving Throw: _

This cooperative spell requires at least three priests casting the spell simultaneously. At the time of casting, the priests must be within 10 feet of each other. Upon completion of the spell, the priests sing a single, dissonant chord. The result of the spell depends on the number of voices in the choir.

Trio. In this form, the spell projects a cone of sonic force 120 feet long and 40 feet wide at the base. All creatures within the area of effect must save vs. spells or suffer 2d4 points of damage. Those who successfully save suffer only 1d4 points. Undead suffer a -2 penalty to their saving throws.

Quartet. With four voices, the spell has the same area of effect as described above.

However, all those who fail their saving throw suffer 2d4 points of damage and are deafened for one round. Those who successfully save suffer half damage and are not deafened. Undead creatures are not allowed a saving throw.

Quintet. Five singers produce a chord of major power. All within the area of effect suffer 3d4 points of damage (saving throw for half damage). Undead are not allowed a saving throw. All creatures are deafened for one round. Furthermore, pottery, glassware, crystal, and similar breakable goods must save vs. fall or be shattered.

Ensemble. An ensemble of singers consists of six to ten priests. In this case, the area of effect increases to a cone 180 feet long and 60 feet wide at the base. All creatures within this area suffer 1d4 points of damage per priest and are deafened for 1d4 rounds. A successful saving throw vs. spell reduces the damage and

duration of deafness by half. Undead creatures of 3 hit dice or less are immediately destroyed. All other undead suffer normal damage, but are not allowed a saving throw. Glass, pottery, crystal, bone, and all wooden items that are the strength of a door or less (chests, tables, chairs, etc.) must save vs. crushing blow or be shattered.

Choir. The most powerful group, a choir, requires eleven or more priests. In this case, the area of effect expands to a cone 300 feet long and 100 feet wide at the base. All within the area of effect suffer 1d6 points of damage per priest to a maximum of 20d6. A saving throw vs. spells reduces the damage to half. Those who fail to save are deafened for 1d10 rounds; those who succeed are deafened only 1d6 rounds. Undead creatures of 5 hit dice or less are immediately destroyed. Undead with more hit dice are not allowed a saving throw. Structures within the area of effect are damaged as if they suffered a direct hit from a catapult (one hit per four priests in the choir). Doors, chests, and other breakable items are instantly shattered.

Unfailing Premonition (Divination)

Sphere: Time

Range: 0

Duration: 1 turn + 2 rds./level

Area of Effect: The caster

Components: V, S

Casting Time: 6

Saving Throw: None

By anticipating possible futures and outcomes of the caster's actions, this spell provides the character with a temporary sixth sense or feel for danger. The spell operates on a subconscious level, and the caster receives strong intuitive impulses when he contemplates courses of action that may bring immediate physical injury or harm to him. For example, if the priest was about to open a trapped chest, the *unfailing premonition* would create a flash of insight or a gut feeling telling him that he shouldn't do so. Similarly, opening a door that leads into the lair of a ferocious troll may also trigger the spell's warning. Threatening a NPC who is likely to respond by drawing a weapon and attacking the PC would create a warning, but threatening a NPC who will get even with the priest in an hour or two will not trigger the *premonition*.

The *unfailing premonition* is also quite useful in combat, as long as the priest obeys his instincts and

ducks, dodges, or withdraws when his subconscious tells him to. While the spell is in effect, the priest gains a +2 bonus to his Armor Class and saving throws, but in any given round there is a 25% chance that he will have to forego his intended action in order to obey the spell's warning impulses.

The *premonition* only works on actions undertaken by the priest himself. If his companion is about to pull a mysterious lever that will drop a 10-ton block of stone on the priest, he receives no warning.

Weather Prediction (Divination)

Sphere: Weather

Range: 0

Duration: Instantaneous

Area of Effect: The caster

Components: V, S

Casting Time: 1 rd.

Saving Throw: None

By casting this spell, the priest can predict the weather conditions at his location for a period of time equal to one day per level. The caster becomes aware of the prevailing conditions, trends, and weather systems that may affect his present location. Temperature, wind speed and direction, cloud cover, and precipitation can all be predicted with 95% accuracy for the next day, less 10% for each day after that. In other words, the priest's prediction is 95% accurate for the first day, 85% accurate for the second, 75% accurate for the third, and so on. In addition, magical or supernatural phenomena cannot be predicted.

Priests of powers concerned with weather may use this spell to determine the best time for certain ceremonies or observances. Other priests find *weather prediction* useful for planning journeys or selecting campsites.

Wind Servant (Conjuration/Summoning)

Sphere: Elemental

Range: 20 yds./level

Duration: 1 rd./level

Area of Effect: Special

Components: V, S

Casting Time: 6

Saving Throw: None

This spell allows the priest to exert fine control over air currents and winds, possibly extinguishing small fires or manipulating light objects as he sees fit within the spell's range. Generally, the priest is limited to one discrete action per round since he must focus his *wind servant* tightly on any given task. The *wind servant* can affect objects or creatures weighing up to 1 pound per caster level, twice as much if the object is reasonably light or airy (a cloak, scroll, or haystack, for instance), or 10 times as much if the object is designed to be carried by the wind, such as a ship's sail or a bird in flight.

If an object is within the spell's weight limit, the caster may direct the *wind servant* to carry it along in gusts and air currents at a flying movement rate of 12 (E). If the object leaves the limits of the spell's range, the *wind servant* fails, and the object drops or falls normally from that point. Flying creatures of size M or smaller can be forced to land or be driven away by use of the spell if they fall within the weight limit, or slowed by 50% if they exceed the weight limit. Employing the *wind servant* against an arrow or light missile adds a penalty of -4 to the attack roll.

In dusty, snowy, or sandy regions, the caster can instead use *wind servant* to create a vicious zephyr of stinging dust around an enemy. This zephyr inflicts damage equal to the opponent's base AC less 2d6 points and creates a -2 penalty to the victim's attack rolls. For example, an enemy in *leather armor +1* (AC 7) would suffer 7 - 2d6 damage if attacked by means of this spell. Note that any use of the *wind servant* requires the priest's undivided attention; he can take no other actions while directing the spell.

Zone of Sweet Air (Abjuration)

Sphere: Wards

Range: 10 yards/level

Duration: 1 turn/level

Area of Effect: 10-foot cube/level

Components: V, S, M

Casting Time: 3

Saving Throw: None

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

If a poisonous vapor is expelled within the area of effect (for example, a *stinking cloud* is cast), the spell takes effect normally but dissipates in half the time normally required.

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

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

Fourth-Level Spells

Adamantite Mace (Alteration)

Sphere: Elemental

Range: Touch

Duration: 1 rd./level

Area of Effect: Caster's weapon

Components: V, S, M

Casting Time: 7

Saving Throw: None

By means of this spell, the priest transmutes his own cudgel, mace, or staff into an enchanted weapon of

adamantite, the most magical mineral known. The *adamantite mace* gains a +2 bonus to attack and damage rolls, but it can strike creatures normally hit only by +4 or better weapons. As an incarnation of elemental earth, the mace inflicts up to twice the damage (roll twice the required damage dice) against creatures of elemental air or magical avians such as griffons, perytons, pegasi, and winged baatezu or tanar'ri. The *adamantite mace* retains its special properties for one round per level of experience of the caster. The material component is a special powder made from a diamond worth 100 gp, sprinkled over the weapon.

Addition (Alteration)

Sphere: Numbers, Creation

Range: 30 yards Components: V, S, M

Duration: Special Casting Time: 1 round

Area of Effect: Special Saving Throw: None

The philosophy of the Sphere of Numbers holds that the structure of reality--the "equation of the moment"--can be analyzed and modified by someone with sufficient knowledge and power. The *addition* spell allows a priest to add a new mathematical term to the equation of the moment. This effectively allows a new object or even a living creature to be brought into existence temporarily.

The effect of this spell varies depending on the level of the caster. At 10th level or lower, *addition* can create a single, inanimate object weighing up to 10 pounds. The spell gives the priest only rudimentary control over the creation process, so the object cannot be complex. The object must be described in a single word or short phrase (e.g., "a water pitcher" or "a block of stone"). The caster has no control over elements such as shape or color; thus, the water pitcher might be short, squat, and blue, or tall, slender, and red.

Objects created with this spell cannot be of any greater mechanical complexity or technological level than a crossbow. If the priest tries to create an object that breaks this prohibition, the spell fails and nothing is created. Thus, if the priest tried to create "a pistol," assuming he had heard the word somewhere, the spell would fail.

Objects cannot contain any information in an abstract form such as writing or diagrams. If the priest tries to create an object that breaks this prohibition, there are two possible results: the spell may fail, or the object may be created without the information. Thus, if the priest were to attempt to create "a spellbook," the result would be either a book similar to a spellbook with blank pages, or nothing at all.

The object appears at whatever location the caster wills, as long as it is within spell range. The object cannot appear in the same space occupied by another object or creature, or within a hollow object (for example, the priest cannot create an object blocking the trachea of an enemy).

The object created by *addition* remains in existence for 1 turn per level of the caster. During this time, it obeys all the laws of physics as if it were a "real" object. The object cannot be disbelieved and spells such as *true seeing* cannot distinguish it from a naturally-occurring object.

Priests of 11th to 15th level can create a single inanimate object of up to 20 pounds in mass or two identical objects, each of up to five pounds in mass. The object(s) so created remains in existence for two hours (12 turns) per level of the caster.

Priests of 16th to 19th level can create a single inanimate object of up to 50 pounds in mass or up to 10 identical objects, each of up to five pounds in mass. The object(s) is permanent unless destroyed. Since these objects are not magical constructs, but real additions to the "equation of the moment," *dispel magic* has no effect on them.

Alternatively, the caster can create a single normal (nonmonstrous) living creature of up to 20 pounds in weight. The creature, once created, behaves as a normal member of its species; the caster has no control over its actions. This creature remains in existence for 5 rounds per level of the caster.

Priests of 20th level and above can create a single inanimate object of up to 100 pounds in mass or up to

10 identical objects, each of up to 10 pounds in mass. The object(s) are permanent. Alternatively, the caster can create a single normal (nonmonstrous) living creature of up to 100 pounds in weight and up to 2 hit dice. The creature, once created, behaves as a normal member of its species; the caster has no control over its actions. This creature remains in existence for 2 turns per level of the caster. The material component is a small table of numerological formulae inscribed on an ivory plaque, plus a length of silken cord. During the casting, the priest ties the cord into a complex knot. As the magical energy is discharged, the cord vanishes in a flash of light. The plaque is not consumed in the casting.

Age Plant (Alteration)

Sphere: Time	
Range: 30 yards	Components: V, S, M
Duration: Permanent	Casting Time: 1 round
Area of Effect: One plant, seed, or tree/level	Saving Throw: None

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

The change in age, either forward or backward, is chosen by the priest at the time of casting. The changes associated with normal or reversed growth occur instantaneously. Plants can be altered in age up to 10 years per level of the caster. The caster can stop the aging at any point within the limits imposed by his level; he could cause a tree to grow from a sapling until it withers and dies from old age or he could stop the tree's growth at a stage at which it would shelter his home.

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

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

Blessed Warmth (Alteration)

Sphere: Sun	
Range: Touch	Components: V, S
Duration: 1 round/level	Casting Time: 4
Area of Effect: Special	Saving Throw: None

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

For each level of the priest above 7th, an additional beam of light may be created to protect another creature, who must be standing within 3' of the priest. Thus, a 10th-level priest could protect four other creatures in a 3' radius.

Body Clock (Alteration)

Sphere: Time	
Range: Touch	Components: V, S, M
Duration: 1 hour/level	Casting Time: 4

Area of Effect: One creature

Saving Throw: None

Body clock affects a subject in the following ways.

- The subject's need for sleep is reduced. For every hour that a subject sleeps, he is as refreshed as if he slept 10 hours. For every two hours that a subject sleeps during the spell (20 hours of rest), he regains hit points as if he spent a day of complete rest. However, wizards are not able to memorize spells; "real" time must pass for this to occur.
- The subject's need to breathe is reduced. He breathes only 10% as often as normal for the duration of the spell, enabling him to hold his breath 10 times longer than normal and use less air in enclosed situations.
- The subject can set an internal "alarm clock" to alert him when a specific amount of time has passed. The subject then hears a brief ringing in his ears, audible only to him. The ringing is loud enough to wake the subject. He can set as many internal alarm clocks as he wishes, as long as they all occur within the duration of the spell.

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

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

Chaotic Combat (Invocation/Evocation)

Sphere: Chaos

Range: 30 yards

Components: V, S

Duration: 1 round/level

Casting Time: 3

Area of Effect: One creature

Saving Throw: None

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

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

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

Chaotic Sleep (Alteration)

Sphere: Chaos

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: One creature

Saving Throw: Neg.

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

From the time the spell takes effect until the spell is negated, the sleeping pattern of the victim is randomly disrupted. At sunset and sunrise of every day, a check is made to determine the effects of *chaotic sleep*. In the 12-hour period that follows the check, there is an equal chance that the character will be unable to sleep or unable to remain awake (roll 1d6; on a roll of 1-3, the character is awake, on a roll of 4-6, he sleeps). This condition lasts until the next sunrise (or sunset) when the check is made again.

For example, a fighter fails to save against *chaotic sleep*. For the next few hours, the spell has no effect. At sundown, the first check is made, resulting in a 2. The fighter does not notice anything until he tries to sleep that night, at which time he is wide awake, fidgeting and restless. At sunrise, another die roll is made, resulting in a 6. The fighter is suddenly exhausted and sleeps until sunset.

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

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

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

Circle of Privacy (Alteration)

Sphere: Travelers

Range: Special

Duration: 1 hour/level

Area of Effect: 50-foot-diameter circle

Components: V, S, M

Casting Time: 4

Saving Throw: None

This spell helps to discourage predators and trespassers from disturbing a campsite. The caster sprinkles salt in a circle enclosing an area up to 50 feet in diameter. For the duration of the spell, all sounds and scents generated within the circle are muted, making the area less noticeable to those outside the circle.

Therefore, the group's chance of encounter is reduced by 50% for the duration of the spell. The spell provides no protection against infravision or other forms of magical detection.

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

Compulsive Order (Enchantment/Charm)

Sphere: Law

Range: 10 yards

Duration: Permanent

Area of Effect: One creature

Components: V, S, M

Casting Time: 5

Saving Throw: Neg.

The victim of *compulsive order* is compelled to place everything he encounters into perfect order. If he discovers treasure, he divides it into tidy piles or containers of silver, gold, and copper. He is reluctant to enter a dungeon because it is a messy place, but once inside, he is obsessed with cleaning it. A character under the power of this spell will sweep dirt from dungeon corridors into neat piles, arrange the corpses of a defeated orc band according to size, dash forward to remove a bit of lint on clothing, and insist that the party organize themselves alphabetically, then by size, and then by age. While the spell does not affect a character's abilities, the overwhelming desire for order impairs the character's usefulness in most adventures. When a character afflicted by this spell attempts to undertake a new event (begin a battle, haggle with the merchant, etc.), the player must rationalize the action on the basis of his compulsion for order. Thus, the character cannot simply attack a goblin; he must announce a condition such as attacking the tallest goblin and fighting his way down according to size. Once stated, the character must follow through with this plan. If the player cannot conceive a rationale for his character's behavior, the character is forced to delay his actions for 1d6 rounds, with the time spent in preparation for the subsequent action. The character spends time arranging spell components artistically, deciding how to hold his sword, cleaning his weapon, etc. Anyone affected by *compulsive order* may become violent if he is prevented from being neat. He will do

what he must to make the world around him more orderly. If he is allowed to organize his surroundings, he will quickly calm down again. The victim will constantly petition the people around him to be neat and organized.

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

The material component is a perfect cube made of metal.

Defensive Harmony (Enchantment/Charm)

Sphere: Law

Range: 5 yards

Duration: 1 round+2d4 rounds

Area of Effect: One creature/two levels

Components: V, S

Casting Time: 1

Saving Throw: None

This spell must be cast on at least two creatures. The priest may affect one creature per two levels of his experience, and all creatures to be affected must be within three feet of each other at the time of casting. After the spell is completed, affected characters may move about freely.

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

While the spell is in effect, each affected creature gains a +1 bonus to armor class for every other creature benefitting from the spell, to a maximum bonus of +5 (although more than five characters may be affected by the spell). Thus, if four creatures are affected by *defensive harmony*, each creature gains a +3 bonus to armor class.

This bonus represents a mystical coordination of effort on the part of all affected creatures. A fighter will naturally wage his attack to distract the troll attacking the thief. The ranger will instinctively block the swing of an orc, thereby protecting the wizard.

Creatures affected by the spell are not consciously aware of these efforts, and they are unable to create specific strategies and tactics.

Dimensional Anchor (Alteration)

Sphere: Guardian

Range: 10 yds./level

Duration: 1 turn + 1 rd./level

Area of Effect: 1 creature

Components: V, S

Casting Time: 1

Saving Throw: None

When a priest casts this spell, a green ray springs from his outstretched hand and unerringly strikes a creature within line of sight and the range of the spell, covering the subject with a shimmering emerald field that completely blocks bodily extradimensional travel. Forms of movement barred by the *dimensional anchor* include *blinking*, *dimension door*, *etherealness*, *gate*, *phasing*, *plane shift*, *maze*, *shadow walk*, *teleportation*, and similar spell-like or psionic abilities. The field persists for one turn plus one round per caster level and has no effect other than blocking extradimensional travel. The *dimensional anchor* does not interfere with the movement of creatures in astral form, nor does it block extradimensional perception or attack forms such as a basilisk's gaze.

Dimensional Folding (Alteration)

Sphere: Numbers

Range: 5 feet

Duration: 1 round

Area of Effect: 10-foot circle

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

This spell allows the caster to selectively warp the fabric of space, folding it into higher dimensions. This effect can be best explained through an example. If an ant crawling along the west edge of a map decided to travel to the east edge of the map, it would have to crawl the full width of the map. But if the map were folded in two so that the east and west edges were touching, the ant would travel almost no distance at all. The ant's world (the map) would have been folded through the third dimension. The *dimensional folding* spell does something similar with the three-dimensional world: it folds it through a higher dimension (the fourth), allowing instantaneous travel between two locales on the same plane of existence.

Although this effect may seem similar to the wizard spell *teleport*, in practice, it is much different. The *dimensional folding* spell opens a gate that allows instantaneous, bidirectional access to a distant locale on the same plane. This gate is circular, of any size up to 10' in diameter, and remains in existence for up to 1 full round. The caster and any other creatures can pass through the gate in either direction while it remains open. Missile weapons and magic spells can also pass through the gate.

The gate appears as a shimmering ring, glowing with a faint light equivalent to starshine. Vision through the gate is clear and unobstructed in both directions, allowing the priest to "look before he leaps." However, anyone on the other side of the gate is able to see the priest and his point of origin.

The "near side" of the gate always appears within 5 feet of the priest. The location of the "far side" of the gate always opens within 5 feet of the place the priest desires. Thus, there is no chance of arriving at the wrong destination, as with the wizard spell *teleport*.

There is a risk involved in using *dimensional folding*, however. Many philosophers believe that what we know as time is simply another dimension, and the behavior of this spell seems to support this thesis. Unless the priest is extremely familiar with the destination, there is a significant chance that any creature passing through a *dimensional folding* gate will suffer instantaneous aging. Theorists believe that this is the same kind of "slippage" that can cause a *teleporting* wizard to land high or low, except that in this case, the slippage is in the time dimension.

The chance of this instantaneous aging occurring depends on how familiar the priest is with the destination. The table that follows outlines the conditions and effects of aging.

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

* Use this row if the desired location is within view of the priest.

If the die roll indicates that aging occurs, every creature that passes through the gate in either direction suffers the aging effect. Multiple creatures passing through the gate in the same direction all age by the same amount determined by a single die roll. Although the chance of aging is low and the potential amount of aging is minimal for familiar destinations, the effects can add up and become significant over time.

Although the word "destination" is used to refer to the "far end" of the gate, the priest need not be the one doing the traveling. For example, a priest may open the gate near a distant ally so he may travel instantaneously to join the priest.

The material component is a sheet of platinum "tissue" worth at least 15 gp, which the priest folds intricately during the casting. The tissue is consumed when the gate closes.

Entrench (Alteration, Invocation/Evocation)

Sphere: War

Range: 60 yds.	Components: V, S, M
Duration: Permanent	Casting Time: 3 rds.
Area of Effect: 10-ft. cube/2 levels Saving Throw: None	

An improved version of the *fortify* spell, *entrench* has much the same effect, but prepares an even more formidable set of defenses. Like *fortify*, *entrench* may be used to prepare an open outdoors area such as a field or grassland, or a rough outdoors area such as a hillside or forest. Large rooms or chambers may be *entrenched* as well. In addition to the ditches and ramparts of the *fortify* spell, *entrench* makes use of local materials to create a small palisade and an array of stakes or sharp stones to discourage attackers.

A. Open Outdoors Site: A rampart or dike of earth faced by a staked ditch rises from the ground along the perimeter of the site. Creatures defending the dike receive 75% cover against missile fire (+7 bonus to AC), or 25% cover (+2 bonus) if they expose themselves by engaging in melee combat or firing missiles out of the dike. Attackers cannot charge, run, or sprint over the rampart, and must spend one full round negotiating the defenses in order to attack. The dike's defenders receive a +1 bonus to attack rolls against any creatures trying to move through the stakes or stones.

B. Rough Outdoors Site: Loose stones, deadwood, and briars are arranged to form a defensible wall along the perimeter of the area of effect, faced by an array of sharp stakes or stones. Characters hiding behind the wall receive 90% cover (+10 bonus to AC), or 50% cover (+4 bonus) if they expose themselves by firing missiles or defending the wall. Attacking creatures cannot run, charge, or sprint through the defenses, and must spend one full round to get through the stakes plus an additional round climbing over the wall in order to enter the *fortified* area. The wall's defenders gain a +1 bonus to attacks against creatures negotiating the defenses.

C. Marshy or Low-lying Site: In swamps or bogs, *entrench* creates a water-filled ditch around the perimeter of the area of effect. This ditch is 15 feet wide and 3 to 6 feet deep; most creatures require two full rounds to negotiate the ditch and climb up the far side, and defenders gain a +1 bonus to attack rolls against enemies who are wading the ditch or climbing up the other side.

The fortifications created by this spell are permanent, although erosion, weathering, and clearing or filling can return the site to its original state. The material component is the shell of a giant nautilus. In the BATTLESYSTEM rules, *entrench* provides the defending units with a +3 bonus to their AR versus missile and melee attacks, but only a +1 bonus against missile attacks in marshy areas.

Fire Purge (Abjuration)

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

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

Fire purge has no effect on fires that are within the area of effect when the spell is cast, (i.e., it does not extinguish existing fires).

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

Fire purge can be cast as cooperative magic. If a number of priests cast this spell simultaneously, its effectiveness is significantly increased. The duration of the spell is then equal to 1 turn per level of the most powerful priest plus 1 turn for every other contributing priest. The area of effect is a square whose sides equal the number of priests times 10 yards (thus, six priests could create a 60-yard by 60-yard square of protection).

Focus (Invocation)

Sphere: All	
Range: 10 feet	Components: V, S, M
Duration: Special	Casting Time: 1 day
Area of Effect: Special	Saving Throw: None

This spell creates the necessary conditions for devotional energy to be used. For faith magic to work, the priest must create a focus to harness the necessary devotional energy. This spell creates that focus. *A focus cannot function without a source of devotional energy.*

The focus gathers devotional energy and reshapes it in order to amplify other spells cast by the priest (or priests). The same energy keeps the focus in existence. If the spell is cast and there is no immediate source of devotional energy within 100 feet, the *focus* immediately fails.

Once created, most foci cannot be moved. This condition and the need for a constant supply of devotional energy tends to limit the use of foci to temples, churches, monasteries, shrines, and seminaries--permanent structures where followers of the religion gather on a regular basis. Sometimes a focus is created for a special gathering such as a holy day, conclave, grand wedding, or yearly festival.

Not all foci are identical. The particular form of the focus depends on the power and nature of the spell being amplified. All foci can be seen by *detect magic*. There are three basic types of foci: site, item, and living.

Site foci are connected to a place, whether a room, building, field, or forest. Once cast, the foci cannot be moved. It causes no disturbance in the surroundings; it is invisible and intangible.

Item foci are centered on a single object. Customarily, this object is large and immovable, such as an altar, but it is possible for the focus to be as small as is practical. The item can be as elaborate or plain as desired, but should have some significance to the religion.

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

The type of focus created (site, item, or living) depends on the religion and nature of the spell amplified. These choices are listed in Table 3: Focused Spell Effects.

Casting the *focus* spell is a long and complicated process, accompanied by many ceremonies and rituals. During the day spent casting the spell, the priest will need the assistance of at least two other priests of the same faith. These aides need not memorize the spell (or even be capable of casting it). Their duty is to provide the extra hands and voices needed at specific points of the casting. A large number of worshipers must also be present since the focus requires their energy. Not surprisingly, the casting of this spell is often incorporated into important holy festivals or special occasions.

The duration of the focus is one year. If the devotional energy falls below a minimum level, the spell ends sooner. A focus requires the devotional energy of at least 100 devout worshipers. Lay monks (those dedicated to the religion but not priests) count as two worshipers, while priests (of any level) count as ten. A focus could be maintained by a congregation of 100, a monastery of fifty, or a seminary of as few as 10 priests (or any combination of the above). The focus must receive this energy for at least 10 hours out of every day. If these conditions are not met, the focus weakens. The area of effect of the amplified spell decreases by 20% each day until it fades away completely.

Once the focus is created, the priest or priests have 1 turn in which to cast the desired spell upon the focus. A focus can amplify only one spell, and each item, creature, or place can receive only one focus. Spells that can be cast upon a focus are listed on Table 3.

Table 3: FOCUSED SPELL EFFECTS

Spell	Possible Focus
	Type
<i>Anti-animal shell</i>	S/I/L
<i>Anti-plant shell</i>	S/I/L
<i>Bless</i>	S/I

<i>Control temperature, 10' radius</i>	S*
<i>Control winds</i>	S/I*
<i>Cure disease</i>	I/L
<i>Cure blindness or deafness</i>	I/L
<i>Detect poison</i>	S/I
<i>Detect lie</i>	I
<i>Detect magic</i>	I
<i>Dispel evil</i>	S/I
<i>Endure cold/endure heat</i>	S*
<i>Know alignment</i>	I/L
<i>Negative plane protection</i>	S/I
<i>Protection from evil</i>	S/I
<i>Protection from lightning</i>	S
<i>Protections from fire</i>	S
<i>Purify food and drink</i>	I
<i>Remove fear</i>	S/I/L
<i>Remove curse</i>	I
<i>Repel insects</i>	S/I
<i>Resist fire/resist cold</i>	S
<i>Speak with animals</i>	S/I/L
<i>Tongues</i>	S/I
<i>True seeing</i>	S

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

Once the spell is cast, the normal duration and area of effect for that spell are ignored.

The focus begins to increase these factors of the spell's power. After one day, the amplified spell reaches its full area of effect. Thereafter, it remains over that area until the focus fails.

The area affected by the focus (and its amplified spell) depends on the level of the caster. The spell expands in a radius from the focus, 20 feet per level of the caster, although it can deliberately be created smaller. Within that area of effect, the amplified spell exerts its normal effect. A 13th-level priest could create a focus up to 260 feet in diameter.

The material components are many, including special vestments, incense, oils, waters, and other equipment the DM deems appropriate. The cost of these materials is never less than 1,000 gp plus 100 gp per level of spell being amplified. These items are given up as offerings to the deity (perhaps to be distributed to the poor), and new ones must be obtained each time the spell is cast.

Fortify (Necromancy)

Sphere: Healing

Range: 0 Components: V, S, M

Duration: Special Casting Time: 6

Area of Effect: Creature touched Saving Throw: None

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

For the *fortify* spell to work, it must be cast simultaneously with a *cure light wounds*, *cure serious wounds*, or *cure critical wounds*. The priest casting *fortify* must lay his hand on the priest attempting the cure. When both spells are cast, additional energy flows through the second priest and into the creature being healed.

Fortify automatically causes the cure spell to function at maximum effect. Thus, a *cure serious wounds* would automatically heal 17 points of damage and a *cure critical wounds* would heal 27 points of damage.

The material component is the priest's holy symbol.

Genius (Divination)

Sphere: Thought

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 5

Area of Effect: Caster

Saving Throw: None

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

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

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

Inverted Ethics (Enchantment/Charm)

Sphere: Chaos

Range: 120 yards

Components: V, S, M

Duration: 1 turn

Casting Time: 1

Area of Effect: Special

Saving Throw: Neg.

This spell reverses the ethics of a person or group of people. While under the influence of this spell, a creature behaves in a manner opposite to the way he normally would behave. Thus, a shopkeeper influenced by inverted ethics will think it perfectly normal for someone to pick up an item from his shop and walk out the door without paying for it. If someone tried to pay for an item, he would be insulted. If the spell is cast on a shopper in a store, he would find it natural to steal the item, thinking that he is behaving in a proper way. If the spell is cast on a professed thief, he will no longer steal, choosing to pay for his goods instead.

Inverted ethics does not cause a creature to actively commit evil deeds (or good deeds). Thus, an affected creature will not go on a shoplifting rampage; he will steal only as the opportunity presents itself.

The spell affects one character per level of the caster within a 20' radius. Each target of the spell is allowed a saving throw vs. spell to avoid the effect.

The material component is a miniature golden balance (i.e., similar to the scales of justice).

Join With Astral Traveler (Alteration)

Sphere: Astral

Range: 0

Components: V, S

Duration: Special

Casting Time: 1 turn

Area of Effect: The caster

Saving Throw: None

When a priest casts the 7th-level *astral spell*, he leaves his physical body in suspended animation while his astral body travels. By touching the comatose body and casting *join with astral traveler*, a priest can cause his own astral body to leave his physical body in suspended animation. His astral body then travels along the silver cord of the originally projected priest. The caster joins the projected priest as if he were part of the original casting of the *astral spell*; i.e., his own silver cord is connected to the priest's silver cord, and he is dependent upon the originally projected priest.

A priest who casts the 7th-level *astral spell* can project as many as seven other creatures along with himself.

However, priests casting *join with astral traveler* are an exception to this limit. Any number of priests may join another priest in the Astral plane by use of this spell.

Leadership (Enchantment/Charm, Alteration) Reversible

Sphere: War

Range: Special

Duration: Special

Area of Effect: One creature

Components: V, S, M

Casting Time: Special

Saving Throw: None

This spell can be cast in one of two variations. The first, appropriate for battlefield use, has a range of 240 yards, duration of 1d4+6 turns, and a casting time of 1 turn. The priest can cast the spell on any single individual (a commander or hero) within his line of sight.

While under the influence of this spell, the subject's command radius is increased by 50% (round fractions up).

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

The material component for this variation is a pinch of steel dust.

The second variation must take place in or within 100' of a place of worship officially dedicated to the casting priest's deity. Both the priest and the individual to be affected must be present. The casting time is 5 turns and involves an intricate ritual and many prayers. At the conclusion of the spell, the subject's command radius is doubled. This effect lasts 2d12 hours.

The priest can cast either aspect (but not both at once) on himself. No individual can be the subject of more than one casting of this spell at one time, whether different aspects or cast by different priests. If more than one spell is attempted on the individual, only the most recent casting takes effect.

The material component for the second variation is the priest's holy symbol.

Mental Domination (Enchantment/Charm)

Sphere: Thought

Range: 50 yards

Duration: 3 rounds/level

Area of Effect: One creature

Components: V, S, M

Casting Time: 4

Saving Throw: Neg.

This spell is similar to the wizard spell *domination* in that it establishes a telepathic link between the priest and the subject through which the priest can control the subject's bodily movements. There are some significant differences between the spells, however.

Elves and half-elves have no innate resistance to this spell. Priest and subject need not share a common language. The priest can force the subject into combat, but the subject's attack rolls suffer a -2 penalty. The priest cannot force the subject to cast spells or use any innate magical or magiclike abilities. The priest can force the subject to speak, although the priest cannot inject a full range of emotions into the subject's voice (everything said by the subject is in a monotone).

This spell gives the priest no access to the subject's thoughts, memory, or sensory apparatus. Thus, the priest cannot see through the subject's eyes. To control the subject, the priest must be within the range of the spell *and* must be able to see the subject.

Breaking either of these conditions causes the spell to terminate immediately.

This spell requires a moderate level of concentration by the priest. While maintaining this spell, he can move or enter combat, but cannot cast another spell. If the priest is wounded, rendered unconscious, or killed, the spell immediately terminates.

If the priest is 10th level or lower, he or she cannot force the subject to perform particularly delicate actions, such as picking a lock. At 11th level or higher, however, this restriction is removed. The priest could thus force a thief to pick a lock. Any such delicate actions suffer a -15% penalty (or -3 on 1d20) to reflect the "remote control" nature of the action.

The material component is a mesh of fine threads that the priest loops around the fingertips of one hand and manipulates in the way that a puppeteer controls a puppet.

Modify Memory (Enchantment/Charm)

Sphere: Time

Range: 30 feet

Duration: Permanent

Area of Effect: One creature

Components: V, S

Casting Time: Special

Saving throw: Neg.

This spell enables the caster to reach into the subject's mind and modify up to five minutes of his memory in one of the following ways:

- Eliminate all memory of an event the subject actually experienced. This spell cannot negate *charm*, *suggestion*, *geas*, *quest*, or similar spells.
- Allow the subject to recall with perfect clarity an event he actually experienced. For instance, he could recall every word from a five-minute conversation or every detail from a passage in a book.
- Change the details of an event the subject actually experienced.
- Implant a memory of an event the subject never experienced.

Casting the spell takes one round. If the subject fails to save vs. spell, the caster proceeds with the spell by spending up to five minutes visualizing the memory he wishes to modify in the subject. If the caster's concentration is disturbed before the visualization is complete, the spell is lost.

Modified memory will not necessarily affect the subject's actions, particularly if they contradict his natural inclinations. An illogical *modified memory*, such as the subject recalling how much he enjoyed drinking poison, will be dismissed by the subject as a bad dream or a memory muddled by too much wine. More useful applications of *modified memory* include implanting memories of friendly encounters with the caster (inclining the subject to act favorably toward the caster), changing the details of orders given to the subject by a superior, or causing the subject to forget that the caster cheated him in a card game. The DM reserves the right to decide whether a *modified memory* is too nonsensical to significantly affect the subject.

Omniscient Eye (Divination)

Sphere: Divination

Range: 0

Duration: 1 turn + 1 rd./level

Area of Effect: The caster

Components: V, S, M

Casting Time: 7

Saving Throw: None

This divination enhances the caster's vision by allowing him to see through any normal or magical darkness, fog, or mist to a range of 60 feet. In addition, the caster has a chance of piercing magical illusions, blending, and invisibility equal to 70% plus 1% per level of experience, less 2% per spell level. For example, a 7th-level priest has a 70% + 7% -4%, or 73% chance, to spot a wizard concealing himself by using the 2nd-level spell *invisibility*.

Unlike the 5th-level spell *true seeing*, the *omniscient eye* does not grant the caster the ability to perceive secret doors, traps, lost or misplaced objects, or creature alignments; it simply ensures that the caster can see the surroundings as they would appear without the interference of weather, lighting, or illusionary

magic. Thus, the *omniscient eye* can be deceived by careful camouflage, concealment, or other purely physical precautions. Other phenomena that may bypass this spell's power include psionic invisibility, true transparency, or extradimensional objects or creatures.

The material component of this spell is a special ointment for the eyes that is composed of rare powders and herbs. The ointment costs at least 100 gold pieces for a single application.

Probability Control (Alteration)

Sphere: Numbers

Range: 30 yards

Duration: Special

Area of Effect: One creature

Components: V, S, M

Casting Time: 4

Saving Throw: Neg.

This spell allows the priest to increase or decrease by a small margin the probability of success for one action. This action can be anything that requires a die roll—an attack, a saving throw, an attempt to use thieving skills, an ability check, or even an attempt to successfully *teleport* on target. The action must be something performed by a single creature.

The basic modification is 15% (15 on 1d100 or 3 on 1d20), plus an additional 5% per five levels of the caster.

This modification can be either positive or negative, as deemed by the spellcaster. Thus, a 10th-level priest can modify a subject's saving throw or attack roll by +5 or -5, or a thief's "climb walls" roll by +25% or -25%. The priest may cast this spell on himself.

For a noncombat action such as an attempt to climb a wall, the priest simply casts the spell on the subject immediately before the action is attempted, informing the DM whether the modification is positive or negative. To use this spell in combat, the priest must specify the action to be affected (e.g., the target's next attack roll) and whether the modification will be positive or negative. The spell remains in effect until the subject attempts the specified action or until a number of rounds equal to the caster's level passes. If the latter occurs, the spell ends without effect.

Once the spell is cast, the priest does not need to maintain any level of concentration; the spell will function even if the casting priest is killed before the spell takes effect.

The subject of the spell has no way of knowing whether any modification made by this spell is positive or negative (or even whether he was the subject of the spell at all). Thus, a lying priest could claim to raise a thief's chance of climbing the wall, while actually lowering it. The thief would be none the wiser. However, an unwilling subject of this spell receives a normal saving throw to negate its effect.

The material components are a small cube of a thickened sugar-and-milk mixture and a cubic die of matching size. Both are consumed in the casting.

Recitation (Abjuration, Invocation/Evocation)

Sphere: Combat

Range: 0

Duration: 1 rd./level

Area of Effect: 60-ft. radius

Components: V, S, M

Casting Time: 7

Saving Throw: None

By reciting a sacred passage or declaration, the priest invokes his deity's blessing upon himself and his allies, while causing confusion and weakness among his enemies. All creatures within the area of effect at the

instant of the spell's completion are affected. Allies of the priest gain a +2 bonus to attack rolls and saving throws, or a +3 bonus if they are of the same faith (not just alignment) as the caster. Enemies suffer a -2 penalty to attack rolls and saving throws. After the *recitation*, the priest is free to take further actions during the spell's duration as he sees fit—he need not concentrate to maintain the spell. As a result, it is possible for the priest to cast a *prayer* spell, which increases the bonuses and penalties provided to +3 and -3 respectively. If another priest is using *chant* at the same time, then the bonuses and penalties given by it are also allowed to add to the total.

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

Rapport (Divination, Alteration)

Sphere: Thought

Range: 30 yards

Components: V, S

Duration: 1 turn+1 round/level

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: None

This spell is a deeper and more intense version of *telepathy*. It allows the priest to communicate silently and instantly with a single willing subject. Participants may share deeper thoughts than with *telepathy*, including emotions and memories. Each participant sees, hears, and otherwise senses everything experienced by the other, although such vicarious experiences feel diluted and cannot be mistaken for direct sensations.

The participants can quickly share such personal concepts as plans, hopes, and fears, but they *cannot* share skills or spells. Thus, it is impossible to communicate the procedure for casting a particular spell or for picking a lock.

Communication through *rapport* is approximately 15 times faster than verbal communication. As with *telepathy*, the priest can establish separate "channels" to multiple individuals; each such linkage costs one casting of the spell. There is no "crosstalk" between the channels, however.

Rapport cannot be used on unwilling subjects.

Solipsism (Alteration)

Sphere: Thought

Range: 10 yards/level

Components: V, S, M

Duration: Special

Casting Time: 1 round

Area of Effect: 100 sq. ft.+100 sq. ft./level

Saving Throw: Special

This unusual spell is similar to *phantasmal force* and other illusion magic, except that the priest who casts the spell is the only creature who automatically believes the results of the spell. The spell creates the illusion of any object, creature, or force, as long as it is within the boundaries of the spell's area of effect. The illusion is visual and tactile (that is, it can be seen and felt), but no other sensory stimuli are created.

Solipsism is the opposite of normal illusions in that anyone other than the caster must make an active effort to *believe* (rather than *disbelieve*) the illusion. Characters trying to believe the reality of a solipsistic illusion must make a saving throw vs. breath weapon, modified by the magical defense adjustment for Wisdom. A successful save means that the character believes the illusion and it is part of reality for him. A failed save means that the character cannot convince himself of the illusion's reality, and the illusion has no effect on

him. A character can make a single attempt to believe each round.

Unlike true illusions, the image created by this spell does more than just duplicate reality. The image formed is *real* for those who believe in it. The illusion has all the normal properties that its form and function allow. Thus, a solipsistic bridge spanning a chasm could be crossed by the priest and those who believed. All others would see the priest apparently walking out onto nothingness. Likewise, a solipsistic giant would cause real damage to those who believed it.

The illusion remains in effect for as long as the priest continues to concentrate on it, until the priest is struck in combat, or until he is rendered unconscious. The level of concentration required is not extreme; the priest can move normally and may engage in combat, but is unable to cast any spell while maintaining a *solipsistic* illusion.

Solipsism can create only illusions that are external to the priest. Thus, the priest cannot create an illusion that he is the size of a giant, is unwounded, or has sprouted wings.

The material components are a lotus blossom that the priest must swallow and a bit of fleece.

Suspended Animation (Necromancy)

Sphere: Necromantic

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 4

Area of Effect: Creature touched

Saving Throw: None

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

This spell has many useful applications. First, all bodily or mental afflictions become quiescent during the victim's slumber. Poison, insanity, and many curses (lycanthropy, geas, and mummy rot included) can be arrested, if not cured, and have no effect on the subject while he sleeps. Of course, if the spell is broken prematurely, all the conditions that were halted by the spell will start once again. Second, the subject requires no food or water, but he still needs air and dies if deprived of oxygen. Third, for every month that the subject is in *suspended animation*, he recovers one hit point. The caster can awaken the subject at any time within

the spell's duration, although he must be in the subject's presence to do so. Optionally, the priest may pre-specify an amount of time within his normal duration or a special condition to awaken the sleeper. A condition must include a physical stimulus to the subject, such as a change in temperature, the touch of the sun, the kiss of a princess, or whatever the priest desires. If the priest maintaining the spell dies or is not able to awaken the sleeper, then the subject can be taken to another priest of the same deity to be awakened.

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

Some of the drawbacks to this spell affect the casting priest. First of all, it takes all of the priest's concentration to cast and maintain this spell. This means that the priest cannot cast any other spell while a subject is being held under the influence of the *suspended animation*. For each week that the subject is in *suspended animation*, the priest loses one point of Constitution. This happens each week until the priest transfers the spell to another priest of the same alignment. Transferring this spell requires a successful saving throw vs. spell. If the saving throw is successful, then the priest who transfers the spell can start recovering Constitution at a rate of one point per hour of bedrest. If the saving throw doesn't succeed, then the priest loses another point of Constitution and cannot try to transfer the spell again for 8 hours. Either way, because of the temporary lapse of the spell, the subject will automatically lose 1 hit point each time a transfer is

attempted.

The material component for this spell is a rare herb that must be prepared with exacting care. The treatment costs at least 200 gold pieces and requires 1d3 days of the priest's time and attention.

Tanglefoot (Alteration, Abjuration) Reversible

Sphere: War

Range: 240 yards

Components: V, S, M

Duration: 2 turns/level

Casting Time: 2 turns

Area of Effect: 100 sq. yards/level

Saving Throw: None

This spell temporarily doubles the movement cost of one region of ground. Units allied to the priest are unaffected and movement is made at normal cost; only enemy units suffer the penalty.

A variety of effects result from the spell depending on the terrain: grass twists hinderingly around troops' ankles, swamp becomes more viscous, rocks and gravel shift underfoot, etc.

The spell affects only units--that is, groups of soldiers moving in regular or irregular formation. The spell does not affect individuals or monsters moving and operating alone. (When using the BATTLESYSTEM™ rules, figures that represent individual heroes are not affected by this spell.)

When casting this spell, the priest must have an uninterrupted line of sight to the terrain to be affected.

The priest can choose the shape of the area, up to the maximum area of effect. This spell can create only one continuous area of *tanglefoot*. There is no way of detecting that a particular area is under the influence of this spell simply by looking at the area. *Detect magic* will reveal that the area is magically affected.

The reverse of this spell, *selective passage*, cuts the movement cost of an area in half (round fractions up) for friendly units. Again, individual heroes and creatures are not affected by this spell (which means that advancing troops must be careful not to leave their leader behind!).

The material component is a drop of molasses for tanglefoot, and a pinch of powdered graphite for selective passage.

Thought Broadcast (Alteration)

Sphere: Thought

Range: 30 yards

Components: V, S, M

Duration: 1 turn+3 rounds/level

Casting Time: 5

Area of Effect: One creature

Saving Throw: Neg.

This spell turns the subject into a "thought broadcaster." For the duration of the spell, everyone within 30 yards of the subject senses the subject's thoughts, making it impossible for him to lie, keep secrets, conceal motives, etc. The subject is not automatically aware that his thoughts are being sensed. Everyone who senses these thoughts, on the other hand, knows their source.

This spell causes the broadcast of only surface thoughts and motivations, not memories. There is no need for a common language between broadcaster and receivers; for this purpose, thoughts are considered to be symbolic, not dependent on language. The detail level of the thoughts is insufficient for others to learn specific skills from the subject. Thus, if the subject casts a spell, everyone within range knows what spell is being cast before it takes effect, but no one learns any knowledge about how the spell is cast.

If the broadcaster is *invisible* or hiding in shadows, the broadcast functions normally, and all receivers are aware that someone is in the vicinity whom they cannot see. While receivers cannot pinpoint the broadcaster's location, the broadcaster's thoughts will inevitably reveal his general position ("Oh no, he's looking right at me," etc.). A character hiding in shadows will be automatically detected, while attacks against an *invisible* broadcaster suffer a -2 penalty, rather than the normal -4. This spell totally negates the chance of surprise by the broadcaster.

The subject must have an Intelligence score of 1 or more to become a broadcaster, and must have a "normal" mind as understood by PCs. Thoughts that are broadcast can be received only by individuals with Intelligence

scores of 3 or better. An unwilling subject receives a normal saving throw vs. spell to avoid the effects. A willing subject can waive this saving throw. The material component is small balloon that the priest inflates upon casting. This balloon is consumed in the casting.

Tree Steed (Alteration, Enchantment/Charm)

Sphere: Travelers
Range: 10 yards
Duration: 1 hour/level
Area of Effect: One log or plank

Components: V, S, M
Casting Time: 4
Saving Throw: None

This spell enchants a log, plank, or similar piece of wood to become a temporary steed. The log or plank must be at least one foot wide, three inches thick, and three to ten feet long. Any type of wood is suitable. When the spell is cast, the log sprouts four wooden, horselike legs. The *tree steed* may be ridden like a normal horse and may be used to carry equipment. The *tree steed* can carry up to 600 pounds of riders and gear before breaking. If the *tree steed* breaks under the weight of the riders or gear, the enchantment instantly ends and the *tree steed* again becomes a normal (although broken) log or plank.

The *tree steed* obeys all of the caster's verbal commands to move, slow, speed up, stop, and turn. It has a movement rate of 12 on land. It can move in the water (Sw 6), floating on the surface and paddling with its legs. The *tree steed* must remain within 10 yards of the caster in order to move; if the distance between the *tree steed* and the caster exceeds 10 yards, the *tree steed* stops until the caster is again within range.

The *tree steed* will not fight for the caster and is incapable of any action other than movement. The *tree steed* does not become fatigued and does not eat. It has all the vulnerabilities of normal wood, including fire, and can be damaged by both magical and physical attacks. It has AC 8 and 20 hit points.

The material components are a log or plank of suitable size and a horseshoe.

Unfailing Endurance (Necromancy)

Sphere: Necromantic
Range: Touch
Duration: 1 day/level
Area of Effect: 1 creature/level

Components: V, S
Casting Time: 1 round
Saving Throw: None

This spell enhances the natural hardiness and stamina of the affected creatures by rendering them virtually immune to fatigue or exhaustion. During the casting of the spell, the caster must touch each creature to be affected. While "under the spell's influence, the subjects may force march with no penalty, engage in up to 12 hours of hard labor per day with no fatigue (or up to 16 hours with moderate fatigue), and gain a +4 bonus to Strength/Stamina or Constitution/Fitness checks. In addition, the subjects gain a +4 bonus to saving throws against spells or magical effects that cause *weakness*, *fatigue*, or *enfeeblement*. Finally, an affected creature's fatigue rating (from *PLAYER'S OPTION: Combat & Tactics*) is doubled, and the subject gains a +4 bonus to his saving throws to recover from a fatigued or exhausted state.

Uplift (Alteration)

Sphere: All
Range: 0
Duration: 1 turn
Area of Effect: One priest

Components: V, M
Casting Time: 12 hours
Saving Throw: None

Uplift bestows increased spellcasting ability on one priest, including additional spells per level and use of spells beyond the caster's normal level. This cooperative spell requires two priests who must spend the day casting this spell. During the casting, the priests must decide which additional spells (of all levels) are desired. Upon completion of the casting, the priests touch palms, and the priest of higher level receives a charge of

magical energy. This charge temporarily boosts the level of the priest for spellcasting purposes. The amount of increase is one level per five levels of the lower level caster (fractions rounded up). If both priests are of equal level, the casters must decide who benefits from the spell.

The spell grants the priest the spellcasting ability of the new level. It does not improve hit points, attack rolls, or other abilities. If the increase allows more spells per level, the additional spells are instantly placed in the character's memory. A priest is also enabled to cast spells normally beyond his level. Range, duration, area of effect, and other variables are all based on the character's temporary level.

The increased effect lasts only 1 turn. At the end of the turn, all additional spells are lost and the character reverts to his normal level.

As an example, consider a party with a fallen comrade. The two priests in the party are 7th and 8th level, both unable to cast *raise dead*. After a night's rest, each priest adds *uplift* to his memorized spells. After casting the spell, the 8th-level priest suddenly gains the casting abilities of a 10th-level priest, including the ability to cast *raise dead*. At the end of one turn, the priest's abilities revert to 8th-level.

Casting this spell is an arduous task, causing a severe drain on the priests. When the spell expires, the uplifted character suffers 2d6 points of damage from mental exhaustion. This damage cannot be healed by any means until the character has had at least eight hours of rest.

The material components are the priests' holy symbols and an offering worth at least 500 gp from each priest.

Weather Stasis (Abjuration)

Sphere: Wards, Weather

Range: 30 yards

Components: V, S, M

Duration: 1 hour/level

Casting Time: 1 turn

Area of Effect: 10-foot cube/level Saving Throw: None

Weather stasis maintains the weather conditions prevalent in the area of effect when the spell is cast. The spell affects a cube whose sides equal the caster's level times 10 feet (a 10th-level caster could affect a 100' x 100' x 100' cube).

An area protected by *weather stasis* is unaffected by temperature variations in the surrounding environment. The spell also acts as a shield against rain, snow, and hail, which cannot enter the protected area. If conditions of precipitation existed in the area of effect when the spell was cast, the identical weather will continue for the duration of the spell.

For example, *weather stasis* is cast in an area where the temperature is 75 F. and no precipitation is falling. Half an hour later, the temperature drops to 60 degrees and rain begins to fall. The protected area remains dry and the temperature stays at 75 degrees. If the spell had been cast while rain was falling in the area of effect, rain would continue to fall for the duration of the spell, even after it stopped raining in the surrounding area.

All physical objects other than rain, snow, and hail can pass into the protected area. All creatures and characters can move freely into and out of the area. The spell does not prevent water-based spells or water-based creatures (such as water elementals) from operating in the area.

The spell protects against both natural and magically generated weather. Night and day pass normally in the protected area, although temperature variations associated with night and day do not occur.

The material components are the priest's holy symbol and a drop of rain.

Windborne (Conjuration/Summoning)

Sphere: Elemental

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 7

Area of Effect: The caster

Saving Throw: None

This spell provides a priest of elemental air with the ability to conjure a powerful column of wind that can bear his weight, permitting him to fly or glide for long distances. If used from a high place such as a mountainside or tower, the caster can glide a maximum horizontal distance of 20 feet per foot of initial altitude—for example, if the priest used this spell and launched himself from a hilltop 800 feet high, he could

glide a maximum distance of 16,000 feet, or about 3 miles.

If *windborne* is cast by a priest on level ground, the initial gust carries him aloft to a maximum altitude of 10 feet per caster level. From that point, he may then glide 10 feet per foot of initial altitude. For example, a 7th-level priest would ascend to an altitude of 70 feet and thus be able to glide for a total horizontal distance of 700 feet. He can choose to glide for a much shorter distance, but never less than his initial altitude.

While gliding, the priest moves at a rate of 15 (or about 450 feet) with a maneuverability class of D. Each round, he drops between 20 and 40 feet. He can choose to descend at a much more rapid pace, dropping up to 200 feet per round without risk of a damaging impact upon landing. The caster doesn't gain a mastery of aerial combat with this spell and suffers a -2 penalty to his attack rolls and Armor Class if he becomes involved in combat while gliding.

The material component for this spell is the feather from a giant eagle.

Fifth-Level Spells

Age Object (Alteration) Reversible

Sphere: Time

Range: 10 yards

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: 1 cubic foot/level

Saving Throw: None

With this spell, the caster can cause an amount of nonliving, nonmagical matter to age dramatically. Matter can be aged up to 20 years per level of the caster. The following table gives typical results of 100 years of aging for various objects, arranged in order of descending severity:

Object	Result of Aging
diamond	none
silver	becomes tarnished
masonry	cracks and weakens
iron	rusts and corrodes
parchment	cracks, turns brittle
wood	rots, crumbles, turns to sawdust

The caster controls the extent of the aging; thus, he could age a book so its pages become yellowed and brittle but stop short of causing the book to crumble to dust. As a guideline, each additional 100 years of aging causes an increasingly severe reaction.

Thus, after 200 years, parchment might become little more than powder, while iron might begin to flake away at a touch.

Many items (especially gems) show little reaction to age. The DM must adjudicate all effects.

The material components are a flask of seawater and a piece of coal. The reverse of this spell, *youthful object*, returns an object ravaged by the effects of time to its original condition; thus, rusty iron becomes strong and shiny, crumbled masonry becomes firm, and rotten wood becomes solid. The age of matter can be reduced by 20 years per level of the caster.

The material components for *youthful object* are a piece of eggshell and a hair from the head of a human or humanoid infant.

Animate Flame (Alteration)

Sphere: Elemental

Range: 120 yds.

Duration: 1 rd./level

Area of Effect: 1-ft. diameter/level

Components: V, S

Casting Time: 8

Saving Throw: None

While using this spell, the priest can command a flame to leave its source of fuel and move at his direction. The flame is magically preserved at the intensity it possessed when animated and does not weaken or fail even if it has nothing to burn. The priest can affect any natural fire within range, but magical fires (including breath weapons) can only be animated and controlled on a roll of 11 or higher on a d20, -1 per level or Hit Dice difference between the caster and the creature or spellcaster who created the flame in question. For example, a 9th-level priest can animate a *flaming sphere* cast by a 4th level wizard on a roll of 6 or better on 1d20. In order to animate instantaneous effects such as a red dragon's breath or a *fireball*, the priest must beat his opponent's initiative in the round he casts this spell and succeed in his attempt to take control of the flame.

Under the priest's direction, an animated flame can move at a rate of 12, although it cannot cross water or wet or muddy ground. If the priest directs the flame to leave the spell's range, the spell ends and the flame stops and burns whatever it may be resting on. *Animate flame* can be a very effective weapon; the fire attacks with a THACO of 10 and may be able to strike several creatures in the same round, depending on its size. It inflicts damage as shown below:

Number of Size	Diameter	Targets	Damage
Torch or lantern	less than 1 ft.	1	1d3
Small campfire	1-2 ft.	1	1d4
Large campfire	3-5 ft.	2	1d6
Bonfire	6-10 ft.	4	2d6
Conflagration	11-20 ft.	8	3d6
Inferno	21 ft. or more	20	5d6

Creatures actually caught within the fire's diameter are automatically hit (without an attack roll) for the listed damage. Very hot or unusually cold fires may inflict damage (at the DM's discretion) as if they were one category larger or smaller. In addition to attacking the caster's enemies, the fire will naturally cause any combustibles it comes into contact with to burn, as well; an animated fire can easily torch a small town, given a few rounds to move from building to building.

The animated flame can be dispelled normally. It can also be defeated by contact with a significant volume of water, ice, cold, or earth or dirt, just as a normal fire can be drowned or smothered.

The priest can affect a single fire of up to 1 foot in diameter per level of experience; if a natural fire is too large for him to animate, he can animate a smaller portion of it and command the portion he controls. Magical fires cannot be divided in this way, so it requires a very high-level priest to deflect the breath weapon of a red dragon!

Barrier of Retention (Abjuration)

Sphere: Wards

Range: Special

Duration: 1 turn/level

Area of Effect: 10'-cube/level

Components: V, S, M

Casting Time: 1 turn

Saving Throw: Neg.

This spell creates a one-way invisible force field around the area of effect. The spell creates one 10' x 10' x 10' cube for every level of the caster. These can be arranged into any rectangular shape the caster desires. Intruders entering the protected area suffer no ill effects, but the *barrier of retention* prevents them from leaving. The spell affects all creatures who fail a saving throw vs. spell. The caster can pass in and out of the barrier freely.

Intruders trapped by the *barrier of retention* can cast spells out of the barrier and can use spells such as

teleport to escape the protected area. Objects cannot be hurled out of the barrier but can be carried out by an escaping creature. *Dispel magic* and similar spells negate the *barrier*. The material component is a small cage made of silver wire. The caster must walk around the perimeter of the area of effect when casting.

Blessed Abundance (Conjuration)

Sphere: Creation
Range: Touch
Duration: Permanent
Area of Effect: 1 cubic foot/level

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

This spell allows a priest to duplicate a specified amount of animal or vegetable matter. Magical items and minerals (including rocks, metals, and gemstones) cannot be duplicated. Although organic materials (such as food or living plants) can be duplicated, living creatures cannot be copied by this spell. The caster can create 1 cubic foot of material per his experience level. The material to be duplicated must be equal to or less than 1 cubic foot in size or volume. For example, a 9th-level priest can create up to 9 cubic feet of animal or vegetable matter. Using a loaf of bread 1 cubic foot in size, he can produce nine such loaves; using a bucket of apples totaling 1 cubic foot in volume, he can create nine such buckets. The material component is the priest's holy symbol.

Champion's Strength (Alteration)

Sphere: Law
Range: 0
Duration: Special
Area of Effect: Special

Components: V, S, M
Casting Time: 2
Saving Throw: None

Champion's strength bestows one member of a group with attack and damage bonuses from the rest of the group. The recipient of the spell can then fight as the group's champion. The spell draws bonuses from one person for every two levels of the priest. All characters involved must be within a 30'-radius of the priest. At the time of casting, the priest designates the recipient of the spell and the contributors. All characters who contribute to the spell must do so willingly. When the spell is completed, the designated character (the group's champion) gains any non-magical bonuses to THACO and damage possessed by the characters who contributed to the spell. Characters without bonuses or with combat penalties could conceivably be included in the spell; such characters count against the maximum number of creatures that can be affected. Penalties are likewise applied to the champion; contributors to this spell must be chosen carefully. The bonuses gained through this spell are added to the character's own bonuses (if any). The champion channels the energy of others through himself, improving his fighting ability. The champion must be in the line of sight and within 30 feet of the characters aiding him. Characters who contribute their bonuses must concentrate on the champion for the duration of the spell. If this concentration is broken (by moving more than 10 feet per round, fighting, being struck, or losing sight of

the champion), that character's contribution is immediately lost.

The spell expires when the last character contributing power to the champion ceases concentration.

A champion may benefit from only one *champion's strength* spell at one time. Contributors can aid only one champion at one time. The material component is a chain of five gold links worth at least 1,000 gp.

Chaotic Commands (Enchantment/Charm)

Sphere: Chaos

Range: Touch

Components: V, S, M

Duration: 1 turn/level

Casting Time: 3

Area of Effect: One creature

Saving Throw: Special

Chaotic commands renders a creature immune to magical commands. *Taunt, forget, suggestion, domination, geas, demand, succor, command, enthrall, quest, exaction*, and other spells that place a direct verbal command upon a single individual automatically fail. In addition, anyone casting one of these spells on a creature protected by *chaotic commands* must save vs. spell. Failure means that the caster must obey his own magic; the spell's effect has backfired on the caster. The material component is a piece of eelskin.

Clear Path (Alteration) Reversible

Sphere: Travelers

Range: 0

Components: V, S,

Duration: 1 hour/level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

This spell clears away weeds, stones, and other debris in a 10-foot-wide path extending 10 feet in front of the caster. The caster can create a continuous path for the duration of the spell, clearing a 10-foot-square ahead of him as long as he continues to move forward. The spell affects jungles, forests, rocky ground, and snow.

The result of the cleared path is that movement costs are reduced by half. This is reflected in a reduction of the penalty against movement in rough terrain. (See Table 74 of the *Dungeon Master's Guide* for terrain costs for movement.) For example, if *clear path* is used in heavy jungle, the movement cost is reduced from 8 to 4. In no case can *clear path* reduce movement cost below 1.

Clear path has no effect on rivers, lakes, or other bodies of water, nor does it affect quicksand, lava, or similar natural obstacles. It also has no effect on magically-created terrain or manmade barricades.

A priest using the *clear path* spell can be tracked easily. Tracking proficiency is not required.

The material components are a knife blade and a straw from a broom.

The reverse, *clutter path*, causes weeds, small stones, and similar debris to litter a 10-foot path extending 10 feet behind the caster. This hides a trail, making tracking more difficult. The caster can create a continuous path for the duration of the spell. The chance to successfully track on a cluttered path is reduced by 50%.

The material components are a handful of pebbles and a handful of weeds.

Cloud of Purification (Evocation)

Sphere: Elemental

Range: 30 yards

Components: V, S

Duration: 1 round/level

Casting Time: 5

Area of Effect: 20-foot cube

Saving Throw: None

This spell creates a billowy cloud of magical vapors that moves in the direction of the prevailing wind at a rate of 20 feet per round. A strong wind (greater than 15 miles per hour) breaks it up in 4 rounds, and a greater wind (25 MPH or more) prevents the use of the spell. Thick vegetation disperses the cloud in 2 rounds.

The *cloud of purification* transmutes organic filth, garbage, and vermin (mice, rats, rot grubs, and so on) into

an equal quantity of pure water. For example, a nest of rot grubs caught in the cloud would "melt," becoming small puddles of clean water. If the spell is cast over a body of water, the cloud merges with a portion of the water equal to its own size, transmuting any filth, microbes, small fish, or other "impurities" into clean water. The cloud's vapors are heavier than air, so they sink to the lowest level of the land (even down holes in the ground). Thus, this spell is perfect for cleansing a sewer or well.

This spell in no way affects magical creatures or creatures larger than a normal rat.

Consequence (Divination)

Sphere: Numbers, Divination

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

This spell allows the priest to determine how one recent event fits into the "grand scheme." By casting this spell, the priest can determine whether the sequence or situation that gave rise to the specific event is complete or whether it is ongoing; whether it was a significant or insignificant event in the larger picture; or whether it will continue to have repercussions for the participants.

Using his knowledge of circumstances, the DM communicates these facts to the caster's player. This "arcane message" is normally straightforward and easy to understand, but in the case of highly complex circumstances, the message might be cryptic. In any case, the message will always be truthful.

As an example, consider a priest and his party who are on a holy quest to retrieve an item of power. On the way to the location of this item, the party is ambushed by evil creatures from the Inner Planes but manages to defeat them. Concerned that these creatures might be outlying guards protecting the item of interest, the priest casts *consequence*, hoping for guidance. The DM knows that these creatures have nothing to do with the quest; the encounter was coincidental. However, the surviving monsters will soon be returning with reinforcements to avenge their dead. Therefore, the DM tells the priest's player, "To your goals these have no place, but still they can cause more woe."

Casting this spell "taints" subsequent castings of the same spell within a 24-hour span. A second attempt within this period always results in the same message as the first, regardless of the true situation. If a second priest casts the spell within 24 hours of another casting, he receives an accurate reading.

The material component is three special coins or dice made of platinum (total value of at least 1,000 gp), which the priest tosses in his hand while concentrating on the spell.

The coins or dice are not consumed in the casting.

Dimensional Translocation (Alteration)

Sphere: Numbers, Summoning

Range: 60 yds.

Components: S

Duration: 1 rd./level

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: Special

By using this spell, the priest seals off the multidimensional existence of a magical, undead, or extraplanar creature. The affected creature can be forced entirely into its extraplanar dimension, which removes it from the physical world, or its extraplanar existence can be severed, forcing it entirely into the Prime Material Plane. If the priest's level exceeds the subject's level or Hit Dice, the subject is not allowed a saving throw, but creatures of higher level or Hit Dice than the caster are entitled to a saving throw vs. spell to negate the effect. Also note that magic resistance may apply, as well.

If used to banish an extraplanar or multidimensional creature, *dimensional translocation* prevents the

creature from returning to the Prime Material Plane for the duration of the spell. The creature may be able to take other actions, such as using magical items or spell-like abilities on itself while it waits to return. If the caster instead forces an extradimensional creature into the Prime Material Plane, one or more of the following effects may apply, at the DM's option:

- The creature's Armor Class may be reduced by 1d6 points for the duration of the spell.
- The quality of a magical weapon needed to strike the creature may be reduced by one "plus"; for example, a monster normally hit by +2 or better weapons may become vulnerable to +1 weapons for the spell's duration.
- The creature may suffer permanent death upon the loss of all its hit points.
- Use of 1d6 spell-like powers (such as *gating* in allies) may be limited or negated.
- Undead creatures lose the ability to drain life energy levels.

This spell does not prevent extradimensional travel on the Prime Material Plane (i.e., *dimension door*, *blinking*, *teleport*, or similar effects), but it does prevent the subject from *plane shifting* or becoming *ethereal* while in effect.

Disguise (Illusion/Phantasm)

Sphere: War

Range: 200 yards

Duration: 1 turn/3 levels

Area of Effect: One unit up to 300 individuals

Components: V, S, M

Casting Time: 2 turns

Saving Throw: None

This spell changes the appearance of a single unit so it resembles another unit. The *disguise* can cause the affected creatures to appear to be of another class, nationality, rank, race, alignment, or military affiliation (i.e., a unit from one army may appear wearing the armor and carrying the colors of another army). *Disguise* cannot change the size category of the unit's members. Thus, a unit of humans may appear to be a unit of elves, but may not appear as a unit of giants or halflings. The spell does not affect the size of the overall unit; a unit of 50 creatures will still appear to be a unit of 50 creatures.

The disguised unit may appear to be carrying any melee or personal missile weapons (e.g., axes, long swords, crossbows, etc.), and may appear to be wearing any type of armor. In combat, however, the unit attacks and defends with its real weapons and armor regardless of the gear they may appear to be carrying. *Disguise* is most effective at long range. If another unit moves within 20 yards of a disguised unit, it automatically sees through the illusion.

The caster automatically sees through the illusion. Members of the subject unit see no change in their appearance. *True seeing* or similar magic is required for other individuals to see through the disguise (unless they move within 20 yards of the unit).

The material components are a fine silk veil and a length of woven platinum wire.

The wire is consumed during the casting.

Easy March (Invocation)

Sphere: Travelers

Range: 50 feet

Duration: 1 day/level

Area of Effect: One creature/level

Components: V, S, M

Casting Time: 1 turn

Saving Throw: None

This spell enables a number of creatures equal to the caster's level to force march for a number of days equal to the caster's level. Creatures affected by *easy march* can travel 2x times their normal movement rate without any risk of fatigue; thus, they are not required to make a Constitution check at the end of the day. All creatures affected by this spell suffer a -1 penalty to their attack rolls for the duration of the spell; this modifier is not cumulative (that is, a party experiencing its second day of *easy march* suffers only a -1 penalty). The modifier cannot be negated by resting.

Easy march has no effect on modifiers to movement due to terrain, fatigue, weather, or other normal

factors. (Refer to Chapter 14 of the *Player's Handbook* for more about force marching.)
The material component is a piece of shoe leather.

Elemental Forbiddance (Abjuration)

Sphere: Wards, Elemental
Range: Special
Duration: 1 turn/level
Area of Effect: 5'-cube/level

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

This spell prevents the entry of all elementals into the area of effect. Further, elementals outside the area of effect cannot make physical attacks against those inside. Spells and missile attacks can be cast into the area by elementals.

The spell affects a cube whose sides equal the caster's level times 5 feet (a 12th-level priest could affect an area equal to a 60' x 60' x 60' cube).

Elemental forbiddance has no effect on elementals that are within the area of effect when the spell is cast.

If such elementals leave the area of effect, they cannot reenter.

The material components are the priest's holy symbol and four glass beads, each of a different color (green, blue, red, and yellow). The priest must pace out the perimeter of the warded area at the time of casting.

Extradimensional Manipulation (Alteration)

Sphere: Numbers
Range: 10 yards
Duration: 2d12 rounds+4 rounds/level
Area of Effect: One extradimensional
space up to 20 feet x 20 feet

Components: V, S, M
Casting Time: 5
Saving Throw: Special

This spell allows the priest to alter the characteristics of certain extradimensional spaces such as those created by rope trick and similar spells or those contained in items like *bags of holding* or *portable holes*.

Extradimensional manipulation can increase or reduce the size of a single extradimensional space. The amount of increase or decrease depends on the level of the caster:

Level	Multiplier
Up to 10	x2
11 to 16	x3
17 or above	x4

This means that a 10th-level priest can double the capacity of a *bag of holding* or decrease it to half its normal size. A 15th-level priest can triple the capacity or reduce it to one-third capacity.

If the size and capacity of an extradimensional space is decreased, any contents of the space that exceed the current capacity are expelled (determined randomly). These contents are expelled from the space in the same way they originally entered it, if that path is still open. If the path is closed, as it would be if a bag of holding were tied shut or a portable hole were folded up, the "extra" contents are expelled into the Astral plane.

Any items in an enlarged space when the spell duration expires suffer the same fate.

Placing an extradimensional space inside another such space, such as placing a *bag of holding* inside a *portable hole* (see the *Dungeon Master's Guide*), is a dangerous undertaking. *Extradimensional manipulation* may be cast for the purpose of removing this danger. When used in this manner, the size of the space cannot be affected. However, while this version is in effect, the affected extradimensional space can be placed within another such space (or another extradimensional space may be placed within the affected space) with no adverse consequences. If one space is within the other when the spell expires, the usual consequences ensue immediately.

If the space to be affected is being maintained by a spellcaster, as in the case of a *rope trick*, that spellcaster receives a saving throw to resist the manipulation. If the space is created by a magical item, however, no saving throw is allowed.

The material component is a strip of gold tissue worth at least 5 gp that is twisted into a Moebius strip. The strip is consumed in the casting.

Extradimensional Pocket (Alteration)

Sphere: Numbers

Range: Touch

Duration: 1d12 rounds+2 turns/level

Area of Effect: Special

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

This spell allows the priest to create a single extradimensional space or pocket like the one inside a *bag of holding*. The spell must be cast on a container such as a sack, bag, or backpack. Once under the influence of the spell, the container opens into a nondimensional space and is much larger inside than its outside dimensions. The container always weighs a fixed amount, regardless of what is put inside. This weight and the capacity of the extradimensional space depend on the level of the caster:

Apparent Level	Weight	Weight Cap.	Volume Cap.
9-13	15 lbs	250 lbs	30 cu.ft.
14-16	25 lbs	500 lbs	70 cu.ft.
17-19	35 lbs	750 lbs	100 cu.ft.
20+	60 lbs	1,000 lbs	150 cu.ft.

If the container is overloaded or if it is pierced by a sharp object, the bag immediately ruptures and the contents are lost into the Astral plane. Any items within the bag when the spell duration ends are also lost in the Astral plane.

The material components, in addition to the container, are 200 gp worth of powdered diamond and a sheet of platinum worth 500 gp. The platinum sheet must be inscribed with a drawing of a Klein bottle (a paradoxical figure with only one surface--the three-dimensional analogue of the Moebius strip). The diamond dust is consumed during the casting--the platinum sheet is not.

Grounding (Abjuration)

Sphere: Wards

Range: 30 yards

Duration: 1 turn/level

Area of Effect: 10-yard square/priest

Components: V, S, M

Casting Time: 1 turn

Saving Throw: None

Grounding offers protection against normal and magical electrical attacks within the area of effect. The protected area and creatures within it suffer no damage from normal electrical attacks (such as those caused by lightning bolts in a thunderstorm and nonmagical creatures such as electric eels). Magical electrical attacks (including lightning bolt breath weapons) cause only 50% of their normal damage. Additionally, creatures within the area of effect receive a +2 bonus to saving throws made against electrical attacks, regardless of whether the attacks originate inside or outside the warded area.

The material components are the priest's holy symbol and a coil of silver wire.

Illusory Artillery (Enchantment/Charm)

Sphere: War

Range: 300 yards

Components: V, S, M

Duration: Instantaneous

Casting Time: 1 turn

Area of Effect: 30 yard x 30 yard square

Saving Throw: None

This spell creates a vivid illusion of incoming artillery fire (ballista bolts, catapult stones, etc.) at a target indicated by the caster. The illusion is complete, comprising both audial and visual elements. It is impossible for victims to determine where the missiles were fired from; creatures under attack notice the missiles only when they are about to strike.

The missiles never actually strike—they vanish inches above the victims' heads and do no damage. The illusion is so terrifying, however, that victims must immediately make a morale check. The first time a group or unit is the target of this spell, this morale check is made with no modifier. The second and subsequent times that the same unit is attacked with this spell, the unit receives a +1 bonus to its morale score (for checks against this effect only) *unless* the unit has been the target of *real* artillery fire in the interim. In this case, the bonus does not apply.

The material component is a small, empty cylinder made of brass.

Impeding Permission (Enchantment/Charm)

Sphere: Law

Range: 150 yards

Components: V, S

Duration: 1 turn/level

Casting Time: 3

Area of Effect: One creature

Saving Throw: Neg.

This spell may be cast only on creatures with Intelligence of 2 or greater and the ability to communicate with the caster. The spell interferes with the victim's ability to make decisions. It prevents the victim from performing any action without first gaining the permission of the caster or a character designated by the caster. The victim will heed only the person designated by the caster.

Before the victim undertakes any action, he must gain permission. He will not follow through with an action until he gains permission. If permission is denied, the victim cannot act until he thinks of an alternate action and gains permission for that action.

Every round, the victim must decide his action for that round; at the victim's initiative, he must ask permission to perform his action. If permission is denied, the victim can take no other action that round.

The only actions exempt from the need for permission are involuntary actions such as breathing.

Asking and gaining permission takes only a short amount of time in most cases. A simple request, such as asking for permission to swing a sword in the middle of combat, can be accomplished quickly. Complicated requests, such as getting permission to act on a complicated plan, will naturally take more time. The DM may consider adding a modifier to the victim's initiative roll in such cases.

Impregnable Mind (Enchantment/Charm)

Sphere: Protection, Thought

Range: Touch

Components: V, S

Duration: 1 turn + 1 rd./level

Casting Time: 1

Area of Effect: Creature touched

Saving Throw: None

This spell guards the spell recipient against magical or psionic attacks that affect the mind. This includes *beguiling*, *charm*, *domination*, *feeblemind*, *hold*, and similar effects, as well as most telepathic psionic powers

and attacks. Against magical influences, *impregnable mind* grants a +4 bonus to saving throws; if the attack normally allows no saving throw, the spell recipient may attempt one at no modifier. Against telepathic psionics, the spell inflicts a -6 penalty to the attacking psionist's power checks, making it more likely that a psionic attack or telepathic contact will fail. *Impregnable mind* offers no protection against nontelepathic psionics, such as a telekinetic thrashing or other psionics that affect the body.

Meld (Enchantment)

Sphere: Charm

Range: 10 yards

Duration: 12 hours

Area of Effect: One priest

Components: V, S, M

Casting Time: 1 turn

Saving Throw: Special

This cooperative spell requires only one priest to cast it, but can be cast only on another priest of the same faith. The recipient of the spell must voluntarily surrender himself to the spell. The recipient becomes a host for the caster. While the recipient does not lose his own persona or ability to act, the host can be dominated by the caster at any time. For the most part, this domination is complete.

For the duration of the spell, the caster is essentially detached from his own body. He can neither move nor act on his own. His mind is connected to the host's. He sees, hears, smells, tastes, and otherwise senses everything the host does. He can telepathically communicate with the host. Once the spell is completed, there is no limit to the range over which it can function. However, both the caster and host must remain on the same plane. Since the spell relies on telepathic communication, thin lead sheeting will effectively block the connection.

When desired, the caster can dominate the host. When this happens, the host's own mind is pushed to the background and the caster's personality dominates. The host's personality, memories, proficiencies, and spells are temporarily replaced by those of the caster. While occupying the host, the caster can cast any spell he himself has memorized, provided that the necessary components are on hand. These spells function exactly as if the priest had cast them from his own body.

The caster can return control to the host at any time, restoring the character's abilities and personality without harm.

The spell is not without limitations and risks. The domination must be voluntary. If the host resists the casting of the spell, it automatically fails. Once the spell is in effect, the host can attempt to resist the domination. He is then allowed a saving throw. If successful, the spell immediately ends.

Whenever the host suffers damage, the caster must make a saving throw vs. death to maintain the spell. If the save is failed, a wave of pain is transmitted to the priest, causing 1d6 points of damage and canceling the spell. If the host should die, the caster must make a system shock roll with the risk of suffering instant death. The material component is a chalice worth no less than 1,000 gp. This chalice must be given as a gift to the host (who cannot return it to the donor for any reason).

Memory Wrack (Alteration, Enchantment/Charm)

Sphere: Thought

Range: 10 yards

Duration: 2 rounds/level

Area of Effect: One creature

Components: V, S, M

Casting Time: 1 round

Saving Throw: Neg.

This nasty spell "disconnects" the subject's short-term and long-term memory. While the spell is in effect, the subject is incapable of storing information in long-term memory. Every moment is virtually an independent event for the subject; he or she can remember recent events, thoughts, and sensations for no more than a few seconds (the amount of time they remain in short-term memory).

Memories of events that happened before the onset of the spell are not affected at all; these are safely stored in long-term memory. This means that the subject can cast any spells memorized before the *memory wrack* took effect, but he is likely to have difficulty casting the spell as described below.

The subject of this spell has a limited ability to act. He is restricted to one action at a time and must concentrate mightily to keep the situation and any planned actions in short-term memory. As long as the subject is able to maintain concentration, he may act normally within these limits.

If the subject is distracted (he is struck in combat, affected by a spell, startled, surprised, or a similar event occurs), he forgets everything that occurred from the onset of the spell to the moment of distraction. The subject must re-evaluate the situation as if it had just come to pass.

Consider the following example. The subject of the spell is a soldier assigned to guard the entrance to a building. The priest arrives and casts *memory wrack* on the guard. The guard has no problem remembering his orders, since he received them before the onset of the spell. He also remembers the arrival of the priest. The priest now tries to convince the guard that he is authorized to enter the building. The guard refuses him entry. The priest now picks up a rock and throws it at the guard, striking him and distracting him. The guard forgets everything that happened between the onset of the spell and the moment the rock struck. He forgets that the priest has already tried to con him and that he threw a rock at him. He must reevaluate the situation as though the priest had just arrived. The priest is free to make another attempt at entering the building.

When the spell expires, the subject remembers nothing that happened while the spell was in effect, possibly leading to amusing consequences ("By the gods, how did I get here?").

The material component is a ruby of at least 200 gp value, which is crushed during the casting.

Mindshatter (Enchantment/Charm)

Sphere: Thought

Range: 3 yards/level

Duration: Special

Area of Effect: One creature

Components: V, S, M

Casting Time: 1 round

Saving Throw: Neg.

This spell allows the priest to create one specific form of insanity in the subject. Five forms of insanity are possible through this spell.

Schizophrenia: This form of insanity is characterized by personality loss. The subject has no personality of his own, so he selects a role model and makes every possible attempt to behave like that character. The chosen role model will be as different from the subject as possible. (Thus, an insane wizard might begin to follow the habits of a warrior.) Obviously, a warrior who believes himself to be a wizard will be unable to cast spells (he might *think* that he's casting spells, or he might construct a sophisticated series of excuses explaining why he's "not in the mood for magic" at the moment). A character who emulates a member of another class does not gain any of the skills of that class and makes all attacks and saving throws as appropriate to his true class. Certain consequences might arise if the character's emulation causes him to break restrictions of his class. For example, a priest emulating a warrior might break his deity's prohibition against edged weapons, or a paladin might emulate a Neutral Evil thief. Both will suffer the appropriate consequences as if they had been compelled to violate their beliefs while *charmed*. Such characters will certainly have to atone for their actions once they return to normal.

Dementia praecox: The subject is totally uninterested in any undertaking. Nothing seems worthwhile, and the individual is lethargic and filled with tremendous feelings of boredom and dissatisfaction. No matter how important the situation, it is 50% likely that the subject will ignore it as meaningless.

Delusional insanity: The subject is convinced that he is a famous figure: a monarch, demi-god, or similar personage. Characters who fail to recognize the subject with the honor he deserves incur great hostility or disbelief. The subject acts appropriately to a station that he does not hold. He directs orders at real and imaginary creatures and draws upon resources that do not exist.

Paranoia: The subject is convinced that "they" (whoever they are) are spying on him and plotting against

him. Everyone around the subject, even friends and allies, is part of the plot. If any other character acts in a way that the subject can interpret as reinforcing this delusion, the subject has a 20% chance of reacting with violence.

Hallucinatory insanity: The subject sees, hears, and otherwise senses things that do not exist. The more stressful the situation is to the subject, the more likely he will hallucinate. Although most hallucinations are external to the subject (that is, he perceives creatures, objects, and conditions that do not exist), there is a 10% chance that any hallucination will involve the subject's self-perception. For example, the subject might suddenly believe and act as if he had sprouted wings, grown to giant size, etc.

When this spell is cast by a priest of 13th level or lower, the DM chooses or randomly selects one of these forms of insanity (and should feel free to invent other interesting symptoms). If the priest is 14th level or higher, he can personally select the form of insanity to afflict the subject.

While under the effect of this spell, the subject can cast spells and use innate powers; the use of these abilities will be in accordance with the symptoms of the insanity, however. Player characters affected by this spell should be encouraged to role-play the appropriate effects to the limit.

The duration of this spell depends on the sum of the subject's Intelligence and Wisdom scores. A saving throw is allowed on a periodic basis depending on this total. The spell is broken if a successful saving throw is rolled. Refer to the table that follows.

Int+Wis	Time Between Checks
8 or less	1 month
9 to 18	3 weeks
19 to 24	2 weeks
25 to 30	1 week
31 to 35	3 days
36 or more	1 day

The effects of this spell can be removed by a *limited wish*, *wish* (or equally powerful magic), or by a *heal* spell cast for this specific purpose.

The material component is a small bust of a human head, about 3" in height, made from fine, delicate china. The priest shatters this bust during the casting.

Othertime (Alteration)

Sphere: Time

Range: 0

Duration: Special

Area of Effect: The caster

Components: V, S, M

Casting Time: 7

Saving Throw: None

When a priest enters *othertime*, he steps into a different reality in which the world around him is frozen at a moment in the future. Until time catches up to him, he may move about unhindered and observe his surroundings; no force known can detect his presence or harm him in the alternate reality, although he in turn cannot affect any creature or object in the physical world. For instance, he could read a book at the page it was opened to, but he could not turn the page since that would require him to move an object that is temporarily immovable for him. To his companions or enemy in real time, the priest appears to simply vanish altogether, only to reappear at some later point.

The duration of this spell is a little odd, to say the least. The priest may choose a duration of up to 1 round at 7th to 9th level, 2 rounds at 10th to 12th level, 3 rounds at 13th to 16th, 4 rounds at 17th to 19th, up to a maximum of 5 rounds at 20th level or higher. The duration chosen by the priest governs the length of the *othertime*; if the priest decides that the spell will last 2 rounds, then he is instantly transported to that point in time, surrounded by the frozen still-life of the world as it will appear 2 rounds after the priest cast *othertime*. The caster then has 2 rounds to himself to take any actions he cares to, although he cannot affect the real world by any physical, magical, or mental means.

While the caster is in the *othertime*, he is completely unaware of the intervening events. In the example above, if the caster's friends were *teleported* away 1 round after the caster left and replaced by an identical group of doppelgangers, the caster would have no chance to detect the switch; all he sees are the bodies of

his "friends," frozen in the positions they will occupy when he emerges from the *othertime*. This also means that nasty things like dragon breath, *cloudkills*, or *mind blasts* that pass through the spot where the caster happens to be have no effect on him—he simply does not exist in the real world while he waits for everyone else to catch up to him.

As noted above, the caster gains an amount of subjective time equal to the duration of the spell. By leaping 3 rounds into the future, the caster gains 3 rounds of actions in the *othertime*. He could drink a potion, cast a spell, and then maneuver for an attack, for example, or he could gain a 3-round head start by running for his life while no one else can pursue him. If the priest uses this time to study a battle and position himself for an attack, he gains a -4 bonus to his initiative roll on the round he emerges from *othertime*, and a +4 attack bonus with his first strike.

Leaping in and out of the time stream is a dangerous activity; every time the priest employs this spell, there is a 1% noncumulative chance that he becomes stuck in *othertime*, doomed to death by thirst or starvation when his own rations run out. Only the most extraordinary measures (a *wish* spell, divine intervention, etc.) can save a character in this predicament. Once a priest is in *othertime*, he cannot pray for further spells. After all, if the priest is going to attract his deity's attention by praying for spells, the deity will most likely allow him out! The material component for this spell is an hourglass filled with rare salts, worth at least 100 gold pieces.

Produce Ice (Conjuration/Summoning)

Sphere: Elemental

Range: 60 yds.

Duration: 2 rds./level

Area of Effect: Cube 1 ft./level

Components: V, S, M

Casting Time: 8

Saving Throw: Special

This spell creates supernatural cold in the area of effect, condensing all atmospheric and standing water into a thick rime of ice. If there is no source of water or even enough humidity to support this spell, then the DM can rule that the spell has no effect. The caster affects a cubic area of 1 foot per level to a side, so a 12th-level caster affects a 12-foot by 12-foot by 12-foot cube (up to a maximum of 25 feet to a side). This can have several effects; first of all, any creature caught in the area of effect when the temperature is lowered suffers 2d4 damage plus 1 point per level of the caster (or 2d4+12, for the 12th-level caster described above), or half that damage with a successful saving throw vs. spell. Any fires in the area are suppressed and may (50% chance) be extinguished.

Creatures entering the area of effect after the initial creation of ice suffer no additional damage, although the air will be noticeably dry and cold. However, the ice formed by the spell coats all surfaces and may cause creatures to slip and fall. Any creature moving into or out of the affected area must make a saving throw vs. spell or fall, losing their action for the round. The ice lasts at least 2 rounds per caster level, and then begins to melt at whatever rate nature decrees.

If cast on a body of water, this spell creates an iceberg of the stated dimensions. A swimmer or aquatic creature could be caught in the ice and trapped until the ice melts; most air-breathers will suffocate from this treatment, but a few aquatic creatures (fish, amphibians, etc.) may survive being frozen, at the DM's discretion. The material component is a scale from a white dragon.

Repeat Action (Enchantment/Charm)

Sphere: Time

Range: 30 yards

Duration: Special

Area of Effect: One creature

Components: V, S

Casting Time: 5

Saving Throw: Neg.

This spell compels its victim to repeat the action of the previous round. The result of the repetition is always identical to the original result.

For example, if a character fired an arrow and inflicted 4 points of damage, a *repeat action* spell will cause him to fire a second arrow that will also inflict 4 points of damage. As long as the victim of the first arrow is

within range, the subject affected by *repeat action* will adjust his aim and fire the second arrow at him. If the victim of the arrow moves out of range, the subject will fire his second arrow in the direction of the recipient. If the recipient is out of sight, the subject will fire in the direction of the recipient's original location.

The subject of a *repeat action* spell must be capable of performing the indicated action a second time. If a character has no arrows in his quiver, he cannot fire an arrow. If a wizard were ordered to repeat a spell, he would attempt the spell only if he had the spell memorized and had sufficient material components. If a subject discovered a gem during a given round, *repeat action* will only compel him to hunt again; he will not recover another gem unless a second gem is actually present.

An unwilling subject is allowed a saving throw vs. spell to resist the effects of *repeat action*.

The material components are two identical glass spheres, each an inch or less in diameter.

Righteous Wrath of the Faithful (Enchantment/Charm)

Sphere: War

Range: 0

Duration: 1 rd./level

Area of Effect: 30-ft. radius

Components: V, S, M

Casting Time: 8

Saving Throw: None

When a priest casts this spell, he fires his allies and companions with a divine madness or fury that greatly enhances their combat ability. Allies who are fighting on the side of the priest are affected as if they had received an *aid* spell, gaining a +1 bonus to attack rolls and saving throws, plus 1d8 additional hit points for the duration of the spell.

Allies who share the same faith (not just alignment) of the caster are transported into the *righteous wrath*; they gain one additional melee attack each round and a +2 bonus to saving throws and attack and damage rolls. Creatures under the influence of the *righteous wrath* gain 1d8 additional hit points, which are the first points lost if the subject sustains any injury (see *aid*, on page 257 of the PHB). Characters in a state of divine frenzy are difficult to *charm* or *hold*. Against spells or effects that target the subject's mind or emotions, the saving throw bonus increases to +3.

When the spell ends, all remaining additional hit points are lost. Characters who fought under the *righteous wrath* find themselves extremely fatigued and must rest for one full turn before exerting themselves again; if forced to fight in this state, they are treated as if they were *exhausted* under the *Combat & Tactics* fatigue rules. The material component of this spell is the priest's holy symbol.

Shrieking Walls (Enchantment)

Sphere: Wards

Range: Touch

Duration: 1 day/level

Area of Effect: 20'-cube

Components: V, S, M

Casting Time: 1 turn

Saving Throw: None

This spell enchants any single room no larger than the area of effect. When any creature larger than a normal rat (larger than one-half cubic foot or weighing more than three pounds) enters the room, shrill shrieks begin to emanate from the walls. The shrieks persist for 2-5 (1d4+1) rounds. The walls do not undergo any physical change.

The shrieks can be heard only by creatures inside the room. Creatures hearing the shrieks experience no ill effects on the first round, allowing them time to leave the room or cover their ears. *Silence, 15' radius* protects against the effects.

Creatures who remain in the room during the second or subsequent rounds of the shrieks who have not protected their hearing are penalized as follows:

- Creatures whose levels or Hit Dice are greater than the level of the caster are stunned for 2-8 (2d4) rounds.
- Creatures whose levels or Hit Dice are less than or equal to the level of the caster become deaf for 1-4 hours, suffering a -1 penalty to surprise; deafened spellcasters have a 20% chance of miscasting any spell with a verbal component.

The material components are a small golden bell and a bee's wing.

Thoughtwave (Divination)

Sphere: Divination

Range: 0

Duration: Instantaneous

Area of Effect: Special

Components: V, S

Casting Time: 1

Saving Throw: Special

This cooperative spell can be cast by either a single priest or a group of priests. *Thoughtwave* allows the priest to send a short but powerful message to one or more specific individuals, informing them of his situation and general location. The spell instantly generates a powerful mental impulse indicative of the caster's general mental state--anger, fear, pain, despair, etc.

The caster can designate as many as ten persons to receive this message, provided they can all be specifically named or grouped in a general category. Thus, the caster could designate a group of characters by name or could target "fellow priests," "superiors," "adventuring companions," "knights of Lord Harcourt," or "villagers of Dopp." If more than ten individuals are in the group, those closest to the source will receive the impulse.

There is no range limitation to the spell, although it cannot be projected outside the plane occupied by the caster.

Creatures receiving the impulse automatically know who sent it (even if they have never met the priest before) and gain a clear indication of the mood and situation of the caster. Recipients also intuitively know the general source of the spell, although they are unable to pinpoint rooms, dungeon levels, or landmarks. For example, a fighter could suddenly be struck by an image of Father Rastibon, who is injured and in great pain somewhere along the forest road. A priest might suddenly sense that his patriarch is being tortured in the dungeons of Castle Varrack.

The spell can also be cast by more than one priest, allowing them to either contact greater numbers of individuals or increase the intensity of the message. If greater numbers are desired, ten characters are contacted per priest involved in the casting.

Increasing the intensity of the message makes it more compelling. Doubling the intensity (requiring at least three priests) causes the message to act as a *suggestion*. In this case, the effect is limited to a single target. Tripling the intensity (requiring at least five priests) gives the spell the force of a *quest*. This effect is also limited to a single target. In both cases, the target is allowed a saving throw to avoid the effect of the *suggestion* or *quest*.

Time Pool (Divination)

Sphere: Time

Range: Touch

Duration: 1 round/level

Area of Effect: Special

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

This spell allows the caster to cause a mirror, a pool of water, or any other reflective surface to reveal a specific event from the past. The image provides a perfectly clear picture with normal sounds, as if the caster were present at the scene. The image continues for the duration of the spell.

Time pool will not reveal images from other planes of existence.

The spell's success is not automatic. The caster must know the general nature of the event he wishes to view (i.e., "Show me the murder of King Thamak"). The caster's base chance of viewing the desired scene is 50%, modified as follows, to a maximum of 90%:

- Add 5% for each point of the caster's Wisdom above 15.
- Add 20% if the caster has successfully used *time pool* to observe the same event before.

Only one of the following may apply:

- Add 20% if the event is one in which the caster participated.

- Add 10% if the caster is well informed about the event.
- Add 5% if the caster is slightly informed about the event.

The caster cannot communicate or otherwise interact with the image. Spells cannot be cast into the *time pool*.

The material components are a suitable reflective surface and a pinch of powdered quartz.

Unceasing Vigilance of the Holy Sentinel (Alteration)

Sphere: Guardian

Range: 0

Duration: 1 hour/level

Area of Effect: 5-foot-radius sphere

Components: V, S, M

Casting Time: 1 turn

Saving Throw: None

This spell enhances a priest's ability to guard a person, place, or object. The spell's effect must be centered on a specific area, for it creates an invisible spherical boundary up to 10 feet in diameter. The effect is not mobile; it cannot move with a living creature.

While within the area of effect of this spell, the priest (and only the priest) gains several special abilities:

- His sense of sight is magically enhanced. He can see through normal darkness and can see invisible creatures and objects. He cannot see through solid objects, however, and the range of his magical sight is limited to 60 feet.
- The priest has no need for food, water, or rest. He does not feel fatigue and regenerates 1 hit point per hour spent within the circle. However, he does not actually rest and therefore cannot regain spells until he sleeps.
- He is totally immune to the effects of magical and natural fear, as well as *sleep* and *charm* spells.

If the priest leaves the circle, the spell is broken. When the spell ends, the priest must rest for 1 turn per hour (or portion thereof) spent in the circle. If the priest is forced into action (by being attacked, for example), he can move at only half his normal movement rate, has an Armor Class penalty of -2, an attack penalty of -2, and loses all Dexterity combat bonuses.

To cast this spell, the priest must trace a circle of sigils and runes 10 feet in diameter using a special ink containing the powder of a crushed sapphire (at least 1,000 gp value) and a drop of holy water. This procedure takes 1 turn to complete.

Undead Ward (Abjuration, Necromancy)

Sphere: Wards

Range: Special

Duration: 1 turn/level

Area of Effect: 5-foot cube/level

Components: V, S, M

Casting Time: 2 turns

Saving Throw: None

This spell prevents most types of undead creatures from entering the area of effect (a cube whose sides equal the caster's level times 5 feet--a 15th-level caster could affect a cube whose sides equal 75 feet). When an undead creature attempts to enter the protected area, the creature is affected by the ward as if it were being turned by a priest two levels lower than the caster. The casting priest need not have the ability to turn undead himself. Thus, an *undead ward* created by a 10th-level priest would turn creatures as if by an 8th-level priest.

The results of the turning attempt are calculated normally. If a large number of undead assault the warded area, not all of them are turned by the spell, since the normal limitations apply. Undead who are unaffected by the turning attempt ignore the *undead ward* for its duration. Undead within the area of effect when the spell is cast are not affected. However, when such undead leave the area of effect, they are subject to the effects of the spell if they attempt to reenter.

The material component is the priest's holy symbol, which must be carried around the perimeter of the area to be warded.

Sixth-Level Spells

Age Creature (Alteration) Reversible

Sphere: Time

Range: Touch

Duration: Permanent

Area of Effect: One creature

Components: V, S, M

Casting Time: 1 round

Saving Throw: Neg.

This spell ages the targeted creature one year per level of the caster. Unwilling subjects may attempt a saving throw to resist the spell. Subjects affected by *age creature* must make a successful system shock roll to survive the change.

Subjects cannot be aged beyond their natural life spans. If the priest's level indicates that a creature would be aged beyond this level, the creature is aged to one year short of his maximum age. The spell cannot cause a subject to die.

Human and humanoid characters affected by the spell experience changes in appearance associated with increased age, such as gray hair and wrinkles. More significantly, they suffer losses in Strength, Dexterity, and Constitution when they reach certain age levels. These are summarized in Table 12: Aging Effects in the *Player's Handbook*. The *Player's Handbook* also provides rules for determining a character's base age.

Nonmagical monsters can be affected by *age creature*. The DM determines a monster's current age and natural life span based on its description in the *MONSTROUS COMPENDIUM* or based on his own judgment. To determine the effects of aging on a monster, assume the following: a monster is middle-aged when it reaches half its natural life span; a monster reaches old age at two-thirds of its natural life span; a monster reaches venerable age in the last one-sixth of its years. A monster suffers the penalties which follow when it reaches these age levels. The penalties are *cumulative and permanent* (unless the affected monster becomes younger).

Age	Penalty
Middle Age	-1 to all saving throws
Old Age	-1 to all saving throws -1 to all attack rolls
Venerable	-1 to all saving throws -1 to all attack rolls

The material component is a pinch of powdered emerald.

The reverse of this spell, *restore youth*, permanently restores age that has been lost as a result of magic (such as an *age creature* spell). *Restore youth* reduces the age of the targeted creature by one year per level of the caster. The subject must make a successful system shock roll to survive the change. Subjects who become younger regain the lost ability scores described above. A subject cannot become younger than his actual age as a result of this spell.

The material component is a pinch of powdered ruby.

Command Monster (Enchantment/Charm)

Sphere: Charm

Range: 60 yds.

Duration: 1 rd./2 levels

Area of Effect: 1 creature

Components: V

Casting Time: 1

Saving Throw: Special

This spell allows the priest to issue a *command* to any one creature within the spell's range. The magic of the spell translates the priest's order into a language or form the subject creature can understand. The creature

must have an Intelligence of at least 1 in order to be affected by this spell; nonintelligent creatures (those with a score of 0) cannot comprehend any order, no matter how the priest phrases it. Other creatures gain a saving throw vs. spell to resist *command monster*, but only if they have an Intelligence of Exceptional (15) or better, or the creature's levels or Hit Dice are equal to or greater than the caster's.

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

Crushing Walls (Enchantment)

Sphere: Wards

Range: Touch

Duration: Permanent until activated

Area of Effect: Special

Components: V, S, M

Casting Time: 1 turn

Saving Throw: None

This spell enables the caster to enchant a floor, ceiling, or single wall of a room to crush intruders. The enchanted surface can be no larger than a square whose sides equal the caster's level times 2 feet (a 13th-level priest could affect a 26' x 26' surface).

The spell activates 1d4 rounds after any creature other than the caster enters the room. The intruder must be larger than a normal rat (larger than one-half cubic foot or weighing more than three pounds). When activated, the enchanted surface moves toward the opposite surface at a rate of 3 feet per round. Unless the spell is canceled by the caster, the enchanted surface continues to move until one of the following events occurs:

- A creature with sufficient Strength (minimum score of 19) stops the enchanted surface from moving by succeeding a Strength check. Such a creature suffers no damage from the enchanted surface. If the creature prevents the enchanted surface from moving for three consecutive rounds, the wall returns to its original position and the spell is negated. If multiple creatures attempt to stop the wall, the highest strength score is used as a base score; one point is added to that score for every creature assisting. Thus, a creature with 16 Strength assisted by three creatures could attempt to stop the wall.

- A strong or heavy object made of stone, wood, or metal is placed in the path of the wall. If the item survives a saving throw vs. crushing blow, the object successfully braces the wall. If the object holds for three consecutive rounds, the surface returns to its original position and the spell is negated. The DM must use discretion in determining the types of objects that will brace the wall.

- *Dispel magic* or a similar spell or magical item is used to cancel the crushing wall.

Creatures can avoid being crushed by using a *potion of diminution*, *potion of gaseous form*, or other devices or spells that reduce size. The *crushing wall* almost never touches the opposite wall, usually being stopped by debris. A gap of two inches or more usually remains between the walls.

If the wall is not stopped, it causes crushing damage to everyone in the room. All creatures must make a saving throw vs. death. Those who fail are crushed to death. Those who save successfully suffer 5d10 points of damage. When the wall can move no farther, it returns to its original position and the spell is negated.

The material components are a 1-inch iron cube and a walnut shell.

Disbelief (Enchantment/Charm)

Sphere: Thought

Range: 0

Duration: 1 round/level

Area of Effect: Special

Components: V, S

Casting Time: 5

Saving Throw: Special

This spell allows the caster to temporarily convince himself that certain objects or as many as four creatures within the area of effect do not actually exist. While *disbelief* remains in effect, these objects or creatures cannot harm or hinder the caster. He can pass through them as if they did not exist and takes no damage from their attacks or actions.

However, since these objects or creatures temporarily do not exist for the priest, he can take no action against them. If the creatures attack, the caster receives no Dexterity bonus to armor class (since this bonus represents dodging, and the priest is unable to dodge a creature that does not exist for him).

The caster can attempt to disbelieve as many as four creatures within 60 feet of his position at the time of casting. He disbelieves the same four creatures for the duration of the spell. Alternatively, the priest can disbelieve any or all inanimate objects of up to 20- cubic-yard volume (thus, he may disbelieve a 12 foot by 15 foot area of 3-foot-thick wall). This volume must be centered on a point no more than 20 yards from the caster.

These two options are mutually exclusive; the priest can disbelieve only creatures or objects, not a combination of both.

Disbelieving a creature includes all gear, equipment, or treasure carried or worn by that creature; it does not include other objects that come into contact with that creature, such as walls, doors, chairs, etc.

Disbelief is not automatic; it requires an extreme effort. To successfully disbelieve, the priest must make a saving throw vs. paralyzation. A *successful* save means the priest has disbelieved; an *unsuccessful* check means that the spell has failed and the priest has not convinced himself of the creatures' or objects' non-existence.

While this spell is in effect, the DM must record any damage suffered by the priest from disbelieved creatures. When the spell ends, the caster makes a saving throw vs. spell. If the saving throw is successful, the priest suffers only one-eighth of any damage inflicted by the creatures (round all fractions down); if the priest fails the saving throw, he suffers one-half of any damage inflicted (round fractions down).

Dragonbane (Abjuration)

Sphere: Wards

Range: 10 yards/level

Duration: 1d4 rounds+1 round/2 levels

Area of Effect: 5'-cube/level

Components: V, S, M

Casting Time: 1 round

Saving Throw: Neg.

This spell prevents any dragon who fails its saving throw from entering the area of effect. The spell affects a cubic area whose sides equal the caster's level times 5 feet; thus, a 16th-level caster could affect a cube whose sides each equal 80 feet. The dragon can cast spells, blast breath weapon, or hurl missiles (if possible) into the area of effect.

Dragons within the area of effect when the spell is cast are not affected. If such dragons leave the area of effect, they must succeed a saving throw to reenter the area.

The material components are the priest's holy symbol and a dragon scale.

The spell's effectiveness can be greatly increased with the casting of a *focus* spell.

Entropy Shield (Abjuration)

Sphere: Chaos

Range: 0

Components: V, S, M

Duration: 1 rd./level
Area of Effect: The caster

Casting Time: 9
Saving Throw: None

This potent defense surrounds the caster in a chaotic maelstrom of energy and demimatter that blocks or deflects many attacks. The *entropy shield* extends about two feet in all directions from the caster's body. The warping effect of the field causes any melee or hand-to-hand attack to miss 50% of the time—even if the roll allows an attack to continue, the priest still gains a -2 bonus to his Armor Class. Normal missiles or hurled weapons miss automatically as the *entropy shield* deflects them from the caster. Even magical missile attacks (*produce flame*, *magic missile*, or *Melf's acid arrow*, for example), siege engines, and giant-thrown boulders may be deflected as if they were hand-to-hand attacks.

Against spells or effects that produce energy, gas, or other physical attack forms (*fireball*, *lightning bolt*, *cloudkill*, and other such spells) the *entropy shield* provides a 50% chance that the attack simply does not affect the protected priest. Even if the harmful energy or matter penetrates the shield, the caster gains a +2 bonus on his saving throw. This does not cause a spell to fizzle or fail; a priest standing in the middle of *afireball* is simply not touched by the spell, which will inflict its normal damage on anyone else in the area of effect. Any spell or effect that does not create matter or energy to harm or hinder the victim can pass through the *entropy shield* normally, so mind-based attacks and magical effects such as *petrification*, *paralyzation*, *enfeeblement*, or *polymorph* (to name a few) can still affect the priest.

In addition to its defensive benefits, the *entropy shield* has the ability to repel normal or giant-sized animals and creatures of lawful alignment, such as extraplanar monsters from the lawful planes. Any such creature attempting to attack the shielded priest in hand-to-hand combat must roll a saving throw vs. spell at the end of the round. If the creature fails, it recoils from the priest and cannot attack him physically for the remainder of the spell's duration (although it could decide to turn on one of the priest's companions).

The material component for this spell is a gemstone worth at least 100 gold pieces that has been exposed to the chaotic energies of Limbo.

Gravity Variation (Alteration)

Sphere: War

Range: 10 yards/level

Components: V, S, M

Duration: 1 turn/3 levels

Casting Time: 2 turns

Area of Effect: 120-yard x 120-yard square Saving Throw: None

This spell changes the characteristics of a square region of terrain. The area can be no more than 120 yards on a side. The priest can effectively turn a flat plain into a slope of any direction, or may flatten an existing slope. The spell does not allow the priest to alter the pull of gravity, however.

This spell lets the priest create or negate a height differential of as much as 20 feet (a 2" slope in BATTLE SYSTEM™ rules measurements) within the area of effect. This can have various consequences; the best way to discuss the effects is by example.

Example 1: Two units face each other on a flat plain. The priest can alter the slope of the terrain so that one unit is 2" of elevation higher than the other. The unit that is upslope gains the combat benefits for higher ground, and the unit that is downslope must pay the movement cost for moving uphill if it wishes to approach the other unit.

Example 2: One unit is on flat terrain; another unit, 6" away, is on a hill of 2" elevation. Using this spell, the priest can effectively eliminate this difference in elevation (raising the low ground or lowering the high ground). All combat and movement involving these two units is then conducted as if there were no elevation difference (i.e., no movement penalty, no combat benefit for higher ground, etc.). Alternatively, the priest could increase the height differential by 2". Combat and movement would now be conducted as if the total difference in elevation were 4".

Example 3: A unit faces a hill of 3" elevation. The priest casts *gravity variation*, decreasing the effective elevation of the hill to 1". The unit pays a lower movement point cost to climb the hill. Alternatively, if the unit facing the hill were an enemy unit, the priest could increase the effective elevation to 5".

The priest must specify the degree and direction of change at the moment of casting.

These parameters cannot be changed while the spell remains in effect.

Gravity variation can have dramatic effects on siege engines and towers. Most siege engines can be moved only on the most gentle of slopes. By raising or lowering the effective elevation of siege engines by 2", the

priest can totally immobilize them by positioning them on a slope too steep to negotiate. In the case of siege towers, there is a 50% chance that the structures will topple over (totally destroying them). The material component is a tiny plumb bob; the plumb line must be made of platinum wire while the bob itself must be a gem of at least 1,000 gp value. The device is consumed in the casting.

The Great Circle (Abjuration) Reversible

Sphere: Sun
 Range: 0
 Duration: 1 round
 Area of Effect: Special
 Components: V, S
 Casting Time: 6 turns
 Saving Throw: Special

The great circle is a powerful cooperative spell that can be used only by four or more priests, each casting the spell simultaneously. Because of the nature of this spell and its casting time, it is often used to cleanse grounds in preparation for the construction of a temple or sanctuary.

When casting *the great circle*, the priests stand in a circle of no more than 20-foot diameter. Each faces inward; when the spell is completed, each priest faces outward, directing the energy of the spell.

When the casting is complete, the spell takes the form of a radiant halo of golden light 20 feet above the ground. This halo quickly expands in a shimmering wave. It can pass through objects, with small arcs of the halo disappearing momentarily and reappearing on the far side. As the halo moves, it generates a high-pitched hum that varies in pitch, almost like a chorus. The halo moves slowly at first, but builds speed, reaching its maximum range at the end of one round.

The radius of the golden halo is dependent on the number of priests casting the spell.

Each priest adds 60 feet to the radius. Thus, four priests could generate a halo that extends 240 feet in all directions from the circle of priests. Theoretically, there is no limit to the number of priests who may contribute to this spell, but the need for the priests to be within a 20-foot diameter circle sets a practical limit of 20 casters.

The halo is pure energy tapped from the Positive Material plane. It causes harm to undead and evil beings within the area of effect. Undead creatures of 8 or fewer hit dice are instantly destroyed and are not allowed a saving throw to avoid the effect. More powerful undead suffer 1d8 points of damage per caster. A successful saving throw vs. death magic reduces this damage to half. Creatures of evil alignment suffer 1d6 points of damage per caster (a saving throw is allowed for half-damage).

The reverse of this spell, *the black circle*, creates a ring of shimmering black energy.

Paladins and priests of good alignment suffer 1d10 points of damage per priest in the circle. All other good creatures suffer 1d4 points of damage per caster. Affected creatures are allowed a saving throw vs. death magic to reduce the damage to one-half.

Group Mind (Divination, Enchantment/Charm)

Sphere: Thought
 Range: 0
 Duration: 1 turn+1 round/level
 Area of Effect: 30-yard-diameter circle
 Components: V, S
 Casting Time: 1 round
 Saving Throw: None

This spell is a deeper and more extensive version of *rapport*, in that it lets the priest communicate silently and instantly with several willing subjects. The number of subjects (in addition to the priest) depends on the caster's level:

Level	Number of participants
13 and below	2
14-16	4
17	6
18	7
19+	8

As with *rapport*, the spell lets the participants share thoughts, emotions, and memories. Each participant sees, hears, and otherwise senses everything experienced by the other, although such "vicarious" experiences feel weak and cannot be mistaken for direct sensations. Participants can shut off these experiences at will if they find them confusing or distracting.

The participants can share such personal concepts as plans, hopes, and fears, although they cannot communicate complex or detailed information. It is impossible to communicate the procedure for casting a spell or picking a lock.

Communication through *group mind* is approximately 30 times faster than verbal communication. The priest can maintain only one group mind spell at any time; thus, he cannot communicate with multiple groups.

This spell cannot be used on unwilling subjects.

Land of Stability (Abjuration)

Sphere: Wards

Range: 10 yards/level

Components: V, S, M

Duration: 1 day/level

Casting Time: 6

Area of Effect: 10-foot-cube/level

Saving Throw: None

Land of stability protects the area of effect and all creatures and objects within it from the following natural disasters:

- Earthquakes--vibrations do not affect the warded area and fissures will not open beneath the warded area;
- Floods--the warded area remains dry, even if submerged;
- Windstorms--the warded area suffers no damage from strong winds and objects cannot be blown into the warded area;
- Lava and ash eruptions--lava and ash flow around the warded area; and
- Avalanches--stones and snow will not fall on the warded area.

Land of stability offers no protection against magically-generated disasters or spells that duplicate natural disasters. Disasters in progress in the area when the spell is cast are not affected. This spell affects a cubic area whose sides equal the caster's level times 10 feet; thus, a 15th-level caster could affect a 150' x 150' x 150' cube. The material components are the priest's holy symbol and a pinch of volcanic ash.

Legal Thoughts (Enchantment/Charm)

Sphere: Law

Range: 10 yards

Components: V, S

Duration: Permanent

Casting Time: 1 turn

Area of Effect: One creature

Saving Throw: Neg.

A priest casting this spell forces the victim of the spell to follow one specific law. The priest may choose any law prevalent in the area in which the priest and the victim currently reside. Thus, if a city has no laws about murder, the priest cannot command the person not to kill.

The victim of the spell is forced to obey the letter of the law to the best of his ability. Thus, if a victim were commanded not to commit murder, he would go to any length to avoid murdering someone.

Since the essence of this spell is tied to legal (and not moral) interpretation, characters may find loopholes that will allow them to work around the law in specific cases or to ignore the law in light of extenuating circumstances.

When casting the spell, the priest must speak the law to the recipient in such a way that he can hear it. The victim is allowed a saving throw vs. spell to avoid the effect. If the save is failed, the victim will never willingly violate the stated law as long as the spell is in effect.

Legal thoughts can be negated by *dispel magic*. The victim of this spell never perceives anything wrong with adhering to the law, and therefore never seeks to have the spell removed.

Monster Mount (Enchantment/Charm)

Sphere: Travelers

Range: 30 yards

Duration: 1 hour/level

Area of Effect: 20-foot radius circle

Components: V, S

Casting Time: 6

Saving Throw: Neg.

This spell compels one or more living creatures to serve as mounts for the caster and his companions. The spell affects up to 10 Hit Dice or levels of creatures with Intelligence of 4 or lower. Creatures used as mounts must be of suitable size to carry at least one rider; smaller creatures can be used as pack animals.

Each intended mount receives a saving throw vs. spell. Creatures failing their rolls become docile and obedient, allowing riders to mount them, and moving at the speed and direction indicated by the caster. To maintain the enchantment, the caster must remain within 10 yards of one of the affected creatures, and each affected creature must remain within 10 yards of another. The affected creatures will do nothing for the caster other than carrying riders and gear; they will not fight (although they will fight to defend themselves), nor will they intentionally endanger themselves. Any overtly hostile act by the caster or a rider against any mount breaks the enchantment for all the mounts.

When the enchantment ends or is broken, the creatures take no action for one round, then behave as their natural instincts direct.

Physical Mirror (Alteration)

Sphere: Numbers

Range: 30 yards

Duration: 1d4+8 rounds

Area of Effect: Special

Components: V, S, M

Casting Time: 6

Saving Throw: None

This spell causes a localized folding of space. The folded space takes the form of an invisible disk up to 20 feet in diameter. Any missile weapon or spell that intersects this disk is instantaneously reversed in direction.

Melee factors such as speed, range, and damage are unaffected; the direction of the object or force is simply rotated through a 180 degree arc. The sender of the spell or missile finds himself the target of his own attack.

The *physical mirror* operates from only one direction; that is, only one side of the mirror reflects attacks. The caster of the mirror may direct spells and missile attacks normally through the space occupied by the mirror.

In the case of physical attacks, the attacker must roll to hit himself (without the armor class benefits of Dexterity or shield). Spells turned back may require the caster to make a saving throw vs. his own spell. In both of these cases, range is important. If the distance between the initiator of the attack and the *physical mirror* is more than twice the range of the attack, the attacker is safe; the attack has insufficient range to travel from the attacker to the mirror and back again.

When the priest casts the spell, he must specify the location and orientation of the *physical mirror* disk. Once it is created, the disk cannot be moved.

If two *physical mirror* disks touch or intersect, they destructively interact and both immediately vanish. The resulting "ripples" in the space-time continuum are exceedingly destructive and inflict 3d10 hit points of damage on any creature within 35 yards (a saving throw is allowed for half-damage). This always includes the casters of the physical mirror spells.

The material component is a tiny mirror of polished platinum, worth at least 500 gp.

Reverse Time (Alteration)

Sphere: Time

Range: 30 yards

Duration: 1-4 rounds

Area of Effect: One creature

Components: V, S, M

Casting Time: 6

Saving Throw: Neg.

This spell is similar to the 9th-level wizard spell *time stop*. When *reverse time* is cast, time stops within a 30-foot diameter of the subject. All creatures and items in the area of effect stand motionless, rivers stop running, and arrows hang suspended in the air. Any creature, person, or object entering the area of effect is likewise frozen in time. The caster is affected if he is within the area of effect, unless he is the subject of the spell.

An unwilling subject is allowed a saving throw vs. spell; if successful, the spell is immediately negated.

Otherwise, the victim is forced to relive all the actions taken in the previous 1-4 rounds in reverse. Beginning with the most recent round, the subject moves backward, arrows fired by the subject return to his bow, and so on. All effects of these actions are negated. At the end of the spell's duration, normal time resumes and all creatures immediately continue their activities, picking up right where they had stopped.

Consider the following example. A party is battling a spellcasting red dragon. In the first round, the dragon breathes fire, roasting the party's wizard. The rest of the group attacks and injures the dragon. On the second round, the dragon bites and kills the group's thief. More damage is caused to the beast, but it is still alive in the third round, when it uses *magic missile* to kill the ranger. At this point, the priest casts *reverse time* on the beast. Fortunately, it fails its saving throw and is forced to reverse the last four rounds.

While everyone else freezes, the dragon goes into reverse. The *magic missiles* zoom back to the dragon (and it regains the ability to cast that spell), it "unbites" the thief (removing that damage from the character), and then inhales its fiery breath (leaving the roasted wizard alive and uncooked). The dragon is then reversed through one more round--the round before it encountered the party. The spell then ends and actions resume. The dragon must now roll for surprise since it is encountering the party for the first time. The party is immune to surprise, since it was fighting the beast previously. All damage suffered by the dragon remains, since these actions were caused by the group and not the beast.

The material component is an etched silver arrow bent into a circle. The arrow must be no more than 3 inches long and worth no less than 500 gp. The arrow is destroyed in the casting.

Seclusion (Alteration)

Sphere: Numbers

Range: Touch

Duration: 3d12 rounds+4 rounds/level

Area of Effect: One creature

Components: V, S, M

Casting Time: 6

Saving Throw: Neg

This spell encloses one individual in an extradimensional space. Creatures to be affected must be of size M or smaller. The space can contain only one creature, regardless of size. The priest may use the spell on himself or any creature he touches. Unwilling targets are allowed a saving throw vs. spell to avoid the entrapment.

While inside the space, the enclosed character is invisible and totally undetectable by any form of scrying. Powerful magic such as *contact other plane* will indicate that the character is "elsewhere," but will give no more information.

The creature within the extradimensional space can see and hear everything that occurs around him.

However, he cannot cast spells, and no action of his can affect anyone or anything in the "real world."

While occupied, the extradimensional space is totally immobile. If the caster chooses to occupy the space, he can pass in and out of the space at will. Other creatures can leave or reenter the space only if the caster allows it. To an outside observer, an enclosed character who exits the space simply appears from nowhere. If the space is occupied when the spell terminates, the occupant is immediately ejected back into the real world and suffers 1d6 hit points of damage in the process.

Any time the extradimensional space is empty, or when the occupant is someone other than the priest, the space follows the priest around. Thus, the priest may *seclude* a comrade in the extradimensional space, walk past some guards into a building, then release the comrade.

If any other form of extradimensional space (such as a *bag of holding*) is taken into the space created by seclusion, both spaces are ruptured and all contents are expelled onto the Astral plane. *Extradimensional manipulation* can temporarily prevent this.

The material components are a tiny crystal box of the finest workmanship (worth at least 1,500 gp) and a gem of at least 250 gp value. The gem is consumed in the casting; the box is not.

Skip Day (Invocation/Evocation)

Sphere: Time

Range: 0

Duration: Instantaneous

Area of Effect: 10-foot radius

Components: V, S

Casting Time: 1 round

Saving Throw: Neg.

When this spell is cast, all persons and intelligent creatures within 10 feet of the caster are instantly transported 24 hours into the future. Creatures outside the area of effect will believe that the affected characters have disappeared. Unwilling creatures can attempt a saving throw vs. spell to resist the effect of *skip day*.

No time passes for creatures affected by *skip day*; they are in the exact condition that they were in before the spell was cast. They are fatigued, have recovered no hit points, and carry the same spells. Wizards must wait for actual time to pass before they can memorize spells.

The affected creatures remain in the same location as they were before *skip day* was cast. Their immediate environment is likely to have changed; for instance, fires have

burned out, enemies who were attacking have departed, and weather has changed for better or worse.

Although *skip day* is a possible substitute for *teleporting* out of a dangerous situation, it is not without risk; characters could reappear in a situation more threatening than the one they left behind (for instance, a forest fire may have started or a pack of hungry wolves may have arrived).

Sol's Searing Orb (Invocation)

Sphere: Sun

Range: 30 yards Components: V, S, M
Duration: Instantaneous Casting Time: 6
Area of Effect: One gem Saving Throw: Special

This spell must be cast upon a topaz. When the spell is complete, the stone glows with an inner light. The gem must be immediately thrown at an opponent, for it quickly becomes too hot to hold. (The acts of casting and throwing occur in the same round.) It is not possible for the priest to give the stone to another character to throw.

The stone can be hurled up to 30 yards. The priest must roll normally to hit; he gains a +3 bonus to his attack roll and suffers no penalty for nonweapon proficiency. In addition, the glowing gem is considered a +3 weapon for determining whether a creature can be struck (creatures hit only by magical weapons, for example). There is no damage bonus, however.

When it hits, the gem bursts with a brilliant, searing flash that causes 6d6 points of fire damage to the target and blinds him for 1d6 rounds. The victim is allowed a saving throw vs. spell. If successful, only half damage is sustained and the target is not blinded. Undead creatures suffer 12d6 points of damage and are blinded for 2d6 rounds (if applicable) if their save is failed. They receive 6d6 points of damage and are blinded for 1d6 rounds if the save is successful.

If the gem misses its target, it explodes immediately, causing 3d6 points of damage (or 6d6 against undead) to all creatures within a 3' radius. It blinds them for 1d3 rounds (1d6 rounds vs. undead). All victims are allowed a saving throw vs. spell, with success indicating half damage and no blindness. The DM should use the rules for grenade-like missiles found in the *Dungeon Master Guide* for determining where the stone hits.

The material component is a topaz gemstone worth at least 500 gp.

Spiritual Wrath (Invocation)

Sphere: Combat
Range: 300 yards Components: V, S
Duration: Instantaneous Casting Time: 1 turn
Area of Effect: Special Saving Throw: 1/2

This powerful cooperative spell is rarely invoked since it requires the concerted effort of six or more high-level priests. The casting effort severely weakens the priests, discouraging casual use of this spell.

To cast the spell, six or more priests must be within a 15-foot radius. Each priest must cast *spiritual wrath* at the same time. Before beginning the spell, the priests must decide upon the area of effect. The spell causes 10d6+1d6 points of damage per priest casting the spell. (The minimum damage, therefore, is 16d6.)

Creatures within the area of effect are allowed a saving throw vs. spell to reduce the damage to half.

The spell strikes as a great wave of force that descends from the sky. Small objects must save vs. crushing blow. Structures suffer damage as if hit by a heavy catapult (2d12). The force of this spell often raises a great cloud of dirt and dust, obscuring the area for 1d4+1 rounds.

The spell's area of effect is determined by the number of casters. Each priest contributes 10 feet to the radius of the spell. Six casters would create a spell with a radius of 60 feet. No more than twelve casters can cooperate to cast this spell (maximum of 22d6 damage and a 120-foot radius area of effect). This converts to an 8-inch circle in the BATTLESYSTEM™ rules ground scale.

The spell is difficult to cast, physically taxing the spellcasters so much that each caster suffers 3d10 points of damage from the effort. There is no saving throw allowed to avoid this damage.

Whirlwind (Invocation/Evocation)

Sphere: Elemental
Range: 60 yds. + 10 yds./level Components: V, S, M
Duration: 1 rd./level Casting Time: 9
Area of Effect: Cone 10 ft. wide at base and 30 ft. tall Saving Throw: Special

This spell creates a powerful cyclone of raging wind that moves as directed by the priest. The *whirlwind* can move by zigzagging along the ground or over water at a movement rate of 6. The *whirlwind* always moves after all other creatures have moved, and many creatures can avoid it simply by keeping their distance. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds—possibly endangering the caster or his allies—and then dissipates.

Any creature of size L (large) or smaller that comes in contact with the *whirlwind* must make a saving throw vs. breath weapon or suffer 2d8 damage. Size M (man-sized) or smaller creatures who fail their first saving throw must attempt a second one, or be picked up bodily by the *whirlwind* and held suspended in its powerful winds, suffering 1d8 points of damage each round with no save allowed. The caster may direct the cyclone to eject any carried creatures whenever he wishes, depositing the hapless souls wherever the *whirlwind* happens to be when they are released.

Maintaining the *whirlwind* requires the caster's full attention, and he cannot cast other spells or make any attacks while directing the spell's course. If his concentration fails for some reason, he cannot simply cancel the spell. Instead, the spell becomes uncontrolled as described above and dissipates after 1d3 rounds.

In truly desperate circumstances, priests of elemental air have been known to deliberately overrun their companions in order to carry them out of the path of some certain doom. Few care to repeat the experience. The material component for this spell is a handful of dust collected from a zephyr or snow from a williwaw.

Seventh-Level Spells

Age Dragon (Alteration)

Sphere: Time

Range: 30 yards

Duration: 1 round/level

Area of Effect: One dragon

Components: V, S, M

Casting Time: 1 round

Saving Throw: Neg.

This spell allows the caster to cause any dragon to temporarily gain or lose one age level per five levels of the caster. For instance, a 14th-level caster could cause a dragon to gain or lose two age levels; a mature adult dragon could be temporarily transformed into a young adult dragon or into a very old dragon. A dragon's age cannot be reduced below hatchling or increased beyond great wyrm.

Unwilling dragons are allowed a saving throw vs. spells with a -4 penalty to avoid the effect.

A dragon affected by *age dragon* temporarily acquires the armor class, hit points, spell abilities, combat modifiers, size, and other attributes of his new age level. The dragon retains his memories and personality. At the end of the spell's duration, the dragon returns to his normal age level.

If the dragon suffered damage while experiencing his modified age, these hit points remain lost when he resumes his normal age. If the dragon loses more hit points at his modified age than he has at his actual age, he dies when the spell expires. For example, a young adult bronze dragon with 110 hit points is aged to a mature adult with 120 hit points. The dragon suffers 115 hit points in combat. Unless the dragon is healed of 6 points of damage before the spell expires, the dragon dies at the end of the spell since his damage is greater than his actual hit points.

If a dragon is killed while under the effect of *age dragon*, he is dead at the end of the spell's duration.

The material component is a handful of dirt taken from a dragon's footprint.

Antimineral Shell (Abjuration)

Sphere: Protection, Elemental

Range: 0

Duration: 1 turn/level

Area of Effect: 10-ft. radius

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

When a priest casts this spell, he creates an invisible force field or barrier that blocks the entrance of animated or living mineral creatures. It is effective against elementals and creatures of elemental origin such as aerial servants, djinns, and mephits; golems and other constructs; creatures of living stone, such as galeb

duhr or xorn; and objects, weapons, or armor animated by some outside force. It does not bar the passage of undead monsters, living creatures carrying inanimate material, or nonanimated minerals such as a giant-thrown boulder or a common rockslide. The *antimineral shell* moves with the caster, but if the caster tries to force it against a creature affected by this spell, the *antimineral shell* fails. The material component is a drop of some caustic solvent, such as acid from a black dragon.

Breath of Life (Necromantic) Reversible

Sphere: Necromantic

Range: 0

Components: V, S, M

Duration: 1 hour/level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

This powerful spell enables the caster to cure many persons (even an entire community) who are afflicted with a nonmagical disease. The priest need not touch or even see the diseased people for the spell to be effective, although recipients must be within the area of effect.

This spell does not cure all diseases in the community at one time; the caster must specifically state which disease is to be eliminated (black plague or yellow fever, for example) with each casting of the spell.

When the spell is cast, the priest exhales a sweet-smelling breath. This forms into a breeze that radiates outward, forming a circle that expands in a 50-yard radius per hour. During this time, the caster must remain at the center of the area of effect. For example, after 12 hours, the *breath of life* would cover a circle 1200 yards in diameter (600-yard radius). The breath is of a magical nature rather than a physical nature; therefore, it is unaffected by prevailing winds.

The breeze blows through the community, instantly eliminating the specified disease from all afflicted citizens. The *breath of life* spell does not destroy parasitic monsters (such as green slime, rot grubs, and others), nor does it cure lycanthropy or other magical afflictions. The spell does not prevent recurrence of a disease if the recipients are again exposed.

The material components are the priest's holy symbol and a cone of incense that has been blessed by the highest priest of the character's religion.

The *breath of death*, which produces a foul-smelling wind, is the reverse of this spell.

Victims who fail a saving throw vs. death magic are afflicted with a nonmagical, fatal disease. To determine the results of this spell, the DM should roll saving throws for major NPCs in the area of effect. The effect on the rest of the community can be calculated as a percentage, based on the saving throw.

Infected creatures do not heal hit points until the disease is cured. The disease is fatal within 1d6 weeks (the duration varies from person to person).

The material components are the priest's holy symbol and a handful of dust taken from a mummy's corpse.

Conjure Air or Water Elemental (Conjuration/Summoning) Reversible

Sphere: Elemental

Range: 80 yds.

Components: V, S

Duration: 1 turn/level

Casting Time: 6 rds.

Area of Effect: Special

Saving Throw: None

Priests of elemental air or elemental water can summon elementals from their respective spheres, just as druids can conjure fire or earth elementals. The summoned elemental is 60% likely to have 12 Hit Dice, 35% likely to have 16 Hit Dice, and 5% likely to have 21 to 24 Hit Dice (20+1d4). Unlike the wizard version of this spell, the caster does not need to concentrate to maintain control of the elemental since the creature regards the caster as a friend and obeys him implicitly. The elemental remains until destroyed, dispelled, sent away by a dismissal or a *holy word* spell, or the spell duration expires.

Divine Inspiration (Divination)

Sphere: Thought, Divination

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 5

Area of Effect: The caster

Saving Throw: None

This spell is a more powerful version of the *genius* spell. The priest's player may ask the DM one question about the current situation or about events that will occur within the next five rounds. Questions about the future must relate to external events, such as "Will the guards respond to the sentry's yell?" Questions cannot refer to the outcome of combat, such as "Will we win the battle?" The priest's player is allowed to use this spell to ask the DM for advice. In this case, the spell is the equivalent of asking the gods, "Okay, how do we get out of this one?"

Like the *genius* spell, the DM must be careful in adjudicating this spell. The answer to the question is always relevant and correct, although not necessarily complete. The answer can also be cryptic, in the form of a riddle or rhyme, depending on the DM's assessment of the situation and how potentially unbalancing the answer might be. In general, the answer will be a short phrase of no more than eight to ten words.

The material component is a gem of at least 500 gp value. This spell can be cast only once in any 24-hour period.

Hovering Road (Conjuration/Summoning)

Sphere: Travelers

Range: 0

Components: V, S, M

Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

This spell enables the caster to create a magical 10-foot-wide road extending 10 feet in front of him. The caster can create an unbroken road for the duration of the spell, creating a 10-foot area ahead of him as long as he continues to move forward.

The road is approximately one foot thick and hovers in the air. It has the texture and color of black granite.

Characters and creatures can move on the *hovering road* at their normal movement rate, ignoring the effects of surrounding terrain.

The *hovering road* must originate from a solid surface. Once anchored, the caster controls the contour of the road, causing it to rise and fall as he wishes. The road can thus be used to traverse rivers (if the road is anchored on the shore), swamps, and similarly hostile terrain. The caster can cause the *hovering road* to rise over a jungle or cross a chasm.

The road has AC 0. It is impervious to non-magical weapons. If the road suffers 100 points of damage (from magical weapons or other magical forces), it dissipates in a black mist; all those on the road fall to the ground below.

Unless the road is destroyed, the entire *hovering road* remains intact from beginning to end for the duration of the spell, even if the caster is killed or incapacitated. At the end of the spell's duration, the entire road dissipates.

The material components are a chunk of black marble and a loop of gold wire.

Illusory Fortification (Illusion/Phantasm)

Sphere: War

Range: 240 yards

Components: V, S, M

Duration: Special

Casting Time: 10 turns

Area of Effect: Special

Saving Throw: None

The ritual required to cast this spell is time-consuming and extremely complex. As its name implies, *illusory fortification* creates an illusion of a wall of heavy stonework up to 30 feet tall and 160 yards long, topped with

crenellations. The illusory wall can be of any color and apparent age, potentially allowing the caster to match the false wall with the real walls of an existing castle. The illusory wall must be continuous (it cannot form two or more shorter walls), but it can follow any corners or bends that the caster desires.

In addition to the wall, the spell creates the illusion of constant movement among the crenellations, as if defending troops were moving atop the wall. The formation of the crenellations makes it impossible for a distant observer to determine exactly how many and what types of defenders are present on the *illusory fortification*.

The illusory wall remains in existence for 2d12 hours unless the spell is terminated earlier.

The spell has one very significant limitation: it is strictly two-dimensional and is visible from only one side (the side that the caster deems to be the "outside"). When viewed from the outside, the wall appears real; when viewed from the end, from above, or from the "inside," the wall is totally invisible except for a faint outline of the shape of the wall. This means that friendly troops, concealed from enemy view by the illusory wall, can see their opponents clearly. The wall is most effective if friendly troops are informed of the wall's presence and are careful not to walk through the illusion. Such an occurrence does not end the spell, but it will probably advise the enemy of the nature of the wall.

Spells cast at the wall and shots fired at the *illusory fortification* by siege engines appear to strike the wall and inflict normal damage. In reality, the missiles or spells pass through the illusion, possibly striking troops or real fortifications beyond. Such "hits" do not disturb the illusion.

As soon as an enemy unit moves within 10 yards of the *illusory fortification*, the spell terminates and the wall vanishes.

There are two ways in which the spell can be terminated before it expires. First, the priest can terminate the spell at any time. Second, if a friendly unit makes an attack, whether melee or missile combat, through the illusory wall from the "inside" to the "outside," the spell terminates instantly.

Once the *illusory fortification* has been created, the priest does not need to concentrate on the wall. The spell remains in effect even if the casting priest is killed in the interim.

The material components are the priest's holy symbol, a handful of stones, powdered mortar, and a gem worth at least 3,000 gp. All components except the holy symbol are consumed in the casting.

Impervious Sanctity of Mind (Abjuration)

Sphere: Protection, Thought

Range: 0

Duration: 1 turn/level

Area of Effect: The caster

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

When using this spell, the priest renders his mind completely immune to any mind-affecting spell, power, or psionic effect. This includes *amnesia*, *awe*, *beguiling*, *charm*, *command*, *confusion*, *domination*, *emotion*, *empathy*, *ESP*, *fascination*, *fear*, *feeblemind*, *hold*, *hypnotism*, *insanity*, *magic jar*, *mind blast*, *phantasmal killer*, *possession*, *rulership*, *sleep*, *soul trapping*, *suggestion*, *telepathy*, and any psionic attack or power of the telepathic discipline. In short, if the spell or effect coerces the priest into taking an action or forming an impression that he doesn't wish to, it fails while *impervious sanctity of mind* is in effect. The only mind-affecting spells or powers that can affect the protected priest are those of exceedingly powerful creatures or artifacts and relics.

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

Mind Tracker (Divination)

Sphere: Divination

Range: Special

Duration: Special

Components: V, S, M

Casting Time: 1 turn/3

Area of Effect: One creature

Saving Throw: Special

The mind tracker is a magically-created creature which exists only on the Ethereal plane. It is called into existence when the first portion of this spell is cast.

When seen (which is seldom), the mind tracker has an indistinct body. It seems to be a near-solid coalescence of the vaporous atmosphere of the Ethereal plane itself. It is a roughly elliptical body with three or more limbs protruding at seemingly random locations. The number and size of these appendages shifts slowly, however, as new ones appear from the mist and old ones disappear. The body of the creature averages 2 feet across and 3 feet long, though this, too, tends to vary from minute to minute. The mind tracker has no discernible eyes, ears, nose, or other organs. It cannot be engaged in combat; if attacked, it simply disappears, to reappear after the danger has passed, or somewhere else entirely if its quarry has moved on.

The ceremony which creates the mind tracker takes one turn to perform. Its material components are a whiff of the Ethereal plane's atmosphere and the brain of a lizard.

Once the tracker is manifested, it must be assigned a quarry within one hour. If no quarry is designated, the tracker dissipates and the spell is wasted.

To assign a quarry to the tracker, the priest must have the quarry within his sight. This includes magical sight such as true seeing, but not remote sighting devices such as crystal balls. With the quarry in sight, the priest mouths the final phrases of the spell. From that point on, the mind tracker is mentally tethered to the victim. It follows its quarry (staying always in the Ethereal plane) wherever it goes. It constantly relays information about the subject to the priest: what it is doing, where it is. The priest does not actually see an image of the quarry, he receives 'reports' from the mind tracker. These reports contain only such information as the tracker can gather by looking. It cannot identify people the quarry is talking to, but can describe them in great detail. Nor can it hear anything the quarry or anyone else says, or read writing, but it recognizes and can report the fact that speaking or reading is happening.

While the tracker is dogging its quarry, its presence can be felt as an eerie, creepy sensation of being watched. If the victim makes an initial save vs. paralyzation, each of the following stages lasts three hours instead of two. For the first two hours, the quarry has a general feeling of ill ease. In the third and fourth hours, the victim is distracted and nervous, and suffers a -1 penalty on all saving throws. In the fifth and sixth hours, the victim is convinced someone or something is following him and suffers a -3 penalty on saving throws and a -2 (or -10%) penalty on all other dice rolls. After six hours the victim is near his breaking point. He is unable to concentrate to cast spells or use any of his class's special abilities. All die rolls have a -5 (or -25%) penalty. After eight hours, he must make a saving throw vs. paralyzation. If he fails, he collapses, fevered and delirious. This state persists until the tracker ceases to exist.

The mind tracker continues to exist for as long as the priest remains conscious of its input. If the priest is knocked out or falls asleep, or simply dismisses his creation, the tracker dissipates.

Shadow Engines (Illusion/Phantasm)

Sphere: War

Range: 240 yards

Components: V, S, M

Duration: 8 turns

Casting Time: 3 turns

Area of Effect: 180-yard x 180-yard square

Saving Throw: None

This spell creates the illusion of as many as four siege engines. The casting priest may choose from ballistae, siege towers, catapults, rams, or any combination thereof. Like the creatures created by the spell *shadow monsters*, these illusory engines have at least a tenuous reality and can inflict damage on enemies.

Shadow engines are accompanied by illusory crews of the appropriate number and race. The engines can move at a rate of 20 yards per turn and are unaffected by terrain considerations. (The caster can choose to slow them when passing through rough terrain to aid the illusion of reality.)

Shadow engines cannot carry real troops. They can be fired at the same rate as real engines of the appropriate type, but a hit causes only one-half the damage normal for that type of engine (round fractions down).

A *shadow engine* remains in existence until the spell duration expires, until an enemy unit approaches within 10 yards, or until it suffers damage from an enemy missile attack. When any of these conditions occur, the

engine vanishes. If a single spell has created multiple engines, only the engine struck vanishes; the others remain.

The crew associated with a *shadow engine* must remain with that engine; it cannot move more than 5 yards away from the engine itself.

Shadow engines can move independently of other engines created by the spell as long as they remain within the area of effect and remain within 240 yards of the caster. The caster must maintain concentration to control the *shadow engines*. He cannot cast any other spells, and he is limited to a movement rate of 6. If the caster is struck for damage, the *shadow engines* vanish.

The material component is a finely detailed miniature model of a siege engine (of any type), which is consumed during the casting.

Spacewarp (Alteration)

Sphere: Numbers

Range: 50 yards

Components: V, S, M

Duration: 1 round/level

Casting Time: 7

Area of Effect: 50-foot-diameter sphere

Saving Throw: None

According to one view of the universe, what we perceive as gravity is actually a localized warping of the fabric of space-time. The *spacewarp* spell creates a temporary but very intense warping in a limited area. When the priest casts this spell, he selects a specific point to be the center of effect.

This point may be anywhere within 50 yards of the caster, including in midair.

When the spell is completed, this center of effect gains a gravity field equal to the force felt at the surface of the earth. In other words, gravity is centered at this point; everything within 50 feet of this center that is not attached to something immovable will fall toward the selected point.

This localized gravity affects only loose objects and creatures capable of movement (i.e., not trees, whose roots are buried in the ground). It does not affect the ground itself-- soil, plants, desert sand, lake water, etc. are immune to the effect.

An object falling toward the center of gravity gains speed exactly as it would if it were falling toward the ground. When the object reaches the center, it instantly ceases its movement. If objects are already at the center, newly arriving objects will slam into them, causing normal falling damage (1d6 per 10 feet) to the newly arriving objects. Objects previously at the center must save vs. paralyzation or suffer half that amount of damage.

Consider the following example. An orc is 10 feet away from the center of effect when the spell is cast. He falls 10 feet to the center and stops. His companion, a bandit, is 30 feet from the center. It takes him longer to fall to the center, so the orc is already there when he arrives, and the two characters collide forcefully. The bandit suffers 3d6 hit points of damage--the falling damage associated with a 30-foot fall. The orc must save vs. paralyzation or suffer half that amount.

Other things are caught in the effect as well. The bandit's horse was 50 feet away from the center of effect, so it arrives at the center after the orc and the bandit. It falls 50 feet, suffering 5d6 points of damage, and potentially inflicting half that amount on both the orc and the bandit.

The center of effect can be anywhere within 50 yards of the priest. Possibly one of the most destructive uses of this spell is to cast it directly on an enemy creature. Everyone and everything within 50 feet of that creature falls toward him and strikes him, inflicting damage.

When the spell terminates, gravity returns to normal. If the spell has lifted any characters or objects off the ground, they immediately fall back to the ground, suffering the appropriate amount of falling damage.

The material components are a lodestone and a sphere of obsidian, both of which are consumed in the casting.

Spirit of Power (Summoning, Invocation)

Sphere: Summoning

Range: 0

Duration: 1 hour

Area of Effect: The casters

Components: V, S, M

Casting Time: 3 turns

Saving Throw: None

This cooperative spell is rarely used or spoken of, since its requirements are strict and the outcome is uncertain. The spell must be cast by six priests of the same faith. All six must touch hands at the time of casting. At the completion of the spell, the priests fall into a trance. The life essences of the priests leave their bodies and merge at a point within 10 feet of the casters. The spirits of the priests meld together to form the avatar of the priests' deity.

In this manner, the six characters become a single being with all the powers and abilities allowed to that avatar. The only stipulation is that the priests' deity cannot have created all avatars allowed to it at that moment. If this has happened, the spell fails and the priests are drained as described below.

If the spell succeeds, the priests have completely given their wills over to their deity, essentially forming the vessel into which it funnels power. In becoming the avatar, the priests retain the ability to make most of their own decisions. (The six must work in harmony or allow one of their number to decide all actions.) However, the deity can assume direct control of the avatar at any time it desires--the avatar is, after all, an earthly manifestation of the deity.

Although the spell has a duration of one hour, the deity is not obliged to release the priests at that time. If the priests are not released at the end of the spell's duration, they instantly die. A deity can choose to sacrifice its priests in order to maintain its avatar on the Prime Material plane. Such a cruel and unjust action is almost never undertaken by good deities or those that have any respect for life, free will, or mercy. For dark and sinister gods, the question is much more uncertain. If a deity chooses to maintain the avatar longer than one hour, control of the avatar instantly and permanently passes to the DM. (Clearly, a DM should seldom if ever exercise this power.)

While the priests are formed into the avatar, their bodies remain in a death like trance. The priests have no idea what might be happening to their real bodies (unless the avatar can observe them). Any damage to a priest's body requires an instant system shock roll. If successful, the damage is recorded normally, but the damage does not take effect until the spell ends (at which point the priest will almost certainly die). If the system shock roll is failed, the character instantly dies and the spell ends. Characters who die in this manner cannot be raised, resurrected, or reincarnated. They have been taken to the ultimate reward (or punishment) for the service they have rendered. If the bodies are moved from their positions, the spell ends.

Even if the deity releases the priests, they are left severely drained. All spells

memorized are lost until the priest can rest and perform his prayers once again. The physical drain leaves each priest with only 1 hit point upon awakening, regardless of the number of hit points the character had when the spell was cast. Since damage suffered during the spell takes effect instantly, any priest who is hurt dies immediately (although quick action by others might save him). Each priest who survives the spell will be bound by a quest (a duty that must be completed in exchange for calling upon their god).

The material component is an offering appropriate to the deity. The DM determines the exact nature of this offering.

Tentacle Walls (Enchantment)

Sphere: Wards

Range: Touch

Duration: Special

Area of Effect: 50-foot cube

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

Tentacle walls enables the caster to enchant a single room whose volume is less than or equal to the area of effect. The spell activates 1d4 rounds after any creature other than the caster enters the room. The intruder

must be larger than a normal rat; that is, it must be larger than one-half cubic foot or weigh more than three pounds.

When the spell is activated, six black, leathery tentacles sprout inside the room; the tentacles are evenly divided among the room's surfaces (for instance, if the room is a cube, one tentacle sprouts from the floor, one sprouts from the ceiling, and one sprouts from each of the four walls).

The whip-like tentacles grow to the length of the room and swing wildly. Each round, a tentacle has a 30% chance of striking a random creature in the room, inflicting 1d6 points of damage (save vs. spell for half damage). Each tentacle has AC 0 and 25 hit points. When a tentacle is reduced to 0 hit points, it disappears in a puff of black smoke.

If all creatures are killed or withdraw from the room, the surviving tentacles withdraw, disappearing into the walls. If the spell is activated again, six tentacles reappear; new tentacles are created to replace any destroyed previously. As long as one tentacle survives an encounter, the tentacles will continue to be replaced. Only when all six tentacles are destroyed is the spell permanently negated.

The material component is the dried tentacle of an octopus.

Timelessness (Alteration)

Sphere: Numbers

Range: Touch

Duration: 1 day/level

Area of Effect: One creature

Components: V, S, M

Casting Time: 7

Saving Throw: Neg.

This spell totally stops the flow of time for a single individual. All signs of life stop and the subject is incapable of any movement or thought. While the spell is in effect, the subject is totally immovable and cannot be affected by any physical or magical forces.

Weapons simply bounce off the subject as they would bounce off the hardest stone. Spells, including *dispel magic*, are totally incapable of affecting the subject in any way. The subject does not age.

Aside from the fact that the subject remains visible, frozen in place like a statue, he is effectively no longer part of the universe. (DMs may rule that the most powerful of magics, such as *wishes*, and creatures of demigod or higher status can affect the subject.)

When the priest casts the spell, he or she states the duration for which the spell will remain in effect (the maximum is one full day per level of the caster). Once the spell is cast, this duration cannot be changed; the priest cannot terminate the spell before the stated time has elapsed.

If the subject is unwilling to be affected by the spell, the priest must touch the victim for the spell to take effect; the subject receives a normal saving throw to resist the effects. A willing subject need not make a saving throw.

The priest may cast this spell on himself if desired. This spell can provide a powerful defensive maneuver; while the spell is in effect, the subject is totally invulnerable.

Timelessness is also an effective form of long-term imprisonment, as long as the priest is around to cast the spell again at the appropriate time.

This is an exceptionally powerful spell. Casting it puts a significant strain on the priest. Each time he casts *timelessness*, the priest must make a system shock roll. If the priest fails this throw, he or she permanently loses 1 point of Constitution.

The material components are a gem worth at least 1,000 gp and a small cylinder of obsidian. Both are crushed during the casting.

Tsunami (Conjuration/Summoning)

Sphere: Elemental

Range: 200 yds. + 50 yds./level

Duration: Special

Area of Effect: Wave 2 ft. high and
10 ft. long per level

Components: V, S, M

Casting Time: 3 rds.

Saving Throw: None

This mighty spell summons a tsunami, or gigantic wave, from any major body of water. The body of water must be at least 1 mile in width, so in most circumstances the *tsunami* can only be summoned from the sea, large lakes, or extremely big rivers. The wave is 2 feet high and 10 feet long for each level of experience of the caster, so a 15th-level priest would summon a *tsunami* 30 feet high and 150 feet wide. The wave can appear anywhere within the spell's range and immediately sweeps forward in the direction specified by the caster. This may take it out of the allowed range or even back at the casting priest. The *tsunami* moves at a rate of 24 (240 yards per round) and lasts one round at 14th level, two rounds at 18th level, or three rounds at 22nd or higher level.

Ships caught by the *tsunami* must make a seaworthiness check (see Table 77: Ship Types in the DMG) with a penalty equal to the wave's height in feet. For example, a *tsunami* created by a 15th-level

caster would inflict a -30% penalty to a vessel's seaworthiness check. If the check is failed, the vessel capsizes and sinks in 1d10 rounds, with the possible loss of those aboard. Human or humanoid swimmers caught in the wave must make a saving throw vs. death magic or be drowned in the wave; any creature in the water in the wave's path will be carried along as long as it lasts.

If the priest sent the wave towards the shore, the *tsunami* loses 5 feet of height for every 20 yards it travels; a 30-foot wave could wash 120 yards inland before there was nothing left of it. Creatures caught in the area sustain 1d4 points of damage for every 5 feet of height the *tsunami* currently possesses and are carried along until it ends. Air-breathing creatures must make saving throws vs. death magic or be drowned outright by this treatment. Wooden buildings have a chance equal to three times the wave's current height of being destroyed by the *tsunami* (90% for a 30-foot wave, for example) while stone buildings have a chance equal to the wave's height (or 30% for a 30-foot wave). Topography may influence or channel the wave's advance, so a good-sized hill could stop a *tsunami* cold, although its seaward face may be denuded of creatures and vegetation by the wave.

Note that this spell in the hands of a high-level character can blanket an awesome amount of territory and literally destroy or drown anything in its path. The *tsunami* is so strenuous a spell that the priest is exhausted and helpless for 1d6 hours after summoning it.

Uncontrolled Weather (Conjuration/Summoning)

Sphere: Chaos

Range: 0

Duration: 1 turn/level

Area of Effect: 4d4 square miles

Components: V, S

Casting Time: 1 turn

Saving Throw: None

This spell allows the caster to summon weather that is either appropriate or inappropriate to the climate and season of the region. The summoned effects are always dramatic--cool breezes or light fog will not appear. Instead, torrential floods will assault a desert, a heat wave will rage in polar wastelands, and tornadoes and hurricanes will rip across gentle landscapes. A blizzard might spring up in summer or a tornado might materialize in the winter.

The spellcaster has no influence over the weather pattern that emerges. He cannot control the area of effect or the duration of the weather.

Four turns after the spell is cast, the trend of the weather will become apparent--a sudden chill, gust of wind, overcast sky, etc. The uncontrolled weather arrives on the fifth

turn. Once the weather has arrived, it cannot be dispelled. If the spell is canceled by the caster before the beginning of the fifth turn, the weather slowly reverts to its original condition.

The effects of the spell are the decision of the DM. The effects should be grand and impressive. Following are suggested effects of the weather.

Torrential Rain/Blizzard: Visibility is reduced to 100 yards or less; travel is nearly impossible due to water or heavy snow on the ground.

Storm/Hurricanes: All flying creatures are driven from the skies; trees are uprooted; roofs are torn off; ships are endangered.

Heat Wave: Intense heat immediately causes ice bridges to melt; avalanches of snow and ice roll down mountains.

The DM determines the area of effect randomly. The maximum duration of the spell is one turn per level of the caster; however, the DM may cancel the effect after a shorter time.

Spell Schools

<p>Abjuration</p> <p>Protection from Hunger and Thirst(1st) Protection from Vermin(1st) Filter(2nd) Protection From Paralysis (2nd) Protection from Poison(2nd) Invisible Mail(3rd) Iron Mind(3rd) Lesser Sign of Sealing(3rd) Protection from Amorphs(3rd) Fire Aura(4th) Halo of Eyes(4th) Minor Spell Turning (4th) Otilukes Despelling Screen(4th) Psychic Protection(4th) Ultravision(4th) Invulnerability to Normal Weapons(5th) Leomunds Hidden Lodge(5th) Lower Resistance (5th) Mordenkainens Private Sanctum(5th) Proofing versus Combustion(5th) Rusting Grasp(5th) Safeguarding (5th) Von Gasik's Refusal (5th) Dragon Scales(6th) Greater Sign of Sealing(6th) Invulnerability to Magical Weapons(6th) Neutralize Gas(7th) Seven-Eyes(7th) Fear Ward(8th) Hornung's Random Dispatcher* (8th) Elemental Aura (9th)</p> <p>Alteration</p> <p>Expeditious Retreat(1st) Fire Burst (1st) Fist of Stone (1st) Lasting Breath (1st) Metamorphose Liquids (1st) Murdock's Feathery Flyer (1st) Cats Grace(2nd) Displace Self(2nd) Maximilian's Earthen Grasp (2nd)</p>	<p>Suffocate (7th) Abi-Dalzim's Horrid Wilting (8th) Airboat (8th) Iron Body(8th) Estate Transference (9th) Glorious Transmutation (9th)</p> <p>Conjuration/Summoning</p> <p>Choke(2nd) Wall of Gloom(2nd) Bands of Sirellyn(3rd) Snapping Teeth(3rd) Solvent of Corrosion(3rd) Watery Double (3rd) Conjure Elemental-Kin(4th) Duplicate(4th) Halo of Eyes(4th) Summon Lycanthrope (4th) Vitriolic Sphere(4th) Khazid's Procurement (5th) Vile Venom (5th) Wall of Bones(5th) Forest's Fiery Constrictor (6th) Tentacles(6th) Intensify Summoning (7th) Seven-Eyes(7th) Sphere of Ultimate Destruction(9th)</p> <p>Enchantment/Charm</p> <p>Divining Rod(1st) Insatiable Thirst (2nd) Bone Club(3rd) Delay Death(3rd) Minor Malison (3rd) Watery Double (3rd) Greater Malison (4th) Lesser Geas(4th) Leomunds Hidden Lodge(5th) Magic Staff (5th) Mind Fog (5th) Blackmantle(6th) Descent into Madness(7th)</p>	<p>Mordenkainen's Celerity (4th) Mordenkainens Force Missiles(4th) Otilukes Despelling Screen(4th) Thunder Staff (4th) Wind Breath(4th) Tensers Destructive Resonance(5th) Augmentation II (6th) Dimensional Blade(6th) Acid Storm (7th) Hatch the Stone from the Egg (7th) Malec-Keth's Flame Fist (7th) Persistence(7th) Gunther's Kaleidoscopic Strike (8th) Homunculus Shield (8th) Chain Contingency (9th) Elemental Aura (9th)</p> <p>Lesser/Greater Divination</p> <p>Detect Disease(1st) Detect Phase(1st) Detect Secret Passages and Portals(1st) Divining Rod(1st) Death Recall(2nd) Detect Life(2nd) Past Life (2nd) Alamir's Fundamental Breakdown (3rd) Pain Touch(3rd) Wizard Sight (3rd) Locate Creature (4th) Khazid's Procurement (5th) Know Value(5th) Prying Eyes(5th) Rary's Telepathic Bond(5th) Analyze Dweomer(8th)</p> <p>Necromancy</p> <p>Corpse Visage(1st) Ray of Fatigue(1st) Choke(2nd) Death Recall(2nd) Ghoul Touch(2nd) Bone Club(3rd)</p>
--	--	--

Moon Rune(2nd) Ride the Wind (2nd) Sense Shifting (2nd) Vocalize(2nd) Alacrity (3rd) Far Reaching I (3rd) Maximilian's Stony Grasp (3rd) Snapping Teeth(3rd) Squaring the Circle (3rd) Dilation I (4th) Far Reaching II (4th) Improved Strength(4th) Mordenkainen's Celerity (4th) Far Reaching III (5th) Improved Blink(5th) Lower Resistance (5th) Mordenkainens Private Sanctum(5th) Rary's Telepathic Bond(5th) Superior Magnetism(6th) Claws of the Umber Hulk (6th) Dilation II (6th) Tentacles(6th) Hatch the Stone From the Egg (7th)	Hatch the Stone from the Egg (7th) Steal Enchantment (7th) Airboat (8th) Programmed Amnesia(9th) <u>Illusion/Phantasm</u> Corpse Visage(1st) Lorloveim's Creeping Shadow (3rd) Lorloveim's Shadowy Transformation (6th) Shadowcat (7th) <u>Invocation/Evocation</u> Copy(1st) Dictation(1st) Fire Burst (1st) Ice Knife(2nd) Augmentation I (3rd) Invisible Mail(3rd) Lance of Disruption(3rd) Wall of Water(3rd) Divination Enhancement (4th) <u>Dimension</u> Etherealness(6th)	Delay Death(3rd) Hovering Skull(3rd) Spirit Armor (3rd) Mask of Death (4th) Force Shapechange(5th) Mummy Rot(5th) Throbbing Bones(5th) Wall of Bones(5th) Arrow of Bone(6th) Blackmantle(6th) Bloodstone's Spectral Steed (6th) Dead Man's Eyes(6th) Trollish Fortitude(6th) Bloodstone's Frightful Joining (7th) Intensify Summoning (7th) Suffocate (7th) Zombie Double(7th) Abi-Dalzim's Horrid Wilting (8th) Defoliate(8th) Heart of Stone(8th) Homunculus Shield (8th) Shadow Form(8th) Wail of the Banshee (9th)
---	--	--

Spell Sphere's

<u>All</u> Orison(1st) Sanctify(2nd) Focus(4th) Uplift(4th) <u>Animal</u> Calm Animals(1st) Control Animal(3rd) <u>Astral</u> Astral Celerity(1st) Speak With Astral Traveler (1st) Astral Awareness(2nd) Ethereal Barrier(2nd) Astral Window(3rd) Join With Astral Traveler(4th) <u>Charm</u> Music of the Spheres(2nd) Mystic Transfer(2nd) Dictate(3rd) Emotion Control(3rd) Meld(5th) Command Monster(6th) <u>Combat</u> Unearthly Choir(3rd) Recitation(4th) Spiritual Wrath(6th) <u>Creation</u> Create Holy Symbol(2nd) Addition(4th) Blessed Abundance(5th) <u>Divination</u>	<u>Guardian</u> Blessed Watchfulness(1st) Sacred Guardian(1st) Iron Vigil(2nd) Dimensional Anchor(4th) Unceasing Vigilance of the Holy Sentinel(5th) <u>Healing</u> Cure Moderate Wounds(2nd) Hold Poison(3rd) Repair Injury(3rd) Fortify(4th) <u>Necromantic</u> Dispel Fatigue(1st) Restore Strength(2nd) Suspended Animation(4th) Unfailing Endurance(4th) Breath of Life(7th) <u>Plant</u> Log of Everburning(1st) Slow Rot(3rd) <u>Protection</u> Resist Acid and Corrosion(2nd) Ring of Hands(2nd) Line of Protection(3rd) Impregnable Mind(5th) Antimineral Shell(7th) Impervious Sanctity of Mind(7th) <u>Summoning</u> Call Upon Faith(1st) Draw Upon Holy Might(2nd) Summon Animal Spirit(3rd) Dimensional Translocation(5th)	<u>Law</u> Protection from Chaos(1st) Calm Chaos(3rd) Dictate(3rd) Rigid Thinking(3rd) Strength of One(3rd) Compulsive Order(4th) Defensive Harmony(4th) Champion's Strength(5th) Impeding Permission(5th) Legal Thoughts(6th) <u>Numbers</u> Analyze Balance(1st) Calculate(1st) Moment(2nd) Music of the Spheres(2nd) Etherealness(3rd) Extradimensional Detection(3rd) Moment Reading(3rd) Telethaumaturgy(3rd) Addition(4th) Dimensional Folding(4th) Probability Control(4th) Consequence(5th) Dimensional Translocation(5th) Extradimensional Manipulation(5th) Extradimensional Pocket(5th) Physical Mirror(6th) Seclusion(6th) Spacewarp(7th) Timelessness(7th) <u>Thought</u> Emotion Read(1st) Thought Capture(1st) Idea(2nd) Mind Read(2nd) Emotion Control(3rd)	Body Clock(4th) Modify Memory(4th) Age Object(5th) Othertime(5th) Repeat Action (5th) Time Pool(5th) Age Creature(6th) Reverse Time (6th) Skip Day(6th) Age Dragon(7th) <u>Travelers</u> Know Direction(1st) Aura of Comfort(2nd) Lighten Load(2nd) Create Campsite(3rd) Helping Hand(3rd) Know Customs(3rd) Circle of Privacy(4th) Tree Steed(4th) Clear Path(5th) Easy March(5th) Monster Mount(6th) Hovering Road(7th) <u>War</u> Morale(1st) Weighty Chest(1st) Emotion Perception(2nd) Rally(2nd) Adaptation(3rd) Caltrops(3rd) Fortify(3rd) Entrench(4th) Leadership(4th) Disguise(5th) Illusory Artillery(5th) Righteous Wrath of the Faithful(5th) Gravity Variation(6th)
--	--	--	---

Analyze Balance(1st) Detect Spirits(3rd) Extradimensional Detection(3rd) Omniscient Eye(4th) Consequence(5th) Thoughtwave(5th) Divine Inspiration(7th) Mind Tracker(7th) Elemental Firelight(1st) Strength of Stone(1st) Wind Column(1st) Log of Everburning(1st) Soflen Earth and Stone(2nd) Watery Fist(2nd) Wind Servant(3rd) Adamantite Mace(4th) Windborne(4th) Animate Flame(5th) Cloud of Purification(5th) Elemental Forbiddance(5th) Produce Ice(5th) Whirlwind(6th) Antimineral Shell(7th) Tsunami(7th)	Spirit of Power(7th) Sun Sunsorch(1st) Blessed Warmth(4th) The Great Circle(6th) Sol's Searing Orb(6th) Weather Weather Prediction(3rd) Weather Stasis(4th) Chaos Battlefate(1st) Mistaken Missive(1st) Chaos Ward(2nd) Dissension's Feast(2nd) Miscast Magic(3rd) Random Causality(3rd) Chaotic Combat(4th) Chaotic Sleep(4th) Inverted Ethics(4th) Chaotic Commands(5th) Entropy Shield(6th) Uncontrolled Weathe(7th)	Memory Read(3rd) Telepathy(3rd) Telethaumaturgy(3rd) Genius(4th) Mental Domination(4th) Rapport(4th) Solipsism(4th) Thought Broadcast(4th) Impregnable Mind(5th) Memory Wrack(5th) Mindshatter(5th) Disbelief(6th) Group Mind(6th) Divine Inspiration(7th) Impervious Sanctity of Mind(7th) Time Know Age(1st) Know Time(1st) Hesitation(2nd) Nap(2nd) Accelerate Healing(3rd) Squeaking Floors(3rd) Unfailing Premonition(3rd) Age Plant(4th) Blessed Warmth(4th)	Illusory Fortification(7th) Shadow Engines(7th) Wards Anti-Vermin Barrier(1st) Courage(1st) Ethereal Barrier(2nd) Frisky Chest(2nd) Zone of Truth(2nd) Invisibility Purge(3rd) Thief's Lament(3rd) Zone of Sweet Air(3rd) Fire Purge(4th) Tanglefoot(4th) Weather Stasis(4th) Barrier of Retention(5th) Elemental Forbiddance(5th) Grounding(5th) Shrieking Walls(5th) Undead Ward (5th) Crushing Walls(6th) Dragonbane(6th) Land of Stability(6th) Tentacle Walls(7th)
--	---	---	--

Cooperative Magic

Cooperative spells are unique to priests. These spells allow several priests to combine their abilities to create a greater effect. *Combine* is one type of cooperative spell.

Cooperative spells do not require a focus or devotional energy; all that is required are two or more clerics of sufficient level to cast any cooperative spell. Casting times for cooperative spells are not excessive and their results are spectacular, making cooperative magic practical and useful to adventuring priests.

All priests who attempt cooperative magic must know the spell to be cast and must be of the same ethos.

Generally, only priests of the same religion can use cooperative magic.

However, priests of deities known to work in close harmony are sometimes able to use cooperative magic with each other. The decision lies with the DM, since the relations between different deities vary greatly from campaign to campaign

New Sphere

Chaos

Most of the spells in the Sphere of Chaos give the spellcaster the ability to add randomness and confusion to the world around him. Some of the spells change the probability of the outcomes of events, while others offer protection against Lawful influences.

Many of the spells of this sphere are tricky; while they usually help the spellcaster, there are times when the spell might harm the priest. Such is the way of Chaos--anyone who draws upon chaotic energy knows that

nothing is certain, not even the influences of his god.

Powers that operate in this sphere are deities of mischief, trickery, ill luck, and those gods devoted to the power of the individual.

Law

The Sphere of Law is based on two principles. The first is that the group is more powerful than the sum of the individuals who make up the group. The second is that the individual must obey established rules whether or not he personally thinks they are good rules. In both cases, the idea of order is exploited, sometimes beneficially, sometimes harmfully.

The beneficial spells of the Sphere of Law draw upon the first principle. Such spells coordinate the power of a group of characters. By using spells of this sphere, individuals who work closely together can become focused into a strong, united force.

The harmful spells of the sphere draw upon the second principle; they take the concept of law one step too far and prevent the individual from operating with a free will. These spells limit a person's choices and obliterate spontaneity and individual thought and action. Whereas beneficial spells draw a group together, harmful spells isolate the individual or even subjugate him to the commands of another person.

Deities of rulership, kingship, community, and culture are likely to act in this sphere.

Numbers

The Sphere of Numbers revolves around the concept that numbers and mathematical relationships between numbers represent the "core truths" of reality or the "secrets of the universe." By studying numbers and their relationships, some scholars believe they can learn truths otherwise inaccessible; by manipulating numbers, they believe they can actually alter the fabric of reality.

This sphere uses spells that allow a priest to comprehend and use the mysteries of numbers. Since many of these spells are incredibly intricate and depend on very esoteric concepts in mathematics and hypermathematics, only priests with relatively high intelligence (13 or higher) are allowed access to these spells.

Spells from this sphere are most likely to be granted by deities of knowledge (particularly arcane or hidden knowledge).

Many of the philosophies central to this sphere sound unusual, illogical, or even insane -- things one might expect to hear from the lips of a senile "prophet" who has discovered the "truth of All" in the pseudomathematical scratchings he makes in his notebooks. There are many cranks and charlatans claiming to predict the future who are often mistaken for true practitioners of this sphere and vice versa. A priest who is granted spells from the Sphere of Numbers may sound like a crank when he claims the birth dates of kings predict the date of Doomsday, but there is one fundamental difference between him and the charlatan: The priest's spells work.

Thought

The Sphere of Thought is rooted in the philosophy of mentation and the effects of mental acts and structures on reality. Priests of this sphere believe that the common conception of the thought (i.e., a more-or-less objective analysis of sensory input which is in turn an objective perception of reality) is fallacious and misleading. These philosophers maintain that thought is and must be tied closely to reality. In effect, they believe that the thinker, the thought, and the subject of that thought somehow interact.

Thus, thinking about an object or condition can sometimes cause a physical change in that object or condition.

Philosophers of this sphere also believe that once a thought has been created ("once a thought is thought"), it exists as a "freestanding mental object." This "thought object" can sometimes be detected and manipulated.

This sphere uses spells related to these philosophical beliefs. Like the Sphere of Numbers, these spells are intricate and are based on some esoteric concepts of philosophy. It is suggested that only priests with relatively high intelligence (13 or higher) be allowed access to these spells. Spells of this sphere are most likely to be granted by deities of thought or knowledge (especially arcane or hidden knowledge). This sphere might have as its patrons certain deities who rule and exist in the abstract realms of thought. Certain isolated philosophers discuss the existence of a deity of solipsism (the philosophical belief that only the self exists). Since such a deity would believe that it exists alone in the universe, it would have no worshipers.

Time

The spells of the Sphere of Time explore ways in which time can be altered and perceived. These spells manipulate the effects of the passage of time on objects and creatures and can also affect the passage of time itself. Such spells are often the province of deities associated with nature, philosophy, divination, and trickery.

Travelers

Spells of this sphere provide aid and comfort to travelers, making their journeys safer, easier, and more enjoyable. Deities sympathetic to the well-being of explorers, nomads, and other wayfarers often allow access to this sphere.

War

The Sphere of War involves magic specifically for use on the battlefield--in mass combat between large units. Usually, these spells are granted by deities of war: those Powers who believe that victory and courage in battle are the ultimate goals for mortals.

Priests who follow these gods are sometimes generals or leaders of armies. For these priests, tactical and strategic brilliance are as important as personal skill in combat.

There are significant differences between the spheres of War and Combat. Combat spells are those the priest can use in personal altercations. These spells inflict physical damage on an opponent or improve the combat abilities of the priest and several comrades. War spells, on the other hand, are concerned with aspects of large-scale battles other than direct infliction of damage: observation, identification, movement, morale, and the like. Few spells of this sphere inflict physical damage on the enemy.

Unlike spells of other spheres, most War spells can be cast only on a single military "unit." The definition of a "unit" is that which is used in the BATTLESYSTEM™ rules; however, the DM may rule that any large group of troops accompanied by PCS may qualify as a unit. Units can be infantry or cavalry (ground or airborne), human or non-human, of regular or irregular formation. In general, they must be organized as a single unit and must be at least five individuals in number. These spells are generally useless in individual combat.

Spells from the Sphere of War are designed to be used in large-scale battles like those played using BATTLESYSTEM™ rules; thus, these spells refer to concepts from this game system. Distances are referred to in linear inches (not game inches) and times are referred to in BATTLESYSTEM turns, but the DM is free to modify these statistics to suit combat outside the BATTLESYSTEM rules.

The deities who preside over the Sphere of War are careful when granting these spells to their priests. They will generally grant such spells only when a priest is about to enter battle. In the case of the more militant war gods, a priest who petitions for these spells inappropriately or misuses them may suffer dire consequences.

Wards

This sphere includes spells that provide protection of clearly defined areas, ranging from small objects to entire villages. The magical boundaries established by these spells prevent entry or negate the effects of specific creatures, energies, or conditions. Many of the spells take advantage of cooperative magic, involving the casting of a spell by a number of assembled priests to enchant exceptionally large areas (refer to specific spells and the sections in this book on Faith Magic, Devotional Power, and Cooperative Magic for more information). Deities of war and protection, as well as those associated with benevolence and mercy, might bestow these spells.