

Advanced
Dungeons & Dragons®

Volume One
Priests' Spell



Compendium

Priest's Spell Compendium

Accessory

Credits

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Volume One

A Day in the Life to Frost Whip

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Foreword

This foreword discusses rules issues encountered in the preparation of this work. Those not interested or generally unfamiliar with the system details can skip directly to the Introduction.



The purpose of this series is to provide a companion to the *Wizard Spell Compendium* set. However, as this project was begun, a number of complicating factors absent from the previous books soon surfaced. They have shaped the development of this work, and understanding these factors is useful for any DM or player who wishes to derive full value from this series.

In brief, it is *more* important with this series than with the wizard series that the DM use careful judgment and firmly control priest spell availability. Specialty spells for priest characters should be set within the context of the individual campaign—completely free spell selection from these series should *not* be allowed. This general advice has its roots in how the collection of priest spells has developed over the years.

First, the combination of priest spell *spheres* introduced in the 2nd Ed. Rules and the specialized deity portfolios in *The Complete Priest's Handbook* completely shattered the cohesion of the priest as a character group (clerics, druids, specialty priests). These effects have proved far greater than the changes wrought in the wizard character group by the introduction of specialty schools.

Second, the concept of a deity providing special *granted powers* has broadened over time. Instead of a few free spell uses (or access to such nonpriest spells as *fly*), nonspell abilities like *berserker rage* have been introduced, as well as other abilities that are nearly spells in all but name (but without such details as level and casting time). A more recent development has been the deliberate placement of specialty spells on a deity-specific spell list several levels lower than their game effects would suggest, as a special boon granted by that deity alone. At the same time, such lists have also been used to bring back older spells from out-of-print sources.

The result has been two-fold. On an individual case basis, priests of specific deities are more interesting. However, the general utility of spell level as a measure of power for priests has been badly eroded. This effect is becoming more pronounced as the line between granted special powers and a list of spells specific to each power steadily blurs. Guiding players and DMs through this particular thicket of options has been a major concern in preparing this series.

Third, the priest spell list (always growing more slowly than the wizard list, and heavily weighted toward druids) has experienced a phenomenal growth spurt. Between the time the first comprehensive priest spell list was assembled in 1995 and closed in December of 1997, more than 400 new priest spells have been published in official materials. This number of new priest spells is about the same as the number of wizard spells in the 2nd Ed. *Player's Handbook!* At the time of this compilation, the new material is only beginning to make its impact felt.

While DMs of considerable experience should fare well, those with a lesser degree of mastery should proceed with caution. The Introduction has been deliberately slanted toward a conservative approach for the sake of the latter. Experienced DMs are encouraged to use this material in any way they desire to enhance the enjoyment of their players. That is, after all, what it's all about.

Good Gaming,

Jon Pickens

Spring, 1999

Introduction

The first volume of the *Priest's Spell Compendium* continues the work of the *Wizard's Spell Compendium* series. It creating an alphabetical reference to priest spells of the AD&D® game system, covering the letters A through F. The full series covers priest spells created for the game from 1975 to 1995.

For the uninitiated, this is not a book of "real" magical spells. In a fantasy game world, characters like Merlin the Magician create marvelous magical effects with a wave of the hand. This is a book of marvelous effects that can be used by the good guys (and the bad guys) in the course of a game session. The key to the game is, as always, the decisions made by the players (heroic or otherwise), and the impact those decisions have on the ongoing plot of the game. New spells are fun, but it's even more fun figuring out unusual ways to use them.

Up to this time, lists of spell effects have been keyed to *spell level*; that is, relative spell power. In other words, if all a gamer or Dungeon Master knew was a spell name, each level's list of spells had to be checked. While the last volume of the series will include level lists (as well as lists by race and specialty), the most important principle of organization used in the series as a whole is alphabetical.

The material in these books is presented in the most current game format: that of the 2nd Edition rules. Some descriptions have been updated or combined with similar spell effects to eliminate duplication; some have been modified for better play, and a very few have been dropped entirely.

Generally, "granted powers" of specialty priests are beyond the scope of this series, although a few have been configured as spells. Variant magical systems, such as the kingdom-level magic of the BIRTHRIGHT setting are also beyond the scope of this book. However, the optional Sphere of War, introduced in the *TOME OF MAGIC* book (essentially a BATTLESYSTEM rules variant) and the psionics-based spells of the Dragon-Kings of the DARK SUN setting are close enough to standard spells to be included in a special section in the final volume. Clerical cantrips, or *orisons*, will be included in the final volume as well.

About This Book

The spells listed in this book are given alphabetically. Spell names that include a proper name are given a primary listing under that name. For example, for *Abbathor's greed*, the primary entry is under "A." Another reference to the main entry will be found at the second word of the spell name; in this case, the entry would read: "Greed, Abbathor's."

Be aware that many spell names are irregular compound words, and that standard alphabetical order follows complete words. Thus, *dark road* will appear before *darkbolt*. If you can't find a spell, try looking for it as a compound form.

Some spells may have the same name; or the name of a spell might have been changed. Where two spells have the same name but come from different cultures, the spell from the culture most similar to Medieval Europe is given first. Renamed spells have a short reference under the original name.

Spells associated with specific campaign worlds (other than the FORGOTTEN REALMS and WORLD OF GREYHAWK settings) are marked with a special symbol so they can be easily recognized. See page 9 for a summary of these symbols. Spells associated with a specific monster or nonhuman race (dragons, elves, and so on) are noted; the race name is separated from the spell name by a dash. Specialized priests with unique spell lists, such as the NPC *savant-cleric*, from DRAGON Magazine are also specially noted.

Generally, spell names and secondary game effects are *italicized*. For example, the *symbol* spell has a secondary effect called *discord*.

How to Use This Book

Each spell in this book is organized along the same general lines. Each is listed by its name, school, sphere, and a number of statistics that govern its use such as Level (of power), Range, Casting Time, and so on. The game powers of each spell are described, along with any special rules that govern its use, how the spell target can avoid or counter its effects, any limitations on how the spell can be used, and any special preparations or materials that needed for a successful casting. Next, the details of any reversed form the spell might have are given. Finally, a section called **Notes** has been appended to each spell; this deals with patron power, the spell's rarity, and any special restrictions on who (or what) can use it.

Having covered the field briefly, a more detailed look is in order:

Name: This is the name by which the spell is generally known. Although we have tried to ensure unique names, this has not always been possible. For example, *dark fire*, a minor spell that gives heat without light, is very different from *darkfire*, an evil and powerful black flame commanded by the drow elves. Where two spells have the same name, the most general version is given first, while variants cast by other races or found in specialized campaign settings are given later. A name marked with an asterisk (*) is a

cooperative magic spell in which a circle of priests combines their efforts (cooperative magic is discussed in the final book).

School: Each school governs a type of magic, according to the type of energy its spells employ and the special practices and methods used in casting them. The basic schools are:

SCHOOLS OF MAGIC (PHILOSOPHY)

Abjuration: Protective, warding, or banishing magics.

Alteration: Magic that changes physical properties of an object, creature, or condition.

Conjuration/Summoning: Magic that calls or brings objects or creatures from elsewhere.

Divination: Magic that uncovers what is lost or hidden in the past, present, or future.

Enchantment/Charm: Magic that bestows magical properties on objects or influences creatures magically.

Illusion/Phantasm: Illusions create and alter appearances; phantasms affect the mind.

Invocation/Evocation: Magic that channels and shapes magical energy to create an effect or object.

Necromancy: Magic that works on life energy, including the negative energy of the undead.

Sphere: Priest spells are grouped into a number of *spheres of influence*, or *spheres*. These spheres are the building blocks of a divine power's portfolio, and determine which spells are made available to priests of that faith. For the most part, the revised sphere assignments from the *PLAYER'S OPTION: Spells & Magic* assignments are official errata. For the purpose of this series, spheres are grouped into three categories: *Clerical Spheres*, *Druidical Spheres*, and *Specialty Spheres*. In addition, there is an *All* sphere, to which all priests have access.

Clerical Spheres are those governed by the powers of the Outer Planes. These are spheres to which the cleric class has access. In the *DARK SUN* setting, these are collectively grouped as the Sphere of Cosmos.

Druidical spheres are primarily those concerned with the Prime Material Plane and Elemental Planes. They are drawn upon by religions of the natural world: animism, shamanism, and druidism.

Specialty spheres include spheres created for specialty priesthoods, concerned with specialized knowledge, and are generally closed to the clerical class. Most were introduced in the *TOME OF MAGIC* book.

Priests have either *major* or *minor* sphere access.

Major access to a sphere allows the priest to cast

all spells in the sphere.

Minor access to a sphere allows the priest to cast spells of 1st to 3rd level in the sphere.

Complete lists of spells by sphere appear in the final volume of this set.

CLERICAL SPHERES

Astral spells are those that allow access to the Astral Plane, for purposes of movement and communication.

Charm spells affect attitudes and actions of people. Powers of love, trickery, or art, often grant access to this sphere. Expansive faiths deal with this sphere as well.

Combat spells are often granted by powers of war or strife. Many faiths that defend themselves by force have access to this sphere.

Creation spells can produce something from nothing, often to benefit the followers. Prime creator powers often grant access to this sphere.

Divination spells recover long-lost information or provide guidance. Most specialty priests should have at least minor access to this sphere.

Guardian spells summon an actual guardian of some sort.

Healing spells remove afflictions or heal wounds. They cannot restore life or lost limbs. Reversal of these spells is restricted to evil priests.

Necromantic spells restore destroyed life force such as life, limbs, and experience levels. Reversal of these spells is restricted to evil priests.

Protection spells that provide personal protection to the caster or creatures aided.

Summoning spells call creatures from other places or dimensions to serve the caster. This is usually risky, as the service is often against the will of such creatures.

Clerics have major access all Clerical Spheres, and minor access to the Elemental Spheres of Earth and Water.

Paladins have access to the spheres of Combat, Divination, Healing, and Protection.

DRUIDIC SPHERES

Animal spells affect or alter creatures. This sphere does not include spells that affect people. Powers of nature or husbandry often grant access to this sphere.

Elemental spells affect the four basic elements of air, earth, fire, and water. Powers of nature or powers with elemental interests typically grant access to at least part of this sphere. Few priests have access to all four elements.

Plant spells affect plants, ranging from simple

agriculture (improving crop yields) to communicating with plantlike creatures. Powers of nature or agriculture often grant access to this sphere.

Sun spells deal in the basic powers of the solar universe—the purity of light and its counterpart darkness.

Weather spells enable the priest to manipulate forces of weather. Powers of nature and tempests often grant access to this sphere.

Spells appearing in the *PHB* are generally divided into those castable by clerics, those castable by druids, and those castable by both. New spheres were introduced in the *Tome of Magic* to allow spheres from which specialty priests might draw—these generally are not open to standard clerics or druids.

Druids have access to the Druidic Spheres and to the Sphere of Healing.

Rangers have the spheres of Animal and Plant.

SPECIALTY SPHERES

In general, specialty spheres include those spheres introduced either in the *TOME OF MAGIC* or in other sources.

Chaos spells add randomness and confusion to the world around the caster. The results are unpredictable and uncertain. Powers of mischief and ill luck often grant access to this sphere.

Law spells increase order in the world around the caster. This may enhance cooperation or limit individual thought or action. Powers of community and rulership often grant access to this sphere.

Numbers spells are based on the theory that numbers and mathematical relationships provide insight into the nature of the universe. Powers of arcane lore sometimes grant access to this sphere.

Thought spells concern such abstract topics as thought, time, and boundaries. Powers concerned with the mind or knowledge often grant access to this sphere.

Time spells manipulate the effects of time on objects and creatures, as well as the passage of time itself.

Travelers spells aid and comfort the traveler, making such endeavors safer, easier, and more enjoyable. Powers that protect wayfarers often grant access to this sphere.

War spells are battlefield spells granted when large-scale battles are imminent.

Wards spells seal an area against intrusion, either by creating a barrier or forbidden zone, or by inflicting a magical effect.

Specialty priests might have access to one or more specialty spheres, in addition to certain Clerical or Druidical spheres. The DM decides the exact number and type of spheres available to a power or deity.

Optional: If the DM wishes, specialty spheres might be made available as follows:

Clerics might receive major access to Wards, and to either Law or Chaos, depending on their alignment (a neutral cleric receives one or the other but not both). **Druids** might receive major access to Time and to Wards, and minor access to Travelers. **Paladins** might receive access to Law and to War. **Rangers** might receive access to Travelers and to Weather.

THE "ALL" SPHERE

This special list of spells is common to all priests. This group includes spells a priest needs to perform basic functions. Paladins and Rangers do not receive access to the All sphere.

Reversed Form: An entry of "Reversible" means the spell can be cast with the opposite effect. For example, the *cure light wounds* spell which restores lost hit points, can be reversed as *cause light wounds*, which inflicts damage. Often, a reversed form of a clerical spell will be favored by evil clerics. Usually, a priest must memorize the exact form of the reversible spell he wants available.

Level: This is the relative power level of the spell, ranging from 1st level (weakest) to 7th level (most powerful). A high priest in a major city generally has access to a 6th-level spell, a few 5th-level spells, and an increasing number of 4th- through 1st-level spells each day.

Range: The distance from the caster at which the magical effect occurs. A range of "0" means the effect is centered on the caster's person or location; in the latter case the effect is usually immobile. "Touch" means the effect can be used on another creature or object, and generally on the caster as well. Unless otherwise specified, ranged spells are centered on a point visible to the caster and within the spell's range; this can be a specific creature or object if desired. Most ranges are measured in yards; some are measured in feet.

Components: These are the types of components that the spell requires; if the components are not present, the casting fails. "V" is *verbal*; that is, a spoken

incantation the priest is assumed to deliver while casting. "S" is *somatic*; that is, measured and precise gestures with the hands, which the priest is assumed to make while casting. "M" is for *material*; that is, physical substances or objects that are annihilated by the spell energies in the casting process. This abbreviation sometimes signifies a *focus*, or device that is reusable; sometimes this is a temporary focus whose premature destruction ends the spell.

Often the components are merely suggestive or colorful, at other times they will be a significant restriction on how often a spell can be cast. Unless a cost for a component is given in the description (which means the component is intended as a limit), the cost is negligible and can be assumed as part of the priest's daily or monthly general expenses.

Casting Time: This is relative time required to cast a spell. Unless rounds, turns, or a longer casting time is specified, the casting will be completed in the same round it is started. A casting time less than one round is a modifier to the initiative roll, and is essentially the same as a weapon speed factor. A spell that takes a full round to cast comes into effect at the end of that round.

Duration: This is how long the magical energy of the spell lasts. An *instantaneous* duration means the spell energy comes and goes the instant the spell is cast, though the spell effect might be long lasting. A duration of *permanent* means the spell energy remains as long as the effect does; this means that the spell is vulnerable to a *dispel magic* spell. *This is an altered usage.* Many spells listed in earlier sources as having a "permanent" duration (such as *cure light wounds*) are altered in this series and in future to "instantaneous."

Spells with a set duration (such as 1 round per level) must be kept track of by the player; those with a variable duration are secretly rolled by the DM.

Some spells can be ended by the caster at will; the caster must be in range of the center of the spell's effect and must usually (though not always) speak words of dismissal.

Area of Effect: This entry lists the creatures, dimensions, volume, weight, and so on, that the spell can affect. Some spells have areas that can be shaped by the caster; of these, no dimension can be less than 10 feet unless the spell specifically allows it. Many areas are given as cubes to make it easy to figure out areas of effect when using maps gridded into 10-foot or 5-foot squares. Three-dimensional volumes are most often needed to resolve aerial or underwater effects.

Unless specifically stated otherwise in the descrip-

tion, areas of effect conform to their physical surroundings; for example, a *light* spell with a 60-foot radius centered in a closed room that is a 20-foot cube will light the room. It will not penetrate a solid wall to light a room beyond.

Many areas are given as geometric shapes.

Radius: This might yield a circle, hemisphere, or sphere, depending on the situation.

Cloud: Usually given as a block of cubes for convenience, although it's actually amorphous and billowy.

Cone: This projects outward from the caster, with the smallest end toward the caster and the largest diameter farthest from the caster.

Path: This is usually a 10-foot wide line starting at the caster projecting away in a straight line to a specified length.

Spells that affect the caster's friends or enemies are based on the current perceptions of the caster.

Saving Throw: This entry lists whether a spell allows a saving throw and, often, the effect of a successful saving throw: "Neg." means the spell is negated and has no effect; "1/2" means that the spell inflicts damage and that a successful saving throw halves the damage taken; "None" means no saving throw is allowed to an unwilling subject. The result of a saving throw for a reversed spell is given in the paragraph that details the reversed form.

The saving throw itself is a roll on a 20-sided die; high numbers are generally good.

Wisdom allows adjustments to saving throws against enchantment/charm spells. Dexterity may provide adjustments against spells that affect a large area.

Solid physical barriers may give saving throw modifiers and reduce damage. Cover and concealment may also affect saving throws. The *DUNGEON MASTER Guide (DMG)* has more information.

A creature that successfully saves against a spell without obvious physical effects often feels a hostile force or tingle, but the exact nature of the attack cannot be deduced.

Unless the spell specifies otherwise, if a character makes a saving throw, all items carried and worn are assumed to survive the attack. If the character fails the saving throw, exposed items must make saving throws against the attack form. An item exposed by the destruction of a covering (a parchment scroll protected by a bone scroll case, for example) must also save against the attack.

Unless specifically forbidden, a character can voluntarily forego a saving throw and willingly accept the spell result. Even a character with a special resist-

ance to magic (for example, an elf's resistance to a *charm* spell) can voluntarily suppress this if he wants.

Spell Description: This contains the details of what the spell does and how it works. Spells with multiple functions usually allow the caster to pick the desired function at the time of casting (for example, the *emotion* spell can create *fear*, *courage*, *hope*, *despair*, *joy*, and several other effects).

Spells that give bonuses or penalties to attack rolls, damage rolls, saving throws, and so on, are usually not cumulative; only the strongest magic is effective. However, duration may be a factor, and spell effects might overlap in different ways at different times.

Notes: This new section deals with the spell's recommended rarity on the following scale: *common*, *uncommon*, *rare*, *very rare*, and *unique*. These are discussed in detail in the Definitions of Spell Frequency section. Spells of any rarity also may be restricted to certain races or specialty casters. Any notes on a spell's source or origin, such as a game world or a magazine, are given here.

Monster Details: Some of the spells summon or create monsters. The standard abbreviations used for monster details given later. Not all monsters will use all abbreviations.

AC: Armor Class

MV: Movement—Fl: fly

(MC) = Maneuverability Class (A to E)

HD: Hit Dice

#AT: Number of Attacks

THACO: To Hit Armor Class 0

Dmg: Damage

SA: Special Attacks

SD: Special Defenses

SW: Special Weaknesses

MR: Magic Resistance

SZ: Size

Int: Intelligence

ML: Morale

AL: Alignment

Spell Frequency

FORGOTTEN REALMS® players and DMs should note that the definitions used here are different from those used in FORGOTTEN REALMS products. These guidelines are intended for general world settings. The DM, as always, is free to alter them as needed for local campaign conditions.

Common Spell: The details and effects of a common spell are generally known, even by priests who may not have access to the spell. All spells in the *Player's Handbook* are common spells. Spells listed for the basic priest class in world-specific material (such as the DARK SUN® campaign set) are common for priests of that world, but might be rarer or even unknown elsewhere.

Player character priests of 1st level can choose 1st-level spells given in the *Player's Handbook* from allowed spheres. Any limitation on spell selection—such as those for specialty priesthood or kit—apply even to common spells. Note also that DMs may have their own campaign guidelines. For example, the DM might have special spell lists for each divine patron, restricting any spells not included in the specific list. A DM might rule that *named* spells (such as *Henley's disrupting digit*) are uncommon or restricted spells, as well.

Players and DMs should be aware that while the standard rule is that priests have free access to all spells on their respective lists, a more useful ruling is to use all *common* spells in *allowed spheres*. This gives the maximum ability to the DM to reward players occasionally with new spells and to encourage magical research as a campaign activity. We highly recommend that additions to priest spell lists be allowed only through research or through the recovery of certain lost tomes.

The DM always decides whether a priesthood is allowed a spell if there is any question.

Uncommon Spell: Priest spells found in the *Tome of Magic* and *PO: Spells & Magic* fall into this category. These spells are less well known, but not restricted to a race or special group like, for example, druids, dragons, or the Emerald Enclave. A kit, school, or other specialty might allow some uncommon spells to be treated as common spells. Clerics can research uncommon spells using the normal research rules.

Generally, a player character will not start with an uncommon spell or learn it in the course of normal level advancement (unless a divine patron allows it). Such spells enter play when found on a magical scroll or in a special book, or when developed as a result of spell research. In the average AD&D campaign, finding a new common or uncommon spell is a little more common than a fighter class character finding a +1 magical sword. Some uncommon spells may be restricted (see Restricted Spells).

Rare Spell: Rare spells are specialized or hidden magic, such as those introduced in modules or accessories. Besides spells that are just less well known, two special types of rare spells exist: 1) Spells known by a specific nonhuman race (like elven spells from the *Complete Book of Elves*); and 2) Spells of a specialty or campaign-specific group that is not given in the *Player's Handbook* (like the spells of the Thornwater Circle, the spells from the *Complete Necromancer's Handbook*, or spells of a defiler priest who specializes in Elemental Fire magic). Rare spells are likely to be restricted (see Restricted Spells).

A specialty priest treats the spells allowed by the specialty as common.

Player characters have access to rare magics only as a result of campaign-specific conditions. Priest research of rare magics has a base -15% penalty to the research success rolls, unless the character has access to some sort of knowledge or resource that would offset this. Of course, a spell not pleasing to the divine patron will not be granted at all.

Certain campaign-specific or storyline conditions might allow rare spell research at common spell chances. For example, if a human priest's reward for an adventure on behalf of the elves is elven lore (a race-specific spell), the DM may choose to waive some or all of the research cost, and/or the research success roll (time requirements should not be waived under any circumstances).

Very Rare Spell: Spells that appear only in magazine articles, or are otherwise variant, should be classified as very rare. Spells newly introduced in *Prayers From the Faithful* fall into this category as well (this makes those special tomes a treat to find). The DM should closely control very rare spells. For example, they might be available only in a single special book or tome in which they were recorded. Many very rare spells are also restricted (see Restricted Spells).

A DM who allows the spell to be researched at all rolls for the success of the research secretly and announces the result to the player. At the DM's option, the standard research success chances may be halved, or even quartered.

Classifying a spell as very rare is one way for a DM to handle an experimental spell that is too powerful or one that encroaches too much on the class abilities of nonpriests. It is also possible, over time, for a spell devised by a player character to become rare, uncommon, or even common, either within a specific sect, or generally.

Unique Spell: This spell is known only to its original creator and is intrinsic to the creator's campaign function. Some spells of this type might be available only to a character holding a certain position or office. Most unique spells are of the 6th spell level or higher; the creator is nearly always of 12th level or higher. Such spells are marked with a *double dagger* (††).

There are fewer priest than wizard spells of this type, since a patron deity is more likely to grant or withhold spells of this type directly.

The acquisition of a unique spell, or the creation of one by a player character, is a major campaign event, similar in campaign impact to the completion of an epic high-level quest, the opening of a fixed interplanar gate, the founding of a barony, the destruction of an artifact, and so on.

Other Definitions

Lost Spell: Rarely, a spell is mentioned for which no 2nd Edition detail exists (including a few spells deliberately withdrawn from the system). No details are given for these other than the spell name. They are "lost knowledge," included only to confirm their one-time existence for the curious.

Restricted Spell: A restricted spell is barred to generalists (that is, the cleric class), and to all other priests except those specifically allowed in the spell description or by the DM. Optionally, an independently researched spell that matches the effects of a restricted spell might be possible, but at no less than *two* levels above the listed level.

Optional Priest Magic: In addition to normal priest spells, three other types of priest magic are optional.

Quest spells are special campaign-affecting spells occasionally made available to priests of at least 10th level and possessing a Wisdom ability score of at least 17. Quest spells are located in a special appendix in the final book.

Faith Magic involves the harnessing of the devotional power of priests and worshipers to amplify the effect of certain spells. A discussion of faith magic is found in the final book.

Cooperative Magic involves the linking of two or more priests who are of the same *ethos* (the Law-Neutral-Chaos axis) in order to increase the effectiveness of a joint spellcasting. A more complete discussion appears in the final book.

A Guide to Spell Icons



AL-QADIM®
Arabian Setting



BIRTHRIGHT®
Setting of Kings



DARK SUN®
Psionic World Setting



DRAGONLANCE®
Epic Romance
Setting



Kara-Tur/The Horde
Oriental Setting



Maztica
Aztec/New
World Setting



PLANESCAPE®
Other Planes®
Setting



RAVENLOFT®
Gothic Fantasy Setting



RED STEEL®
Swashbuckling
Fantasy Setting



Savage Lands¹ Setting



SPELLJAMMER®
Fantasy Space Setting

¹ Although there is no specific setting for savage spellcasters, many worlds have areas from which these might come. This icon marks spells particularly suited to an outland "savage" wizard or witch-doctor.

Elemental magic in the traditional FORGOTTEN REALMS, WORLD OF GREYHAWK, DRAGONLANCE, and MYSTARA settings is based on *air*, *earth*, *fire*, and *water*. This varies in other settings: In the oriental setting, *air*, *earth*, *fire*, and *water* are joined by a fifth element, *wood*, and priests are called *shukenja*. In the AL-QADIM setting, the four basic elements are traditional, but are called the *Provinces of Flame*, *Sand*, *Sea*, and *Wind*. In the Maztica setting, priest specialties are not detailed. In the sword-and-sandal DARK SUN setting, priests are *preservers* or *defilers*, depending on whether or not their magic drains the living energy of that world. Here, psionics are as important as magic. In the BIRTHRIGHT setting, *bloodline* abilities augment normal magics; scions of evil bloodlines are called *awnshегliен*, and those of heroic bloodlines are called *enshegliен*. In the SPELLJAMMING setting, flying ships are propelled by spellcasters using magical power sources called *major helms* and *minor helms*. In the swashbuckling RED STEEL setting, latent magical abilities called *legacies* result

in baneful mutations (the *Red Curse*) unless controlled by exposure to the rare ore *cinnabryl*. The depletion of this ore is cause for concern. In the RAVENLOFT setting, the *Demiplane of Dread*, gothic horror in form of Dark Lords, each a godlike power trapped in a private *domain*, keeps adventurers on the run, looking for a way out and making special *fear*, *horror*, and *Ravenloft powers* checks. The PLANESCAPE campaign presents new settings from the inner (Elemental) Planes to the Outer Planes, where the gods live. Casting magic here requires special *spell keys*, and the denizens are divided into *factions* along alignment lines.

Abbreviations referring to Source Material

PHB = ADVANCED DUNGEONS & DRAGONS® Player's Handbook

DMG = ADVANCED DUNGEONS & DRAGONS® DUNGEON MASTER® Guide

PO:SM = PLAYER'S OPTION: Spells & Magic

WoG = WORLD OF GREYHAWK® setting



A Day in the Life — Halfling

(Alteration, Abjuration)

Sphere: Law, Combat

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: 1 day

Area of Effect: Creature touched

Saving Throw: Neg.

This spell transforms a living, sentient, intelligent creature touched by the caster (successful attack roll required) into a normal halfling with no character class abilities (see the *MONSTROUS MANUAL* tome) provided the creature fails a saving throw vs. spell. The creature transformed retains its alignment, its memory and mental capacity, its normal saving throws, and its hit points. It does not gain the saving throw bonuses that halflings normally possess; the spell gives halfling form and THAC0. Items carried or worn are not changed with the creature, which may now be awash in ill-fitting armor or holding a weapon too big to wield effectively. Magical items usable only by character classes other than fighters no longer function for the creature. The casting of spells by a creature transformed by *a day in the life* is not possible, although they are not forgotten and can be cast when the creature once again assumes its normal form; similarly, the use of psionic capabilities granted by the psionicist class is not possible. The spell does not require a system shock roll for the creature when it is transformed or when it assumes its normal form; at the spell's expiration.

The material components are the priest's holy symbol and a hair from a halfling's foot.

Notes: Granted by the halfling deity Yondalla.

Abbathor's Greed — Dwarf

(Divination)

Sphere: Divination

Level: 3

Range: 0

Components: V, S

Casting Time: 6

Duration: Instantaneous

Area of Effect: 10-ft.-path, 10 ft./level

Saving Throw: None

The priest who casts this spell can determine the single most valuable item within the spell's

area of effect. This information gained involves the item's monetary value only. Magical items are revealed to be only as valuable as the materials from which they are made. This aside, the caster learns the item's exact value (in terms of gold pieces).

For every 1,000 gp value of the item, there is a 1% cumulative chance that Abbathor himself takes notice of the item and desires it for himself. If this occurs, there is an equal chance that Abbathor sends an avatar to retrieve the object. The total chance won't exceed 95%.

The avatar's sole purpose is to retrieve the desired item and return with it to the Gray Wastes. Under no circumstances does the avatar of Abbathor become involved in the affairs of the priest. Any attempt to prevent the avatar from carrying out its duty is dealt with accordingly.

Notes: Granted by the evil dwarven deity Abbathor.

Abeyance

(Alteration)

Sphere: All

Level: 5

Range: Touch

Components: V, S

Casting Time: 8

Duration: Special

Area of Effect: 1 focal stone or 1 magical item

Saving Throw: None

This spell can be cast in one of two forms. In the most commonly used form, this magic freezes another spell that has earlier been cast into a *focal stone*, delaying its execution indefinitely. The frozen *dweomer* may not take effect for years, until released by a *dweomerflow*, *wondrous web*, or *holy vesting* spell; by the shattering of the *focal stone*; or by certain other spells that can extract magics from within such a magical prison. (*Dispel magic* is not one of these) The *abeyance* is broken by any such contact, freeing the spell to take instant effect, but if the contact is with a *dweomerflow*, *wondrous web*, or *holy vesting* spell, the *abeyance* fades but the stored magic is not released, being conveyed instead to another magical receptacle.

The second way that *abeyance* can be used affects only magical items (not artifacts). If the caster of the *abeyance* manages to directly touch a magical item with his or her bare flesh as this spell is cast, the next time the magical item is activated,

its effect is delayed from taking effect for 1 round, and the *abeyance* dissipates thereafter.

Notes: Very rare spell from the FORGOTTEN REALMS setting.

Ability Alteration

(Alteration)

Sphere: Creation

Level: 3

Range: 0

Components: V

Casting Time: 6

Duration: 1 turn + 5 rds./level

Area of Effect: The caster

Saving Throw: None

By means of this spell, the priest can enhance one or more of his physical abilities by temporarily suppressing another physical ability. The priest can expend ability points from one physical ability to gain ability points in another. The ratio is 2 points expended to 1 gained. No ability score can be reduced below 8 by this spell, nor can racial maximums or minimums be exceeded. Exceptional strength is possible, but costs 2 points spent per 10% gain. Example: A priest with Strength 17 and Dexterity 16 could expend up to 8 points of Dexterity to increment Strength to 18/30 (17 to 18 to 18/10 to 18/20 to 18/30). When the spell expires, the original ability score is restored.

Notes: Granted by Wee Jas, intermediate power of magic and death, of the WORLD OF GREYHAWK setting.

Abjure

(Abjuration)

Sphere: Guardian, Summoning

Level: 4

Range: 10 ft.

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 creature

Saving Throw: Special

This spell can send an extraplanar creature back to its own plane of existence. The spell fails against entities of demigod status or greater, but their servants or minions can be *abjured*. If the creature has a specific (proper) name, then that must be known and used. Any magic resistance of

the subject must be overcome, or the spell fails. The priest has a 50% chance of success (a roll of 11 or better on 1d20).

The roll is adjusted by the difference in level or Hit Dice between the caster and the creature being abjured: the number needed is decreased if the priest has more Hit Dice and increased if the creature has more Hit Dice. If the spell is successful, the creature is instantly hurled back to its own plane.

The affected creature must survive a system shock check. If the creature does not have a Constitution score, the required roll is 70%, plus 2% per Hit Die or level. The caster has no control over where in the creature's plane the abjured creature arrives. If the attempt fails, the priest must gain another level before another attempt can be made on that particular creature.

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

Notes: Common spell for clerics (PHB).

Abjure — Shukenja

The oriental (shukenja) version of this spell is the same, except that it is reversible.

The spell's reverse, implore, can summon a specific creature, of the same alignment as the shukenja, from another plane. Success is the same as for abjure, and the exact and proper names of the creature must be known. The implore does not restrain a summoned creature, and neither version affects entities of deity or demigod power.

The material components include the holy symbol of the shukenja, holy water, and any substance the creature craves or respects.



Abundance

Quest spell, see appendix in Vol. 3.

Accelerate Erosion

Reversed form, sands of time.

Accelerate Healing

(Alteration)

Sphere: Time

Level: 3

Range: Touch

Components: V, S

Casting Time: 1 turn

Duration: 1-4 days

Area of Effect: Creature touched

Saving Throw: None

This spell enables the affected creature to experience natural healing at twice the normal rate for 1–4 days. In other words, an individual 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.

Notes: Uncommon spell; a specialty for priests of Time (*ToM*).

Acid Rain

(Conjuration)

Sphere: Elemental Water

Level: 4

Range: 120 yds.

Components: V, S

Casting Time: 3 rds.

Duration: 1 rd./level

Area of Effect: 20-ft. × 20-ft. cube

Saving Throw: Special



This terrible conjuration creates a toxic shower that covers all within its area of effect. The droplets are a corrosive acid that eats through metal, cloth, and flesh. Creatures caught beneath the rain take 2d6 points of damage. It is easy enough to move out of the cube, but those who cannot continue to take 1d6 points of damage for each round spent in the rain. Anyone who fails to make a successful saving throw vs. spell must make item saving throws vs. acid for exposed equipment as well.

Notes: Common for Elemental Water priests from the DARK SUN setting.

Acorn Barrage — Elf

(Enchantment)

Sphere: Plant

Level: 2

Range: 10 yds.

Components: V, S, M

Casting Time: 5

Duration: 1 rd.

Area of Effect: 1 acorn/level

Saving Throw: None

By means of this spell, the priest can cause a barrage of acorns to launch from his or her hand, from the ground, or from an oak tree within 10 yards. The acorns, up to one acorn per level of the caster, fly up to 40 yards in the round of casting. The priest can direct them in any combination

against any living or nonliving targets in sight.

Each acorn requires a successful attack roll to hit its target. Each attack is made as if the priest was hurling the acorns with a sling. Each acorn that hits a creature inflicts 1d2 points of damage. Although they are magically propelled, the acorns are nonmagical missiles and range modifiers apply (10/20/40). Dexterity modifiers apply only if the acorns are hurled from the hand. The spell is ineffective underwater.

The material components of this spell are the priest's holy symbol and as many acorns as needed.

Notes: Granted by the elven deity Rillifane Rallathil.

Accounts Éla's

See Éla's accounts.

Adamantite Mace

(Alteration)

Sphere: Elemental Earth

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: The caster's weapon

Saving Throw: None

By means of this spell, the priest transmutes his own cudgel, mace, or staff into an enchanted weapon of adamantite. The *adamantite mace* gains a +2 bonus to attack and damage rolls and can strike creatures hit by +4 weapons or less. As an incarnation of elemental earth, the mace inflicts up to twice the damage (roll damage dice twice) against creatures of elemental air and 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 the caster.

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

Notes: Uncommon spell for druids and specialty priests of Elemental Earth. (*PO:SM*)

Adaptation

A 3rd-level spell from the sphere of War. See appendix in Vol. 3.

Adaptation

(Alteration)

Sphere: Protection

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: 24 hrs.

Area of Effect: Creature touched

Saving Throw: None

This spell allows the recipient to ignore gases affecting respiration, to breathe underwater, or even to exist in airless space for the duration of the spell (much like the magical item, *necklace of adaptation*). The priest can divide the base duration between multiple beings, to a minimum of one half hour each.

The material component is holy water.

Notes: Very rare spell for clerics. (Updated from *POLYHEDRON* Newszine.)

Addition

(Alteration)

Sphere: Numbers

Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: Special

Saving Throw: None

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. A caster of 10th level or less can create a single, inanimate object weighing up to 10 pounds. The caster's control is rudimentary, the object cannot be complex. The object must be described in a single word or short phrase (for example, 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 created object exists 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 exists 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.

Notes: Common spell for priests with major access to the sphere of Numbers (*ToM*).

Advanced Sunshine

(Alteration)

Sphere: Sun

Level: 4

Range: 5 yds./level

Components: V, M

Casting Time: 7

Duration: Special

Area of Effect: 15 ft./level

Saving Throw: Special

This spell is a multi-use incantation that can be cast in one of three forms. The spell borrows the

sunshine from the day it is cast (or the next day if cast at night) to render these effects. This spell is unpopular among farmers and herders, who see it as a miscarriage of divine intervention.

Light: This form of the spell borrows sunshine to create a *light* spell lasting one turn per level of the caster. It shortens the day's sunshine by one minute per level of the caster.

Fireball: A piece of the sun's energy can be converted into a *fireball* as though cast by a mage of the casting priest's level. This lowers the temperature within a 90-mile radius by 1 degree Fahrenheit for a tenday each time it is cast. This aspect of the spell cannot be cast at night or during cloudy days.

Illumination: This version of *advanced sunshine* can be used to borrow sunlight from later in the day (or the next day if at night) to cast *continual light* at double the range and effect for the caster's level. This shortens the day's sunshine by one hour.

Notes: Granted by the sun god Amaunator of the FORGOTTEN REALMS setting.

Advice

(Enchantment/Charm)

Sphere: Charm

Level: 5

Range: 1

Components: V

Casting Time: 5

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Neg.



This spell allows the shukenja to give profound and thoughtful advice to any creature of at least low intelligence. The two must also share a common language. When cast, the creature is allowed a saving throw vs. spell to avoid the effect. If this is failed, the shukenja can give the creature instructions in the form of advice. These can be instructions to do anything, including acts obviously foolish or destructive. The advised creature then does its best to obey the instructions. However, if the advice would place the creature in great peril or cause its death, the creature is allowed a second saving throw vs. spell with a +4 bonus just before committing the act. Should, for example, the shukenja give advice to go to a nearby cliff and jump off (and the creature cannot fly), the second saving throw would be allowed just before, the creature took the fatal step.

The spell does not in any way conceal the identity of the one who gave the advice, and bad advice can often cause trouble for the shukenja, should those who follow it survive.

Notes: Common for oriental priests; otherwise, very rare.

Aerial Servant

(Conjuration/Summoning)

Sphere: Summoning

Level: 6

Range: 10 yds.

Components: V, S

Casting Time: 9

Duration: 1 day/level

Area of Effect: Special

Saving Throw: None

This spell summons an invisible aerial servant to find and bring back an object or creature described to it by the priest. Unlike an elemental, an aerial servant cannot be commanded to fight for the caster. When it is summoned, the priest must have cast a *protection from evil* spell, be within a protective circle, or have a special item used to control the aerial servant. Otherwise, it attempts to slay its summoner and return from whence it came.

The object or creature to be brought must be such as to allow the aerial servant to physically bring it to the priest (an aerial servant can carry at least 1,000 pounds). If prevented, for any reason, from completing the assigned duty, the aerial servant returns to its own plane whenever the spell lapses, its duty is fulfilled, it is dispelled, the priest releases it, or the priest is slain. The spell lasts for a maximum of one day for each level of experience of the priest who cast it.

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

Dexterity and is flown to the priest forthwith.

Notes: Common spell for clerics (*PHB*).

Age Creature

(Alteration)

Reversible

Sphere: Time

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: Neg.

This spell ages the affected creature one year per level of the caster. Unwilling creatures are allowed a saving throw vs. spell to negate the effect. Those affected must make a successful system shock roll to survive the aging.

A creature cannot be aged beyond its natural life span. If the priest's level indicates that a creature would be aged beyond this point, the creature is aged to one year short of its maximum age. The spell cannot cause a creature to die of old age.

Humans and humanoids 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*.

Nonmagical monsters can be affected. 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 that 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 in which aging is the primary effect, such as an *age creature* spell, *staff of withering*, and attacks by ghosts. It does not reverse incidental aging effects, such as those inflicted by casting a *wish* or receiving a *haste* spell. *Restore youth* reduces the creature's age by one year per level of the caster. The creature must make a successful system shock roll to survive the change. Creatures that become younger regain the lost ability scores described above. A creature cannot become younger than its actual age as a result of this spell.

The material component is a pinch of powdered ruby.

Notes: Common for to priests with major access to the sphere of Time (*ToM*).

Age Dragon

(Alteration)

Sphere: Time

Level: 7

Range: 30 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 1 dragon

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. spell with a -4 penalty to avoid the effect.

A dragon affected by *age dragon* temporarily acquires the armor class, hit points, spell abilities, combat modifiers, size, and other attributes of his new age level. The dragon retains its memories and personality. At the end of the spell's duration, the dragon returns to its normal age level.

Damage suffered at the modified age remains when the dragon resumes its normal age. A dragon losing more hit points at the modified age than it has at its actual age 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 when the spell ends. A dragon is killed while under the effect of *age dragon* is dead at the end of the spell's duration.

The material component is a handful of dirt taken from a dragon's footprint.

Notes: Common for to priests with major access to the sphere of Time (*ToM*).

Age Object

(Alteration)

Reversible

Sphere: Time

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 cu. ft./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*, re-

turns 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.

Notes: Common for to priests with major access to the sphere of Time (*ToM*).

Age Plant

(Alteration)
Sphere: Time

Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 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-based monsters.

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

Notes: Common for to priests with major access to the sphere of Time (*ToM*).

Aid

(Necromancy, Conjuration)
Sphere: Combat, Necromantic

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 1 rd. + 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

The recipient of this spell gains the benefit of a *bless* spell (+1 to attack rolls and saving throws) and a special bonus of 1d8 additional hit points for the duration of the spell. The *aid* spell enables the recipient to actually have more hit points than his full normal total. The bonus hit points are lost first when the recipient takes damage; they cannot be regained by curative magic. Example: A 1st-level fighter has 8 hit points, suffers 2 points of damage ($8 - 2 = 6$), and then receives an *aid* spell that gives 5 additional hit points. The fighter now has 11 hit points, 5 of which are temporary. If he is then hit for 7 points of damage, 2 normal hit points and all 5 temporary hit points are lost. He then receives a *cure light wounds* spell that heals 4 points of damage, restoring him to his original 8 hit points.

Note that the operation of the spell is unaffected by permanent hit point losses due to energy drain, Hit Die losses, the loss of a familiar, or the operation of certain artifacts; the temporary hit point gain is figured from the new, lower total.

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

Notes: Common for clerics (*PHB*).

Air Breathing

Reversed form, water breathing.

Air Lens

(Alteration)
Sphere: Elemental Air

Level: 3

Range: 90 yds.

Components: V, S, M

Casting Time: 3

Duration: 3 rds. + 1 rd./level

Area of Effect: Special

Saving Throw: None





By means of this spell, the priest creates a magical lens high in the air, with which he can direct intensified rays of the sun against his enemies. The caster must be in the sunlight for the duration of the spell. Once cast, the priest can attack with the lens twice per round, against one or two creatures within range of the spell. Attack rolls are made for each attack, and the priest suffers no nonproficiency penalty. Targets under cover receive benefits for both cover and concealment. Each hit inflicts 2d6 points of damage. Creatures resistant to heat or fire take only half damage.

The spell can be used to ignite flammable materials. When doing so against non-mobile targets, no attack roll is necessary—any normally combustible materials (cloth, wood, paper, and so on) ignite. Personal equipment can be targeted, but the priest must make a successful attack roll with a -4 penalty. If hit, the article of equipment ignites; burning clothing inflicts 1d6 points of damage for 1d6 rounds or until discarded. Burning shields become useless. The flames so created are not magical and can be extinguished normally. Magical darkness can negate the effects of this spell, magical shade reduces damage by half.

The material component for this spell is a

small, round piece of glass.

Notes: Common for priests from the DARK SUN setting; otherwise, very rare.

Air of Permanence

Athasian Dragon King magic, 9th level; psionic component renders the spell uncastable by priests.



Air Tread — Drow

(Alteration)

Sphere: Necromantic

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 9

Duration: 1 rd. + 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

This spell, a more powerful version of the *air walk* spell, temporarily alters the body weight of the priest or a touched being (of large size or less), so that the creature can walk upon liquid or air with normal balance and at normal movement rate. Unlike the 3rd-level spell, *water walk*, the being's feet do contact any liquid walked upon.

If cast upon a falling creature, this spell stops the descent within a further drop of one body length of the creature. If any surface is struck during this time, base falling damage is halved. Using the spell duration to walk straight downwards and lessen the height of a remaining unavoidable fall can lessen damage from long falls. When the spell ends, normal descent (with possible falling damage) occurs.

This spell is often used to walk across chasms, or from one rooftop to another, but can be used to cast a single spell while stationary in midair. This use of the *air tread* spell exhausts it immediately upon the completion of casting the other spell, so the caster immediately begins to fall.

The material components are a feather, a pinch of dust, and a sandal or shoe of any size.

Notes: Granted by the drow god Vhaeroon.

Air Walk

(Alteration)
Sphere: Elemental Air

Level: 5
 Range: Touch
 Components: V, S, M
 Casting Time: 8
 Duration: 1 hr. + 1 turn/level
 Area of Effect: Creature touched
 Saving Throw: None

This spell enables a creature, which can be as large as the largest giant, to tread upon air can just as if it were walking on solid ground. Moving upward is similar to walking up a hill; a maximum upward angle of 45 degrees is possible at one-half the creature's movement rate, as is a maximum downward angle of 45 degrees at the normal movement rate is possible. An air-walking creature is in control of its movement rate, except when a strong wind is blowing. In this case the creature gains or loses 10 feet of movement for every 10 miles per hour of wind velocity. The creature may be, subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control of movement or suffering physical damage.

The spell can be placed upon a trained mount, so it can be ridden through the air. Of course, a mount not accustomed to such movement would certainly need careful and lengthy training, the details for which are up to the DM.

The material components of the spell are the priest's holy symbol and a bit of thistledown.

Notes: Common for druids (*PHB*).

Akadi, Winds of

See winds of Akadi.

Akadi's Vortex

(Alteration, Invocation/Evocation)
Sphere: Elemental Air

Level: 7
 Range: 100 yds.
 Components: V, S
 Casting Time: 1 rd.
 Duration: 1 turn
 Area of Effect: Special
 Saving Throw: ½

This spell is similar to the *winds of Akadi* spell, except it emits *chain lightning* every third round as the 6th-level wizard spell. A 30-foot-diameter

sphere of whirling air comes into existence at a point indicated by the caster. Creatures in the area of effect, or entering while the spell is in effect, must make a successful saving throw vs. spell or suffer 1d4 points of damage from the winds.

Every third round (3rd, 6th, and 9th), the cloud releases one *chain lightning* bolt in a manner and at a target selected by the caster. While directing the initial strike of the bolt, the priest loses his or her normal action for the round.

The *chain lightning* stroke inflicts 1d6 points of damage per level of the caster to a maximum of 12d6 points. The bolt initially inflicts 1d6 points of damage per level of the caster, to a maximum of 12d6 (half damage if the object or creature rolls a successful saving throw vs. spell). After the first strike, the lightning arcs to the next nearest object or creature. Each jump reduces the strength of the lightning by 1d6. Each creature or magical object hit receives a saving throw vs. spell. Success on this save indicates the creature suffers only half damage from the bolt.

The lightning can strike as many times (including the first object or creature) as the spellcaster has levels, although each creature or object can be struck only once. Thus, a bolt cast by a 12th-level wizard strikes up to 12 times, causing less damage with each strike. The bolt continues to arc until it has struck the appropriate number of objects or creatures, until it strikes an object that grounds it (interconnecting iron bars of a large cell or cage, a large pool of liquid, etc.), or until there are no more objects or creatures to strike.

Direction is not a consideration when plotting chain lightning arcs. Distance is a factor—an arc cannot exceed 40 yards, plus 5 yards per caster level. If the only possible arc is greater than the this, the stroke fades into nothingness. Creatures immune to electrical attack can be struck, though no damage is taken. It is possible for the chain to arc back to the caster!

Affected creatures are allowed a saving throw vs. spell for half damage. Creatures within the cloud in a round when lightning is projected make their saving throws with a -4 penalty.

On the tenth round, the spell expires abruptly in a normal *lightning bolt* (1d6 points of damage per level of the caster to a maximum of 10d6 points, save vs. spell for half damage).

Notes: Granted by the elven air god Akadi.

Alert Allies — Dwarf, Gnome**(Divination, Alteration)****Sphere: Thought**

Level: 2

Range: Touch

Components: V, S

Casting Time: 1 rd. + 1 rd. per creature touched

Duration: 8 hrs. maximum

Area of Effect: 90-ft. radius

Saving Throw: None

This spell enables the priest to send an instantaneous mental missive to his comrades alerting them to a dangerous situation. It is not possible to send any message other than "Alert" by means of this spell, nor is two-way communication of any sort possible, but the true meaning of the mental missive, other than the fact that a dangerous situation exists, can be prearranged if so desired.

Alert allies can be cast only on awake, living, and sentient creatures (Animal Intelligence or higher). The somatic component involves the priest physically touching foreheads for one full round with each recipient. One ally per level of the spellcaster, up to a maximum of ten individuals, can be linked by means of this spell.

Once cast, the mental links forged by means of this spell last until the *alert* is broadcast or for at most eight hours. An *alert* has a maximum range of 90 feet around the priest. Anyone beyond that range won't hear the alert, although the spell effect (and the mental link) ends nonetheless.

Likewise, anyone maintaining a psionic defense shield, wearing a *ring of mind shielding*, or employing similar magics won't receive the mental warning. However, if a recipient is asleep and that condition is not maintained by chemical or magical means (although it may have been induced by such), he or she immediately awakens and is aware that an *alert* has been issued.

It is possible to issue a mental missive and then perform another action aside from spell casting in the same round. The *alert* broadcast effectively imposes an initiative penalty of 1 on any other course of action attempted in the same round.

Notes: Granted by the dwarven god Gorm Gulthyn. Granted by the gnome god Gaerdal Ironhand.

Alert Vigil**(Enchantment/Charm, Necromancy)****Sphere: Charm, Necromantic**

Level: 1

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: 7 turns + 1 turn/level

Area of Effect: Creature touched

Saving Throw: None

This spell causes the creature touched to remain awake and alert for the spell's duration (determined by the caster's level). Even an exhausted creature won't doze or fall asleep, and all of its senses perform at peak ability (tired eyes keep focus and so on). A creature under the effects of an *alert vigil* is not "resting" (healing), but the magic does not make the recipient more weary when it expires.

Notes: Granted by the war god Torm in the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Alicorn Lance**(Invocation/Evocation)****Sphere: Combat**

Level: 2

Range: 0

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level maximum

Area of Effect: The caster

Saving Throw: ½

This spell creates a silver-hued, partially ethereal lance shaped in the form of an *alicorn* (a unicorn horn). The *alicorn lance* hovers above the brow of the spellcaster for a maximum of 1 round per level of the spellcaster. By a silent act of will, any time before the spell expires, the spellcaster can choose a target within 40 yards. The *alicorn lance* instantaneously fires at it. For the purpose of the types of creatures it can damage, the lance is +1 if the caster is less than 7th level and +2 if the caster is of 7th level or greater. The *alicorn lance* inflicts 3d6 points of piercing damage. It never misses, but a target creature can partially avoid its effects (taking only half damage) by making a successful saving throw vs. spell.

After striking, the lance dissipates into nothingness, leaving only a silvery *faerie fire* radiance outlining the creature, with all the combat penalties of

that spell, for 1d4 rounds.

The material components for this spell are the priestess's holy symbol and a lock of unicorn mane.

Notes: Granted by the sylvan deity Luru the Unicorn Queen of the FORGOTTEN REALMS setting.

All-Seeing Crystal Ball

(Divination, Alteration)

Sphere: Divination

Level: 6

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: 1 day/level

Area of Effect: Special

Saving Throw: Special

This spell enables the priest to create a temporary crystal sphere about 6 inches in diameter with all of the powers of a *crystal ball*, as described in the *DUNGEON MASTER Guide*. In addition, the priest can cast any memorized spell that is solely from the school of divination or the sphere of divination through the *all-seeing crystal ball*. All other strictures associated with normal *crystal balls* apply.

Priests of 15th level or above can create an *all-seeing crystal ball with clairaudience*. Spellcasters who are 17th level or above can create an *all-seeing crystal ball with ESP*. Spellcasters who are 19th level or above can create an *all-seeing crystal ball with telepathy* (communication only). These creations have the same abilities as the magical items of the same name, as well as the improved capability for casting divination spells through them mentioned above.

The material components of this spell are the priest's holy symbol and a ball of snow and ice or a pile of fine sand of the volume of a 6-inch sphere.

Notes: Granted by the divinational deity Savrath in the FORGOTTEN REALMS setting.

Allergy Field

(Alteration)

Sphere: Plant

Level: 1

Range: 10 yds./level

Components: V, S, M

Casting Time: 4

Duration: 3 rds. + 1 rd./level

Area of Effect: Cube, 5-ft./level

Saving Throw: Neg.

This spell can be cast on any field, meadow, forest, or other outdoor area with an abundance of plant life. It causes the plants to produce pollen, antigens, or similar allergens. Creatures in or entering with the affected area must make a successful saving throw vs. spell. A creature failing the save experiences swelling of the eyes, fits of sneezing, and dull headaches for the next 1d4+1 turns. All attack rolls and ability checks for this time suffer a -1 penalty.

The spell affects a cubic volume whose sides are 5 feet long per level of the caster; thus, a 9th-level caster could affect a 45-foot cube. The spell lasts for the given duration, or until the first frost, whichever comes first.

The material component is a pinch of ragweed.

Notes: Uncommon for rangers, rare for druids and other nature priests.

Alter Luck

(Abjuration, Divination)

Sphere: Divination

Level: 6

Range: Touch

Components: V, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 creature

Saving Throw: None

This spell alters the luck of the recipient, allowing three chances to avoid bad luck. At any time within the next month of campaign time, the character's player can reroll a total three failed dice rolls, in effect getting a second chance at success. Typical rolls include: attack rolls, saving throws, system shock or resurrection survival rolls, damage rolls that inflict less than maximum damage, treasure distribution rolls, and the like. Only one reroll per event is allowed, and the creature must abide by the result, whatever it is. This protection lasts for up to a full month, but any benefit not used within that time is lost. The spell itself can be cast only once per month, lest an unspecified doom strike the caster.

Notes: Very rare spell. (Updated from *DRAGON* magazine.)

Alteration Mantle, Azuth's

See Azuth's alteration mantle.

Altruism

(Invocation)

Sphere: Cosmos

Level: 2

Range: Touch

Components: V, S

Casting Time: 5

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None



With this spell, a priest can transfer as many of his hit points as desired to heal a willing, living being of any alignment not directly opposed to his own (good vs. evil or lawful vs. chaotic). Each hit point transferred restores one hit point lost by the subject creature. These hit points cannot be taken back once the spell has been cast. The priest's current hit points are reduced by the amount actually transferred, and these can be restored by normal or magical healing. The creature cannot receive more hit points than its normal maximum.

Notes: Common for priests from the DARK SUN setting.

Amanuensis

(Alteration, Evocation)

Sphere: Creation

Level: 3

Range: 10 ft.

Components: V, S, M

Casting Time: 6

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

When cast, this spell generates its own ink and animates a quill pen as if it were in an invisible scribe's hand (though there is in fact nothing tangible or sentient present) to precisely duplicate non-magical writing. The animated quill writes as fast as the caster, and copies as much of any writing the caster assigns it as can be duplicated before the spell expires. The quill vanishes when the spell is done or earlier if the caster wills the magic to end.

Though the ink created by *amanuensis* is unique and does not duplicate the copied work, the penmanship of the copy is exacting. Perfect forgeries can be made by means of this spell.

Once the quill is set to its task, the caster need not be present or in range for it to continue; only destruction of the writing surface or the casting of

dispel magic upon the quill prevents the writing from being completed. If necessary to complete its assigned task, the quill becomes intangible and follows the writing surface if it is moved; it cannot be grasped or struck aside in an effort to make it cease. No being except the caster can control or influence the moving quill. If the quill finishes its copying and some time remains, the caster can direct it to begin copying a second writing or making a second copy of the same writing, if within range.

An *amanuensis* spell cannot copy any magical writing or markings. If directed to do so, the quill hangs motionless. A diary, grimoire, or other work containing passages of text interspersed with spells and magical symbols is copied as text with gaps where the original displays magical markings. Many powerful priests have pleaded with Deneir to allow this spell to be modified so that their prayers would allow them to copy spells, but Deneir has steadfastly refused to grant this power.

The material components of this spell are a quill pen and a blank sheet or sheets of parchment, some vellum scrip, a chapbook, or another writing surface onto which the writing will be copied. The quill vanishes when the spell ends.

Notes: Granted by the god Deneir, Lord of Glyphs, of the FORGOTTEN REALMS setting.

Amaunator's Uncertainty

(Enchantment/Charm)

Sphere: Law

Level: 2

Range: 30 yds.

Components: V, M

Casting Time: 1

Duration: 1 rd./level

Area of Effect: 40-ft. sphere

Saving Throw: Neg.

Creatures affected by this spell pause in uncertainty before executing their intended actions. In a combat situation, this equates to an initiative penalty equal to one-third the spellcaster's level (rounded down). This reaction penalty begins the round after the spell is cast. In a noncombat situation, the creature pauses one-third of a round (about 20 seconds) per level of the caster before executing an action.

The spell affects 2d4 plus one-half the caster's level in Hit Dice or levels of creatures within the area of effect. Each affected creature is allowed a

saving throw vs. spell to avoid the effect. Affected creatures that leave the area still suffer the effect until the spell expires.

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

Notes: Granted by the sun god Amaunator of the FORGOTTEN REALMS setting.

Amber Prison — Elf

(Conjuration)

Sphere: Plant

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: Special

Area of Effect: Creature touched

Saving Throw: Neg.

This spell encases the target creature in a hard, translucent coating of fossil resin of yellow, orange, or brownish-yellow hue. If the creature makes a successful saving throw vs. spell, this spell dissipates without effect. If the creature is already covered in tree sap (such as by a *sap* spell), the saving throw against the *amber prison* has a penalty of -4. The caster can choose to leave part of the target creature free. If the priest attempts to leave a significant part of the creature's anatomy free, such as a head or a hand, then the creature receives a +2 bonus to the saving throw. (Pinpoint accuracy, such as leaving just a nose or a finger free, is not possible.)

An *amber prison* takes some time to harden; the creature can break free or be broken free from the solidifying resin during this time. Creatures of huge size or larger can shatter the *amber prison* in one round. Otherwise, each round after the spell is cast, the trapped creature can attempt a bend bars/lift gates roll, success indicating the *amber prison* has shattered. The chance of success drops by 1% every round, to a minimum of 0. An *amber prison* is AC 0 for purposes of attempting to shatter it with a weapon. For every 3 points of physical damage inflicted on an *amber prison*, the imprisoned creature suffers 1 point of damage but his or her chance to bend bars/lift gates increases by 3%. If a total of 30 or more points of physical damage are inflicted on an *amber prison*, it shatters, freeing the trapped creature. A *shatter* spell causes an *amber prison* to crumble completely if it fails an item saving throw vs. crushing blow as rock or crystal.

If the creature's air passages are covered by the *amber prison*, the creature still receives some air through the semipermeable encasement as it hardens. As such, suffocation will occur much more slowly than might be imagined. Every round, an encased creature must make a successful Constitution check. Every time a Constitution check is failed, the effective Constitution drops by one. When the effective Constitution score reaches zero, the creature dies from suffocation. If freed before suffocation occurs, the creature regains Constitution at a rate of one point per round.

When the effects of an *amber prison* end, no matter how the subject is freed (even after death), all remaining shards of amber melt into worthless, nonmagical tree sap.

The material components of this spell are the priest's holy symbol, a chunk of amber worth at least 100 gp, and a drop of sap.

Notes: Granted by the elven deity Rillifane Rallathil.

Amorphous Form — Drow

(Alteration)

Sphere: Animal

Level: 5

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: The caster

Saving Throw: None

By means of this spell, the spellcaster can assume the form of an deadly pudding, ooze, slime, jelly, or roper. Like a *polymorph self* (the 4th-level wizard spell), this spell grants the spellcaster the form, physical mode of locomotion, and mode of breathing of the selected creature. No system shock roll is required. Unlike a *polymorph self* spell, this spell also gives the new form's other abilities (attack, magic, special movement, etc.), with the exception of the ability of those creatures that can split into multiple forms (voluntarily or involuntarily) and attack. Situations that would normally cause the caster to split do so, but the multiple shapes only rejoin the next round into one form. The caster cannot assume a different form than the form selected when the spell is cast at any time, except to resume his original form, which immediately ends the spell.

The form to be assumed depends on the level of the caster; of course, a caster can choose a lesser form if desired (see table).

Caster

Level	Form
9-10	Gray ooze, crystal ooze, gelatinous cube
11-12	Mustard jelly, ochre jelly, slithering tracker
13-14	Deadly pudding (black, white, dun, or brown)
15+	Roper

When *amorphous form* is cast, the caster's equipment, if any, melds into the new form. (In particularly challenging campaigns, the DM may allow protective devices, such as *rings of protection*, to continue operating effectively.) The caster retains all mental abilities, but she or he cannot cast spells or use psionic abilities derived from the psionist class. A caster not used to a new form might be penalized at the DM's option (for example, a -2 penalty to attack rolls) until she or he practices sufficiently to master it.

Employing this spell does not run the risk of the priest changing personality and/or mentality. However, there is a 1% noncumulative chance per use of this spell that the spellcaster is permanently transformed into a ghaunadan (with attendant loss of priest abilities) when this spell expires.

The material component of this spell is a vial of ichor/fluid from the kind of amorph into which the priest wishes to transform.

Notes: Granted by the drow deity Ghaunadaur.

Amulet

(Abjuration)

Sphere: Creation

Level: 2

Range: 5-ft. radius

Components: V, S, M

Casting Time: 1 hr.

Duration: 1 wk./level

Area of Effect: 1 object

Saving Throw: None



This spell allows a barbarian cleric to create a token that repels one specific, feared being. The wearer of the amulet gains a +1 bonus to all saving throws and Armor Class when facing the individual against whom the amulet is designed. That being, upon coming within 10 feet of the amulet, must make a successful saving throw vs. spell or be affected as if the amulet's creator had success-

fully cast *cause fear*.

To make the amulet, the cleric requires an object worth no less than 5 gp donated by another individual, and a relic of the foe to be affected (hair, clothing, etc.). If the material components are inordinately valuable or obtained from distant locations (farther than 100 miles), the amulet has doubled effects (+2 to saves and AC).

When the spell expires, the amulet becomes forever worthless. This spell is also used (along with *chattel spirit*) when creating a *sacred bundle*.

Notes: Restricted to barbarian clerics and shamans. (Updated from *DRAGON Magazine*.)

SACRED BUNDLE

A *sacred bundle* is a collection of 5-10 totemic items, kept in a special pouch, which provides magical protection for the wearer. Such magical talismans are common among tribal warriors, especially those from Amerind cultures.

The effect of a typical sacred bundle is that the owner is surprised only on a roll of 1, all of his saving throws are made at a +2 bonus, his unarmored AC becomes AC 2, and he subtracts one point of damage from each die of damage inflicted by the weapons of his enemies. Only the warrior benefits from his *sacred bundle*.

To create a *sacred bundle*, a warrior goes into a trance (usually with the help of the tribal medicine man). He contacts his guardian spirit, whom he asks for guidance. After carefully considering the warrior's personality and nature, the spirit selects 4-9 items (1d6+3) that the warrior must collect. Usually, several items will be difficult or dangerous to procure, such as a bear's claw, a giant snake's rattle, or a feather from the nest of an eagle.

After collecting these items, the warrior takes them to the tribe's medicine man to ask for his help in mystically binding the materials. The medicine man then asks the warrior to gather one last rare item. This nearly always is an item the medicine man needs for his shamanistic duties; when the warrior returns, the medicine man takes part of the item for his own use.

When all the items are assembled, the medicine man performs a ceremony binding them into the *sacred bundle*, which the warrior wears at all times. If the bundle is ever removed from the warrior's body, all of its benefits permanently vanish.

Analyze Balance**(Divination)****Sphere: Numbers, Divination**

Level: 1

Range: 80 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 5 rds. + 1 rd./level

Area of Effect: 1 creature, object, or 10-ft. square

Saving Throw: None

This spell allows a priest to sense how far an individual, 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 indicates along which axis or axes of alignment the variation lies, but gives no indication of the direction in which the alignment is removed from True Neutral except under certain conditions that follow.

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 True Neutral by one grade along the law/chaos axis; thus, the creature must be either chaotic neutral or lawful neutral. If the creature was chaotic evil, the spell would indicate that it was removed from balance by two grades, one along each axis; thus, the creature must be chaotic evil, chaotic good, lawful evil, or lawful good.

The priest also has a 5% chance per level of correctly determining the direction of variation along one randomly chosen axis. Thus, a 10th-level priest evaluating the balance of a chaotic neutral creature has a 50% chance to learn 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 won't reveal a hidden trap. If cast on a creature with an intelligence level of Animal or Non-, it always reads True Neutral.

The spell requires are four iron coins, which the priest tosses in his hand while concentrating on the spell (these are not consumed in the casting).

Notes: Common for to priests with access to the spheres of Divination and Numbers.

Analyze Contraption — Gnome**(Divination)****Sphere: Divination**

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: Instantaneous

Area of Effect: 1 contraption

Saving Throw: None

This spell enables the caster to determine the intended purpose of unfamiliar mechanical devices. The priest touches the object in question and receives a mental picture depicting what the object is supposed to do. Note that what a contraption is supposed to do is not necessarily the same as what the contraption *will* do; contraptions are notorious for reacting in unexpected ways. While this spell tells the caster how a device works; it does not tell the caster how to operate the device.

In addition to the complex machines typically associated with gnomes, this spell can be used to analyze contraptions like mechanical traps and locks, clockwork monsters and devices, even unique artifacts like the *apparatus of Kwalish*, and even unique artifacts.

The material component is the caster's holy symbol.

Notes: Granted by the gnome god Nebelun the Meddler.

Analyze Opponent**(Divination)****Sphere: Divination**

Level: 1

Range: 10 yds./level

Components: S, M

Casting Time: 4

Duration: 1 rd.

Area of Effect: 1 creature/level

Saving Throw: Neg.

This spell facilitates the quick analysis of a single opponent by the priest. Up to five weaknesses or strengths can be learned. At 1st level, the priest can divine one salient weakness or strength; at 3rd level, the caster learns a second piece of information; at 5th a third; at 7th a fourth; and at 9th a fifth. The opponent is allowed a saving throw vs. spell; if this is successful, nothing is learned.

For example, if a 5th-level priest casts this spell on a troll, she might learn that trolls can *regenerate* (a strength), that they are particularly susceptible to *fire* (a weakness), and that this particular troll was *partially blind* in his left eye. The last nugget of information might translate into a +1 bonus to hit, at the DM's discretion, if the priest attacked so as to exploit the troll's weakness.

According to legend, one of the earliest priests of Tempus, to win the Red Knight's favor, employed this spell before battling a rakshasa. With it, he divined that race's weakness to *blessed* crossbow bolts, a fact that is now known by many adventurers throughout the Realms.

The material component of this spell is the priest's holy symbol, which needs simply to be touched to cast the spell.

Notes: Granted to priests of The Red Knight, a war god of the FORGOTTEN REALMS setting.

Ancestral Blessing — Oriental

(Necromancy)

Sphere: Ward

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 person or house

Saving Throw: None



This spell can be used by a character of any class who is at least 3rd level or higher and the head of his or her household.

The caster of this spell calls upon the spirits of his ancestors for advice or protection. Providing the caster maintains an altar to his ancestors in his home and sacrifices food to them each day, the spirit of one of the individual's ancestors answers the summons.

The ancestor spirit either answers one question (with 75% accuracy), or bestows a blessing on one individual of the caster's choice. This blessing is a +1 modifier to the individual's saving throws, lasting for one day per level of the caster.

Alternatively, the caster can ask the spirit to guard his home. In this case, the spirit acts as an infallible alarm against all nonmagical intrusions for one month. The spirit won't protect the home, it simply alerts the caster to an intrusion (no matter where the caster happens to be at the moment).

The material components of this spell are a



dozen grains of any cereal or grain and a thimble filled with wine.

Notes: Restricted to individuals from an oriental culture. Common for China-based cultures, uncommon to very rare for others.

Ancient Curse

(Abjuration)

Sphere: Guardian

Level: 7

Range: Special

Components: V

Casting Time: 1 rd.

Duration: Special

Area of Effect: Special

Saving Throw: None



This spell allows the priest to call down the wrath of the patron power in the form of a terrible and lasting curse on those who commit acts of great wickedness against that power. Typical acts include the desecration of a major temple or burial place, the massacre of a congregation, the theft of an important relic or artifact, and the like. In all cases, the principle of retribution is central to successful casting of

the spell. The DM adjudicates the spell; misuse or overuse may result in its failure, or even visit its effect upon the caster. The *ancient curse* must be spoken in the presence of the malefactor and its conditions clearly announced. Thereafter, it is in effect.

The caster decides what form the curse takes, subject to the approval of the DM. The effects are long-term, developing over months and years and extending for centuries. These affect not only the original recipient, but descendants as well. Typical ancient curses include poverty, ill luck, a haunting, the onset of a degenerative disease, the periodic devastation of a household or property, and so on.

The spell is not necessarily permanent. It can be countered by an *atonement* spell or divine intervention in conjunction with a quest involving deeds of a magnitude equal to those for which the *ancient curse* was invoked. A curse brought on by greed that destroyed a village could be lifted by devoting one's life to poverty and charity.

The material component for this spell is a tiny silver gong and the priest's holy symbol.

Notes: Common for priests from an oriental setting; otherwise, uncommon.

Ancient Curse

A 7th-level variation of divine curse that affects the descendants of the subject as well.



Animal Animosity

(Alteration)

Sphere: Animal

Level: 1

Range: 10 yds./level

Components: V, S

Casting Time: 1 rd.

Duration: 1 day/level

Area of Effect: 1 creature

Saving Throw: Neg.

A creature affected by this spell exudes an aura that draws a hostile reaction from all animals within 50 feet. Only animals that can be influenced by an *animal friendship* spell (animals with an Intelligence rating of 1-4) react in this way. When this spell is cast, a single creature determined by the priest during casting must make a successful saving throw vs. spell or be affected. If the saving throw is failed, all animals within 50 feet become

hostile to the affected creature. Thus, normally aggressive and temperamental animals instantly attack, while normally passive animals react to moderately dangerous situations as if trapped in a corner or protecting young. (DMs should adjust a given animal's morale by 5 points to determine whether or not it feels threatened enough to attack.)

This spell does not function at its full potential if cast upon rangers or other beings who possess a natural ability that allows them to alter an animal's disposition. This spell simply prevents such beings from changing an animal's emotional state, but the animal does not become more hostile toward the creature. The spell and the natural ability effectively cancel out one another for the duration of the spell.

Similarly, spells that allow a caster to influence animals (e.g., *animal friendship*, *charm person or mammal*, etc.) fail when cast by an individual affected by this spell.

Animal animosity lasts for its full duration, unless removed with a *remove curse*, *dispel magic*, or a more potent spell.

The use of this spell is the province of Rillifane Rallathil, and those who have been subject to it often refer to it as *Rillifane's Curse*.

Notes: Granted to priests of Rillifane Rallathil.

Animal Call

Aka call animal or bird.

Animal Companion

(Enchantment/Charm)

Sphere: Animal

Level: 1

Range: 1-mi. radius

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

This spell is only effective outdoors. When cast by the shukenja, it summons one normal woodland creature that is within a mile of the caster. The creature is allowed a saving throw vs. spell. The DM determines the type of creature summoned, depending on terrain and level of the caster. The creature's Hit Dice must be equal to or less than half the level of the caster. This beast is friendly toward the shukenja. It remains with the caster so long as he travels through the wilderness, but won't go more than 20 miles from its home. Upon entering any large encampment, vil-

lage, or other settlement, the beast parts company with the shukenja. In addition, mistreating the beast causes it to leave or even turn on the shukenja.

The spell does not provide telepathic or perfect communication with the beast; however, it does understand the general meaning of spoken commands and gestures. The animal is still a wild beast and can be dangerous, especially misinterpreting common situations as threatening. If well treated, the animal defends and serves the shukenja to the best of its ability and nature. Thus, a monkey would prefer harassment and tricks to outright combat, while a tiger would fearlessly spring into the midst of the shukenja's foes. Common animals summoned include monkeys, hawks, badgers, boars, bears, tigers, and serpents.

The spell requires a piece of candy, sugar, or other tasty morsel for the creature summoned.

Notes: Common for priests from an oriental setting; otherwise, very rare (*animal friendship* is the norm in Western cultures).

Animal Eyes

(Necromancy)

Sphere: Animal

Level: 2

Range: 0

Components: V, S, M

Casting Time: 5

Duration: 3 rds. + 1 rd./level

Area of Effect: 1 creature

Saving Throw: None

By using this spell, the caster can temporarily see through the eyes of any animal. The caster points at any single animal within 100 yards, then closes his eyes and remains stationary. In his mind's eye, he sees whatever the animal is seeing. If the subject animal is a squirrel studying the party from a tree branch, the caster sees himself and the party from the perspective of the squirrel. If the subject animal is a bird soaring overhead, the caster gets a bird's eye view of the area below.

The spell has no effect on the animal, nor can the caster control the animal's actions in any way. The animal is unaware of the spell and acts as it normally would. The spell lasts for the given duration or until the caster moves or takes another action. The caster can voluntarily end the spell by opening his eyes. The spell also ends if the animal is killed, or moves more than 100 yards away from the caster.

The animal must be one normally found in nature. It cannot be supernatural, human, demihu-

man, nor of extraplanar origin.

The spell requires a glass lens no larger than one inch in diameter as a focus, which is not consumed in the casting.

Notes: Uncommon for rangers; rare for druids and similar priests.

Animal Friendship

(Enchantment/Charm)

Sphere: Animal

Level: 1

Range: 10 yds.

Components: V, S, M

Casting Time: 1 hr.

Duration: Special

Area of Effect: 1 animal

Saving Throw: Neg.

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

The caster can teach the befriended animal three specific tricks or tasks for each point of Intelligence it possesses. Typical tasks are those taught to a dog or similar pet (they cannot be complex). Training for each such trick must be done over a period of one week, and all must be done within three months of acquiring the creature. During the three-month period, the animal won't harm the caster, but if the creature is left alone for more than a week, it will revert to its natural state and act accordingly.

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

The material components of this spell are the caster's holy symbol and food.

Notes: Common for druids (PHB).

Animal Growth

(Alteration)

Reversible

Sphere: Animal

Level: 5

Range: 80 yds.

Components: V, S, M

Casting Time: 8

Duration: 2 rds./level

Area of Effect: Up to 8 animals in a 20-ft.-cube

Saving Throw: None

When this spell is released, the caster causes up to eight animals within a 20-foot-cube to grow to twice their normal size. The effects of this growth are doubled Hit Dice (with resultant improvement in attack potential), doubled hit points (except hit points added to Hit Dice), and doubled damage in combat. Movement and Armor Class are not affected. The spell lasts for two rounds for each level of the caster. The spell is particularly useful in conjunction with a *charm person or mammal* spell.

The material components for this spell are the caster's holy symbol and a scrap of food.

The reverse, *shrink animal*, reduces animal size by one half, and likewise reduces Hit Dice, hit points, attacks, damage, and so on. The material components for the reverse are the caster's holy symbol and a scrap of food.

Notes: Common for druids (*PHB*).

Animal Horde

Quest spell, see appendix in Vol. 3.

Animal Sanctuary

(Abjuration)

Sphere: Animal

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 1 hr./level

Area of Effect: Animal touched

Saving Throw: Special

An animal protected by this spell is overlooked and cannot be directly attacked any creature that fails a saving throw vs. spell. If the protected animal attacks, this effect is immediately negated. In any case, attack rolls and damage against an animal protected by this spell suffer a -4 penalty

for the duration of the spell.

The material component is a feather, bit of fur, or a scale from the animal to be protected.

Notes: Very rare for druids and similar priests. (Updated from *POLYHEDRON* Newszine.)

Animal Sight

(Alteration)

Sphere: Animal

Level: 4

Range: Touch

Components: S

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: Animal touched

Saving Throw: None

This spell is often used by priests with animal companions. By casting this spell upon an animal, the priest literally sees through that creature's eyes. Wherever the animal travels for the duration of the spell, the priest sees what it sees.

During this time, the priest must remain stationary and concentrate on the animal. Damage caused to the priest interrupts the spell.

This spell is especially useful when the priest wishes to spy on other individuals or discover the lay of a territory before entering it personally.

Notes: Granted by the evil god Malar the Beastlord of the FORGOTTEN REALMS setting.

Animal Speech

(Enchantment/Charm)

Sphere: Animal

Level: 2

Range: 10 yds./level

Components: V, S, M

Casting Time: 5

Duration: 1 turn/level

Area of Effect: 1 animal

Saving Throw: None

With this spell, the caster can bestow upon an animal the ability to speak any specified language known by the caster. The animal can talk to any creature within normal speaking distance that understands the bestowed language, though the animal's intelligence remains the same as it was prior to casting. The affected animal is basically well disposed toward the caster while the spell lasts.

The material component is mistletoe.

Notes: Rare for druids and similar priests.
(Updated from *POLYHEDRON* Newszine.)

Animal Spy

(Divination)

Sphere: Animal

Level: 2

Range: 10 yds.

Components: V, S

Casting Time: 5

Duration: 1 turn/ 2 levels

Area of Effect: 1 animal

Saving Throw: None or neg.

Only a normal animal (including a giant version) can become an animal spy. This spell enables the caster to share the animal's senses: see through the animal's eyes, hear with its ears, smell with its nose, and so on. The animal is completely unaware of the spell's effect, unless the druid warns the beast before casting. *Animal spy* grants no control over the creature. However, most casters use it on a trained animal or one befriended with the *animal friendship* spell.

An animal with a special bond to another, such as a familiar, receives a saving throw vs. spell to negate the effect if unwilling to submit to the casting or unaware.

For the duration of the spell, the caster remains in a trance, unable to move or use human senses. This can prove dangerous; for instance, those attacked while using the spell cannot feel injuries to their bodies. However, at the start of any round, the caster can return the animal's senses to the creature and resume control of the human body. This decision ends the spell immediately. The spell also ends if the animal travels more than 100 yards away per caster level.

Notes: Uncommon for druids; rare for other nature priests.

Animal Spy — Shaman

(Enchantment/Charm)

Sphere: Animal

Level: 2

Range: 0

Components: S

Casting Time: 1 rd.

Duration: 2 turns/level

Area of Effect: 1 creature

Saving Throw: None



The shaman holds a creature, which must be no larger than a domestic cat and nonmagical, and stares intently into its eyes for one round. The creature then fulfills the caster's subsequent orders for the duration of the spell.

The animal temporarily receives an Intelligence boost of 1d3 points and the ability to understand the caster's words, while the caster can understand the creature's natural mode of communication.

The creature retains its own personality throughout this spell, and cannot be forced to perform deeds that are against its basic nature.

Further, the animal still views the world in a different way than the caster. It cannot recognize individual humans, except by the most blatant features—like huge weapons, extra limbs, bright clothing, or unique odors. The animal cannot interpret human interaction, unless the humans observed are eating, fighting or similar easily interpreted activity, and cannot understand any speech besides the caster's.

The animal upon which the spell is cast must be held in the hands, thus, a shaman may capture or tame animals to carry in cages or in his pockets.

Rats and mice are favored, because they are easy to conceal and carry.

Notes: Restricted to shamans, uncommon.

Animal Summoning I

(Conjuration/Summoning)

Sphere: Animal, Summoning

Level: 4

Range: 1-mi. radius

Components: V, S

Casting Time: 7

Duration: Special

Area of Effect: Special

Saving Throw: None

By means of this spell, the caster calls up to eight animals of 4 Hit Dice or less, of whatever sort the caster names when the summoning is made. Only animals within range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals. For example, the caster first summons wild dogs to no avail, then unsuccessfully tries to call hawks, and finally calls wild horses that may or may not be within summoning range. The DM determines the chance for a summoned animal type to be within the range of the spell. The summoned animals aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, and so on. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell; (no chimeras, dragons, gorgons, manticores, etc.).

Notes: Common for clerics and druids (PHB).

Animal Summoning II

(Conjuration/Summoning)

Sphere: Animal, Summoning

Level: 5

Range: 60 yds./level

Components: V, S

Casting Time: 8

Duration: Special

Area of Effect: Special

Saving Throw: None

By means of this spell, the caster calls up to six animals of 8 Hit Dice or less, or 12 animals of 4 Hit Dice or less—of whatever sort the caster names. Only animals within range of the caster at

the time the spell is cast will come. The caster can try three times to summon three different types of animals. For example, the caster first summons wild dogs to no avail, then unsuccessfully tries to call hawks, and finally calls wild horses that may or may not be within summoning range. The DM determines the chance for a summoned animal type to be within the range of the spell. The summoned animals aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, and so on. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell; (no chimeras, dragons, gorgons, manticores, etc.).

Notes: Common for clerics and druids (PHB).

Animal Summoning III

(Conjuration/Summoning)

Sphere: Animal, Summoning

Level: 6

Range: 100 yds./level

Components: V, S

Casting Time: 9

Duration: Special

Area of Effect: Special

Saving Throw: None

This spell is the same in duration and effect as the 4th-level *animal summoning I* spell, except that up to four animals of no more than 16 Hit Dice each can be summoned, or eight of no more than 8 Hit Dice, or 16 creatures of no more than 4 Hit Dice. Only animals within range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals: For example, the caster first summons wild dogs to no avail, then unsuccessfully tries to call hawks, and finally calls wild horses that may or may not be within summoning range. The DM determines the chance for a summoned animal type to be within the range of the spell. The summoned animals aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, and so on. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell; (no chimeras, dragons, gorgons, manticores, etc.).

Notes: Common for clerics and druids (PHB).

Animal Transfer

(Alteration)

Sphere: Animal

Level: 6

Range: 60 yds.

Components: V, S

Casting Time: 1 turn

Duration: 3 turns + 1 turn/level

Area of Effect: 1 creature

Saving Throw: None or neg.

Casting this spell transfers the priest's mind into the body of a designated animal. The priest can use all the senses and abilities of the animal, and is in full command of the animal form. For example, a priest could elect to transfer his mind into the body of a hawk and fly over an area to determine the terrain, occupants, and other conditions.

If cast on a warm-blooded creature of animal intelligence or less, the animal does not receive a saving throw. Animals of greater intelligence, such as blink dogs, displacer beasts, and other such creatures receive a saving throw vs. spell. A successful saving throw means the spell is wasted and the animal is unaffected. An attempt to transfer into the body of another's animal companion or a wizard's familiar always fails and wastes the spell.

The animal's mind is suppressed throughout the duration of the spell. If the animal dies while the spell is in effect, the priest's mind returns to the human body. The priest suffers 1d12 points of damage and must make a successful Wisdom check or suffer a mild form of insanity for a number of rounds equal to the elapsed time of the spell. In this case, the priest behaves like the animal, terrified and hurt. He or she may hiss, spit, move about on all fours or as if trying to fly; howl, meow, or otherwise vocalize as the animal; and will be generally uncontrollable until the insanity passes.

While the spell is in effect, the priest's body is motionless and vulnerable. The priest is unaware of his body or anything that might be happening to it. If the body is slain, the priest's mind is imprisoned in the animal's body until the animal dies or a *wish* is cast to alter the priest's situation.

Notes: Granted by the evil god Malar the Beastlord of the FORGOTTEN REALMS setting.

Animal Trick

(Enchantment)

Sphere: Animal

Level: 3

Range: 30 yds.

Components: V, S

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 1 animal

Saving Throw: Special

This spell temporarily enables any animal to perform a trick it normally doesn't know or lacks the intelligence to execute. The animal must be within 30 yards of the caster and must be able to hear spoken commands. If these conditions are met, the animal will do exactly what the caster tells it. A lion will batter down the door of a cell, a cat will fetch a key and carry it in its mouth, a parrot will draw a circle in the sand with its claw. A creature with less than 5 Hit Dice and no prior allegiances receives no saving throw. Any willing creature predisposed to aid the caster (such as an animal follower) will not resist this spell at all.

The animal can't execute a trick or task that exceeds its physical limitations. A snake can't pick a lock, and a horse can't play a trumpet. Note also that the caster must give specific instructions, not general commands. If the caster commands a lion to "Get something to help me put out this fire," the puzzled lion won't know what to do. However, if the caster says, "Take this bucket in your mouth, dip it in the stream, and carry the water back to me," then the lion will do as it's told.

The caster can take other actions while the animal is completing the trick. Once the animal completes its trick, the caster can give it additional tricks to complete until the spell expires. If the spell expires while the animal is in the middle of a trick, or if the spell is broken by some means, the animal immediately stops what it's doing.

Notes: Uncommon for rangers; rare for druids and similar specialty priests.

Animal Vision — Old Empire**(Alteration)****Sphere:** Animal

Level: 4

Range: 100 yds. + 20 yds./level

Components: V, S, M

Casting Time: 7

Duration: 1 turn/level

Area of Effect: The caster

Saving Throw: None

This spell links the vision of the priest to that of a single animal in sight or touched, be it mammal, reptile, bird, fish, or insect. Typically, the animal is one sacred to the priest's religion, but need not be. As long as the animal remains within the range of the spell, the caster can see through its eyes, using whatever normal or special vision it possesses. There is no other link between the caster and the animal. The priest has no control over where the animal goes (unless employing other spells for this purpose), and the priest suffers no damage if the creature is killed.

The material component for this spell is a morsel that is desired by the animal (for example, if it is a cat, then catnip is a suitable component).

Notes: Granted by the Mulhorandi deity Osiris of the FORGOTTEN REALMS setting.

Animal's View — Shaman**(Necromancy)****Sphere:** Animal

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: 1 animal

Saving Throw: None

The caster selects one animal within 10 yards, and through this spell becomes able to hear through the creature's ears and see through its eyes, perceiving the world as the animal does. The caster can then cause the animal to move in any direction that he wishes (to follow a person, check out a path, or scout the surrounding area, for example), but cannot make the animal attack. The spell works only on normal animals, including giant varieties. While under the spell, the animal is not at the mercy of its instincts; it is not sidetracked by the

desire to eat, mate, or perform similar activities. The shaman is in effective control of its actions.

For the duration of the spell however, the shaman is unaware of his or her own body, which sits, stands or lies in a deep trance. The caster won't even realize if his or her body is attacked or manhandled. If the shaman's body dies, the spell immediately comes to an end, and the shaman's life force leaves the Prime Material Plane.

A minor disadvantage of the spell is that if someone manages to look into the animal's eyes the caster's face is reflected back in the pupils.

The material component of the spell is a handful of clear, clean water.

Notes: Restricted to shamans, uncommon.

Animal/Bird Call

Aka call animal or bird.

Animate Dead**(Necromancy)****Sphere:** Necromantic

Level: 3

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: Special

Saving Throw: None

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

The priest can animate one skeleton or one zombie for each experience level he has attained. If creatures with more than 1+ Hit Dice are animated, the number is determined by the monster Hit Dice. Skeletal forms have the Hit Dice of the original creature, while zombie forms have 1 more Hit Die. Thus, a 12th-level priest could animate 12 dwarven skeletons (or six zombies), four zombie gnolls, or a single zombie fire giant. Note that this is based on the standard racial Hit Die norm; thus, a high-level adventurer would be animated as a

skeleton or zombie of 1 or 2 Hit Dice, and without special class or racial abilities. The caster can, alternatively, animate two small animal skeletons (1-1 Hit Die or less) for every level of experience he has achieved.

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

Notes: Common for evil clerics (PHB).

Animate Dead Monsters

(Necromancy)

Sphere: Necromantic

Level: 5

Range: 10 ft.

Components: V, S, M

Casting Time: 7

Duration: Special

Area of Effect: 1 creature/4 levels

Saving Throw: None

This spell enables the caster to animate one humanoid skeleton or corpse for every four experience levels of the caster. Such creatures are the animated remains of bipedal monsters of more than 3 Hit Dice and with endoskeletons similar to those of humans except in size, which must be 7 feet or greater in height. Typical subjects are ettins, ogres, trolls, giants, carnivorous apes, and the like.

The dweomer empowers the caster to give any number of direct commands or instructions that will be obeyed, up to 12 words long, much like the *animate dead* spell.

A skeletal form has Hit Dice equal to the basic monster Hit Dice. A zombie form has one additional Hit Die. Animated monsters receive their normal physical attacks, but have no special attributes other than those possessed by skeletons or zombies.

A monster zombie is turned as an undead with the base creature's Hit Dice, while a skeletal monster is turned as the next weaker type of undead. For example, a zombie ogre would be turned as a shadow, while a skeletal ogre would be turned as a ghoul.

The material components for the spell are the cleric's holy/unholy symbol and a small specimen from the type of creature that is to be animated.

Notes: Uncommon for evil priests.



Animate Flame

(Alteration)

Sphere: Elemental Fire

Level: 5

Range: 120 yds.

Components: V, S

Casting Time: 8

Duration: 1 rd./level

Area of Effect: 1-ft. diameter/level

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 animate any natural fire within range, but magical fires (including breath weapons) can be animated only on a roll of 11 or higher on 1d20, adjusted by 1 per level or Hit Dice difference between the caster and the originator of the magical flame. For example, a 9th-level priest can animate a *flaming sphere* cast by a 4th-level wizard on a 1d20 roll of 6 or better.

To animate instantaneous effects such as a red

dragon's breath or a *fireball*, the priest must both beat his opponent's initiative in the round of casting and successfully 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, burning whatever it may be resting on. Animated flame attacks with a THACO of 10 and may be able to strike several creatures in the same round, depending on its size (see table).

Creatures within the fire's diameter are 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 category larger or smaller. In addition to attacking the caster's enemies, the fire ignites combustibles. An animated fire can easily torch a small town, given time to move from building to building.

The *animated flame* spell can be *dispelled*. It can be quenched by contact with a significant volume of water, ice, cold, earth, or dirt, just as a normal fire can be drowned or smothered.

The priest can animate a single fire of up to 1 foot in diameter per level of experience. Part of a natural fire can be controlled, but magical fires cannot be divided—only a very high-level priest can deflect the breath weapon of a red dragon!

Notes: Uncommon for druids (PO:SM).

Size	Diameter	Number of	
		Targets	Damage
Torch or lantern	under 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.	20	5d6

Animate Object

(Alteration)

Sphere: Creation, Summoning

Level: 6

Range: 30 yds.

Components: V, S

Casting Time: 9

Duration: 1 rd./level

Area of Effect: 1 cu. ft./level

Saving Throw: None

This powerful spell enables the priest casting it to imbue inanimate objects with mobility and a semblance of life. The animated object, or objects, then attacks whomever or whatever the priest first designates. The animated object can be of any nonmagical material whatsoever—wood, metal, stone, fabric, leather, ceramic, glass, etc. Attempting to animate an object in someone's possession grants that person a saving throw to prevent the spell's effect.

The speed of movement of the object depends on its means of propulsion and its weight. A large wooden table would be rather heavy, but its legs would give it speed. A rug could only slither along. A jar would roll. Thus a large stone pedestal would rock forward at 10 feet per round, a stone statue would move at 40 feet per round, a wooden statue 80 feet per round, an ivory stool of light weight would move at 120 feet per round. Slithering movement is about 10 feet to 20 feet per round; rolling is 30 feet to 60 feet per round.

The damage caused by the attack of an animated object depends on its form and composition. Light, supple objects can only obscure vision, obstruct movement, bind, trip, smother, etc. Light, hard objects can fall upon or otherwise strike for 1d2 points of damage or possibly obstruct and trip, as do light, supple objects. Hard, medium-weight objects can crush or strike for 2d4 points of damage, while larger and heavier objects may inflict 3d4, 4d4, or even 5d4 points of damage.

The frequency of attack of animated objects depends on their method of locomotion, appendages, and method of attack. This varies from as seldom as once every five melee rounds to as frequently as once per round. The Armor Class of the object animated is basically a function of material and movement ability. Damage depends on the type of weapon and the object struck. A sharp cutting weapon is effective against fabric, leather, wood, and like substances. Heavy smashing and crushing weapons are useful against wood, stone, and metal objects. Your DM determines all of these factors, as well as how much damage the animated object can sustain before being destroyed.

The priest can animate one cubic foot of material for each experience level he has attained. Thus, a 14th-level priest could animate one or more objects whose solid volume did not exceed 14 cubic feet—a large statue, two rugs, three chairs, or a dozen average crocks.

Notes: Common for clerics (PHB).

Animate Rock

(Alteration)

Sphere: Elemental Earth

Level: 7

Range: 40 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 2 cu. ft./level

Saving Throw: None

By employing an *animate rock* spell, the caster causes a stone object of up to the indicated size to move (see the 6th-level *animate object* spell.) The animated stone object must be separate (not a part of a huge boulder or the like). It follows the desire of the caster—attacking, breaking objects, blocking—while the magic lasts. It has no intelligence or volition of its own, but it follows instructions exactly as spoken. Note that only one set of instructions for one single action (the whole being simply worded and very brief—12 words or so) can be given to the animated rock. The rock remains animated for one round per experience level of the caster. The volume of rock that can be animated is also based on the experience level of the caster—two cubic feet of stone per level—for example, 24 cubic feet, a mass of about man-sized, at 12th level.

While the exact details of the animated rock are decided by the DM, its Armor Class is no worse than 5, and it has 1d3 hit points per cubic foot of volume. It uses the attack roll of the caster. The maximum damage it can inflict is 1d2 points per caster level (thus, a 12th-level caster's rock might inflict 1d12 to 2d12 points of damage). Movement for a man-sized rock is 60 feet per round. A rock generally weighs from 100 to 300 pounds per cubic foot.

The material components for the spell are a stone and drop of the caster's blood.

Notes: Common for druids (*PHB*).

Animate Stalactite — Gnome

(Alteration)

Sphere: Elemental Earth

Level: 1

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 1 round

Area of Effect: 1 stalactite

Saving Throw: None

Animate stalactite temporarily awakens a stalactite to act like a piercer (see the *MONSTROUS MANUAL* tome). A stalactite animated by this spell remains active until it detects prey, at which point it reacts exactly as a living piercer. When it can attack, the animated stalactite drops from the ceiling and attempts to impale prey with its sharp tip. Whether or not the attack succeeds, the stalactite the animation ends and the stalactite shatters on impact if it does not successfully pierce a creature.

The size of the piercer (and thus its THACO) depends on the size of the stalactite and the level of the priest. The size of the stalactite gives a base value of 1 Hit Die if Small-sized, 2 Hit Dice if Man-sized, and 3 Hit Dice if Large-sized or more. The priest's level adds +1 Hit Die per three levels (round down). The maximum bonus is +3, giving a range of 1 to 6 Hit Dice. A successful *dispel magic* deactivates the animated stalactite, returning it to its normal state. The priest can animate and control up to one stalactite per experience level.

Notes: Granted by the gnome god Calladuran Smoothhands.

Piercer: AC 3; MV 1; HD 1-6; #AT 1; THACO 19 (1-2 HD), 17 (3-4 HD), 15 (5-6 HD); Dmg 1d6/HD; Int non-(0); AL N; SZ varies; ML Fearless (19-20).

Animate Statue

(Invocation/Evocation)

Sphere: Guardian

Level: 4

Range: Touch

Components: V, M

Casting Time: 7

Duration: 3 rds. + 1 rd./level

Area of Effect: 20-ft. radius

Saving Throw: Special

This spell allows the caster to animate a normal statue and have it fight for him. The statue can be from 3 to 12 feet tall and can be made of wood, stone, or crystal. When animated, the statue has AC 5, 4d8 hit points, attacks as a 4-HD monster, and can be damaged only by magical weapons. The statue has one attack per round, either by weapon or a blow for 1d8 points of damage. The statue can be deactivated by a successful *dispel magic* spell.

If the spell is cast on a statue that is already magical, the statue animates and attacks the caster, pursuing until the caster successfully escapes it or is slain.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Animate Tree

(Enchantment)

Sphere: Plant

Level: 5

Range: 5 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 1 tree

Saving Throw: Special

This spell enables the druid to animate a tree. The *animated* tree has the same Hit Dice and general characteristics as a treant of the same size (*MONSTROUS MANUAL* tome). A tree whose resulting Hit Dice would exceed the caster's druidical level cannot be animated, and the selection is further limited by the actual size of the trees available. Intelligent or aligned trees are allowed a saving throw vs. spell to avoid the *effect*, and the spell has no effect on actual treants and similar extraordinary creatures. The animated tree follows simple commands. At the end of the spell's duration, the tree returns to its original location and reroots itself.

The material component is mistletoe.

Notes: Very rare for druids. (Updated from *POLYHEDRON* Newszine.)

Animate Weapon

(Enchantment/Charm)

Sphere: Combat

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 3 rds. + 1 rd./level

Area of Effect: Weapon touched

Saving Throw: None

This spell enables the priest to animate one weapon to fight for him, much like a *sword of dancing*. If the priest is of 2nd level or less, the only type of weapon this spell can animate is a warhammer. Once the spell is cast, the weapon

hovers a few feet in front of the priest and a few feet above the ground. It attacks as if wielded by the priest, but only once per round, and it cannot parry attacks against the priest. The weapon is effectively Armor Class 0. If more than 4 points of damage, plus 1 point of damage per level of the priest, are inflicted upon it in one round, the animated weapon drops to the ground, undamaged, and the spell immediately ends.

While this spell is in effect, it is possible for the priest to cast other spells or perform any other action except attack with a melee weapon. The latter interferes with the animated weapon's ability to fight, ending the spell immediately.

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

Notes: Granted by the dwarven god, Moradin. This is an update of a previous version.

Anti-Animal Shell

(Abjuration)

Sphere: Animal, Protection

Level: 6

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: 20-ft. diameter

Saving Throw: None

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

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

Notes: Common for clerics and druids (*PHB*).

Anti-Mineral Shell**(Abjuration)****Sphere:** Protection, Elemental Earth

Level: 7

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: 10-ft. radius

Saving Throw: None

The *anti-mineral shell* spell creates an invisible, mobile barrier that keeps out living or animated mineral creatures and animated mineral objects. It is effective against elementals and creatures of elemental origin, such as crystals and certain mephits; constructs, such as golems and living statues; creatures of living stone, such as galeb duhr or xorn; and mineral objects, weapons, or armor animated by some outside force. Any attempt to force the barrier against such creatures or objects shatters the barrier immediately. The spell lasts for one turn for each experience level of the caster.

The material component is a drop of some caustic solvent, such as acid from a black dragon.

Notes: Uncommon for druids (PO:SM). Updated from previous publication.

Anti-Plant Shell**(Abjuration)****Sphere:** Plant, Protection

Level: 5

Range: 0

Components: V, S

Casting Time: 8

Duration: 1 turn/level

Area of Effect: 15-ft. diameter

Saving Throw: None

The *anti-plant shell* spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacking plants or vegetable creatures such as shambling mounds or treants. Any attempt to force the barrier against such creatures shatters the barrier immediately. The spell lasts for one turn for each experience level of the caster.

Notes: Common for clerics and druids (PHB).

**Anti-Vermin Barrier****(Abjuration)****Sphere:** Wards

Level: 1

Range: 30 yds.

Components: V, S, M

Casting Time: 1

Duration: 1 hr./level

Area of Effect: 10-ft./level cube

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.

Vermin in the area of effect when the spell is cast are not affected; however, if 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 × 20 × 20-foot cube).

The material components are the caster's holy

symbol and a rodent's whisker.

Notes: Common for to priests with access to the sphere of Wards (*ToM*).

Anyspell

(Alteration)

Sphere: Charm, Creation

Level: 4

Range: 0

Components: V, S

Casting Time: 7

Duration: Special

Area of Effect: The caster

Saving Throw: None

This spell allows the caster to read and then later cast any wizard spell of 1st through 5th level. Such a spell is readable via a *read magic* ability conferred with the casting of *anyspell*, but only one spell can be read and cast for each casting of *anyspell*. Merely reading the titles of spells on scrolls or in spellbooks to find a desired spell does not exhaust the magic of the *anyspell*; an entire spell must be read. Once *anyspell* is cast and a wizard spell is read, the wizard spell is retained in the priest's mind until the priest casts it. Such wizard spells are cast precisely as if by a wizard of the same level as the casting priest, except that the user of an *anyspell* needs no material components to work the wizard spell.

While the priest has the wizard spell in mind, she or he cannot pray for a spell to replace the still-pending *anyspell*. In effect, one 4th-level spell slot is lost until the wizard spell is cast, at which point the *anyspell* ends. To make effective use of this spell, the priest must borrow the spellbook of a wizard friend or use a found wizard scroll. (Priests of Mystra are not otherwise able to use wizard scrolls.) Using a scroll in this fashion expends the spell from the scroll.

Notes: Restricted to priests of Mystra, from the FORGOTTEN REALMS setting.

Aranen's Divinial Armor

(Abjuration)

Sphere: Combat

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: 1 or more warriors

Saving Throw: None

This spell is effective only upon those warriors of the same alignment as the priest who are also wearing metal armor. The spell temporarily turns the warriors into holy warriors, with hit point and Armor Class benefits tied to the caster's level. The priest casting the spell can affect one warrior for every two levels of experience (round up), to a maximum of 5 warriors. For example, a 3rd level priest can affect two warriors. The spell duration is two rounds, plus two rounds per caster level. Thus, a *divinial armor* spell cast by a 6th-level priest lasts 14 rounds.

The material component is the caster's holy symbol.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Caster's Level	Hit Points Below 0 ¹	Armor Class Bonus
1-2	-5	1
3-4	-6	1
5-6	-7	1
7-8	-8	2
9-10	-9	2
11+	-10	2

¹The warriors can fight without penalty at negative hit points. Those reduced below -10 hit points die at once.

Arboreal Scamper — Gnome

(Alteration)

Sphere: Plant

Level: 1

Range: Touch

Components: V, S, M

Duration: 1 hr./level

Casting Time: 4

Area of Effect: Creature touched

Saving Throw: None

An *arboreal scamper* spell enables the recipient to climb about or hang from trees as easily as a squirrel. The affected creature can be no larger than man-sized (7 feet tall), and must have bare hands and feet to climb in this manner, at a movement rate of 6 (3 if encumbered). A creature under the effects of this spell, barring outside interference, won't fall from a tree. The *arboreal scamper* permits jumping up to ten feet to a neighboring limb, although a successful Dexterity check is required to accomplish the feat. Even falling is not necessarily disastrous as the creature can easily grab any tree limb contacted.

The caster can divide the base duration

between multiple creatures, to a minimum of one-half hour per creature. Thus, a 3rd-level caster can confer this ability on two creatures for 1½ hours. The recipient can end the spell's effect on himself with a word.

The material components of this spell are the priest's holy symbol and an acorn purloined from a squirrel's secret stash.

Notes: Granted by the forest gnome god, Baervan Wildwanderer.

Archer's Redoubt — Elf

(Evocation)

Sphere: Protection

Level: 3

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 5 rds./level

Area of Effect: Special

Saving Throw: None

When this spell is cast, an immobile, invisible barrier, pierced only by a narrow arrow slit, comes into being and totally encompasses the caster. This shield provides protection equal to Armor Class 2 against frontal attacks and Armor Class 0 against all other attacks. The barrier also adds a +1 bonus to the priest's saving throws.

It is not possible to move an *archer's redoubt*, and leaving its confines ends the spell. However, the arrow slit can change position as mentally directed by the caster. Although a melee weapon or hurled weapon can't be used from an *archer's redoubt*, any sort of bow or crossbow can be fired without hindrance.

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

Notes: Granted by the elven god Solonor Thelandira.

Arm Hammers — Old Empire

(Invocation/Evocation)

Sphere: Combat

Level: 2

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 1 turn/level

Area of Effect: The caster

Saving Throw: None

This spell transforms the priest's forearms and hands into nonmagical adamantine hammers able to chip away solid rock. The priest can hammer away with both arms at an incredibly rapid pace, inflicting 1 point of structural damage to unmoving structures per turn (see *earthshake* spell). When tunneling into rock, the caster can create a passage at a rate of 1 foot deep per round, or 10 feet per turn. This passage is large enough for a creature of the caster's size to walk through.

The heavy weight of the hammers makes it difficult for the caster to maintain balance if not striking a fixed, immovable target. Thus, in melee, the priest receives only two attacks per round (one with each arm hammer), all against a single opponent. Each attack strikes with a -3 penalty to hit and inflicts only 1d8 points of damage, as most hits with these cumbersome weapons are merely glancing blows. On a natural roll of 20, the priest connects solidly for 2d10 points of damage.

The spell can be ended at any time by the casting priest. Each turn, the caster must make a successful Constitution check. Failure means the priest must make an additional Constitution check every round thereafter. If this Constitution check is failed at any point, the priest must make a successful system shock survival roll or die from the exertion. If the system shock survival roll succeeds, the spell ends immediately and the caster is exhausted—immediate and complete rest is required for at least 8 hours (not even walking is possible).

If an opponent casts *shatter* or a similar incantation on a priest employing arm hammers, the arm hammer spell effect ends immediately, and the priest suffers 2d8 points of damage. While under the effects of this spell, *haste* and *slow* spells have no effect on the spellcaster. Casting spells with somatic or material components is impossible while under the effects of this spell.

The material components of this spell are the priest's holy symbol and two miniature stone hammers carved from a single stone using only stone implements.

Notes: Granted by the Mulhorandi earth god Geb of the FORGOTTEN REALMS setting.

Armor of Darkness

(Alteration)

Sphere: Protection, Sun

Level: 3

Range: Touch

Components: V, S

Casting Time: 6

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

This spell creates an impressive, flickering shroud of magical *darkness* around the creature touched. The aura can, if the caster desires, conceal the creature's features. In any case, it improves the creature's Armor Class by 1 point for every four experience levels of the caster (round down). It also reduces all nonmagical damage suffered by the wearer by 1d4 points per round. (This reduction changes to 2d4 points if the caster is of 12th level or greater.) For example, a warrior protected by a 5th-level caster who is shot with a magic arrow for 5 points of damage and clawed for 7 points of damage in the same round takes a total of 8 to 11 points of damage for the round.

The wearer of *armor of darkness* can see through the *armor* as if it did not exist and is also afforded 60-foot-range infravision by the spell. The protected creature is immune to hypnotic magic and other effects that depend on vision. Further, the protected creature receives a +2 bonus on saving throws vs. enchantment/charm school spells, charm sphere spells, and psionics of similar effect.

Undead creatures wearing *armor of darkness* are immune to turning and dispelling attempts caused by things that they must see—the blow of a *mace of disruption*, for instance, still destroys one that fails its saving throw against the disruptive effect.

Notes: Granted by the evil god Shar of the FORGOTTEN REALMS setting.

Armor, Segojan's

See Segojan's armor.

Arumdina, Edge of

See edge of Arumdina.

Asphyxiate

(Necromancy)

Sphere: Necromantic

Level: 6

Range: 120 yds.

Components: V, S, M

Casting Time: 9

Duration: 1 rd./level

Area of Effect: 1 individual/2 levels

Saving Throw: Neg.

This spell asphyxiates individuals (chosen by the priest) who fail a saving throw vs. death magic. If fewer than six individuals are targeted with this spell, each receives a -1 penalty on their save (-2 for three creatures or less, -4 if the entire spell is fo-

cused on a single creature). This necromancy induces the throat to constrict and the lungs to swell shut, similar to a severe allergic reaction, for so long as the subject remains within range of the spell.

Each round, a subject must attempt a Constitution check. If failed, the subject suffers 1d6 points of damage. If successful, the subject manages to gasp in enough air to reduce the damage to 1d3 points. During its struggles against asphyxiation, the affected creature becomes effectively *slowed* (as per the 3rd-level wizard spell). A subject who fails three consecutive Constitution checks has been smothered and dies automatically on the following round.

The effects of asphyxiate continue until either the spell expires, a subject withdraws beyond range of the spell, or a successful *dispel magic* is employed on a subject. Subjects remain *slowed* for 1-3 rounds after the spell ends. This spell normally affects only humans or demihumans, though the DM may extend the spell to include man-sized or smaller animals and monsters. Obviously, creatures (such as undead and plant creatures) that don't breathe are affected by this spell.

The material component is an unholy symbol and a (symbolic) silken gag, which the priest loosely wraps around his or her own mouth after casting the spell. The *asphyxiate* spell is granted only to priests serving evil deities.

Notes: Common for evil necromancer priests.

Assess Value — Old Empire

(Divination)

Sphere: Divination

Level: 1

Range: Touch

Components: V, S

Casting Time: 4

Duration: Instantaneous

Area of Effect: 1 object

Saving Throw: None

This spell enables the caster to determine the fair market value of an object based on the materials used in its construction simply by handling it. The spell does not enable the caster to assess the artistic or cultural value of an object, its magical properties, or even determine if the object is magical.

The object to be evaluated must be physically smaller in size than the caster. The spell enables the caster to determine the item's value to the nearest gold piece in value to within (plus or minus) 2d10% minus the caster's level. Hence, at 20th



level and above, there is no possibility of error.

Notes: Granted by the Mulhorandi goddess Nephthys of the FORGOTTEN REALMS setting.

Assume Amorphous Form

Assume Gaseous Form

Assume Sylvan Form

Assume Undead Form

See amorphous form, gaseous form, sylvan form, and undead form.

Astaroth's Augmentation

(Alteration)

Sphere: All

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

When cast, this spell permanently raises one ability score (or two subability scores if the optional rules from *Player's Option: Skills & Powers* are employed) by 1 point, to a maximum of 18. To maintain this augmentation, the spellcaster must corrupt one individual in a position of power or sacrifice one helpless sentient every quarter (three months) in Gargauth's name. If this diabolical contract is ever broken for any reason, the spellcaster immediately loses 3 points in the augmented ability (or subabilities), for a net loss of 2 points in the ability (or subability) score(s).

Multiple castings of *Astaroth's augmentation* can be used by the same spellcaster. *Dispel magic* and similar spells have no effect on the *augmentation*. No one short of a demipower and nothing short of a *wish*, artifact, or relic can end this spell's contract without causing the increased ability score loss above and beyond the spell-given gain. Users of *Astaroth's augmentation* often fall into a trap of casting this spell, failing to fulfill the contract, and then having to cast the spell twice again just to regain their original abilities. If any ability score falls below 3 due to the cumulative accumulation of this spell's penalties, the spellcaster is immediately transformed into a lemure (the lowest form of baatezu) and transported to Baator. The spellcaster is then irrevocably dead, short of a *wish*. All such subjects' items are randomly teleported about the plane of their death upon their demise.

This spell enables spellcasters to draw upon Gargauth's divine power to permanently augment their abilities. In exchange for this beneficence, Gargauth extracts a dreadful price, and due to the price he requires, the casting of this spell is a patently evil act.

The material components of this spell is the priest's holy symbol (not necessarily one consecrated to Gargauth), three yellow feathers, and a ruby worth at least 25 gp.

Notes: Granted by the evil demigod Gargauth of the FORGOTTEN REALMS setting.

Astral Awareness

(Divination)

Sphere: Astral

Level: 2

Range: 0

Components: V, S

Casting Time: 5

Duration: 1 hr./level

Area of Effect: The caster

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. It allows the caster to the approach of astral or ethereal phenomena, including shifting conduits, the psychic wind, an ethereal cyclone, demiplanes and debris, color pools, and curtains of vaporous color. The caster 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 the awareness of physical phenomena, the caster gains a +2 bonus to any check against surprise by astral or ethereal monsters. The caster also has a 5% chance per level to detect the threat of creatures whose gaze extends into the Ethereal Plane (basilisks, for instance) before entering the range of the gaze weapon.

Notes: Uncommon spell (PO:SM).

Astral Celerity

(Alteration)

Sphere: Astral

Level: 1

Range: 0

Components: V, S

Casting Time: 4

Duration: 1 hr./level

Area of Effect: The caster

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 priests often make use of this spell. The *astral celerity* spell doubles the priest's movement rate on the Astral Plane. 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 individuals: their movement rates are increased by 50%. Thus, an individual with a movement rate of 12 has a movement rate of 18 on the Ethereal Plane while this spell is in effect. While time and distance have little meaning in the overall scheme of the Astral or Ethereal Planes, *relative* speed might be very important in avoiding an unpleasant encounter or escaping from pursuit of some kind.

Notes: Uncommon spell (PO:SM).

Astral Spell

(Alteration)

Sphere: Astral

Level: 7

Range: Touch

Components: V, S

Casting Time: ½ hr.

Duration: Special

Area of Effect: Special

Saving Throw: None

By means of this spell, a priest is able to project his astral body into the Astral Plane, leaving his physical body and material possessions behind on the Prime Material Plane. As the Astral Plane touches upon the first levels of all the Outer Planes, the priest can travel astrally to the first level of any of these outer planes as he wills. The priest then leaves the Astral Plane, forming a body on the plane of existence he has chosen to enter. It is also possible to travel astrally anywhere in the Prime Material Plane by means of the *astral* spell. However, a second body cannot be formed on the Prime Material Plane.

As a general rule, a person astrally projected can be seen only by creatures on the Astral Plane. The astral body is connected at all times to the material body by a silvery cord. If the cord is broken, the affected person is killed, astrally and materially, but generally, only the psychic wind can cause the cord to break. When a second body is formed on a different plane, the silvery cord remains invisibly attached to the new body. If the second body or astral form is slain, the cord simply returns to the caster's body where the body rests on the Prime Material Plane, reviving it from its state of suspended animation. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

The spell lasts until the priest desires to end it, or until it is terminated by some outside means, such as a *dispel magic* spell or destruction of the priest's body on the Prime Material Plane—which kills the priest. The priest can project the astral forms of up to seven other creatures with himself by means of the *astral* spell, providing the creatures are linked in a circle with the priest. These fellow travelers are dependent upon the priest and can be stranded if something happens to the priest. Travel in the Astral Plane can be slow or fast, according to the priest's

desire. The ultimate destination arrived at is subject to the desire of the priest.

Notes: Common for clerics (*PHB*).

Astral Window

(Divination)

Sphere: Astral

Level: 3

Range: 5 yds.

Components: V, S

Casting Time: 3

Duration: 2 rds./level

Area of Effect: 1 ft. to 10 ft. × 10 ft. area

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-foot × 10-foot square, at the caster's choosing. The window is not mobile; if the priest moves more than 5 yards away from it, then it immediately vanishes and the spell ends.

By stating a subject's name, the priest can view a specific creature or object in the window. More than one subject can be viewed during the spell's duration. Each time a new subject is chosen, the window becomes streaked with gray as the Astral Plane flies past. This continues for 1d4 rounds, until the window finally focuses upon the chosen subject. If the subject is not on 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. 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 priest who subsequently casts the 7th-level *astral spell* can choose to arrive in the Astral Plane at the place shown in the window.

Notes: Uncommon spell (*PO:SM*).

Atonement

(Abjuration)

Sphere: All

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: Person touched

Saving Throw: None

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

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

Notes: Common spell for all priests (*PHB*).

Attraction

Reversed form, deflection.

Attraction

(Alteration)

Reversible

Sphere: Charm

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: Creature touched

Saving Throw: Neg.

Attraction replaces any negative emotions the target creature has toward the spellcaster with opposite positive emotions if the creature being fails a saving throw vs. spell. Repulsion becomes attraction, hatred becomes love, etc. The spell also temporarily raises the caster's Charisma by 1d4+2 points in respect to the creature for the spell's du-

ration, making its reactions to and loyalty to the caster much more likely to be positive and helpful.

If the emotions to be changed are extremely intense, the saving throw against this spell has a modifier of +1 to +5, as adjudicated by the DM. Thus, it is more useful as a ploy to make a date with a barmaid (who is motivated to please customers anyway) than to convert one's enemies. This spell is much used by priests of Bhaal because of their ambient air of death.

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

The reverse of this spell, *disdain*, replaces all positive feelings a creature has toward a named being (which can be the caster) with opposite negative emotions. It also temporarily lowers the named being's Charisma by 1d4+2 points with respect to the subject for the spell's duration, making the creature's reactions to and loyalty to the named being much more likely to be negative and hostile.

Notes: Granted by the evil god Bhaal of the FORGOTTEN REALMS setting.

Attunement — Drow

(Alteration, Necromancy)

Sphere: Guardian

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 creature

Saving Throw: None

This spell enables the affected being to safely use the magical powers of *house insignia*, and all other items bearing the same House identifier as part of their enchantment. It also allows a being to pass the traps and wards of House defenses without harm.

The spell places knowledge of how to wield *insignia* powers in the recipient's subconscious mind—but does not identify any of the powers, or give any idea of their nature and numbers.

The effects of this spell last until the *insignia*'s accompanying *curse* is triggered, or the attuned being is slain.

The material components of this spell are the holy symbol of the caster, at least one drop of the recipient's tears, and a tiny moonstone or diamond (all but the holy symbol are consumed in the spellcasting).

Notes: Common for drow priests trained by any of the Underdark houses. (An illustration of 29

House symbols and 9 power suffixes are shown in #9326 *Drow of the Underdark*, p.108.)

Augment Artistry — Elf

(Alteration)

Sphere: Creation

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: Creature touched

Saving Throw: None

This spell combines magic with the act of creation to enhance the artistry of any work created by the recipient of this spell. For every three levels of experience of the priest (round up), the recipient of this spell receives a +1 bonus to his or her next nonweapon proficiency check against an ability requiring artistic ability. This bonus cannot exceed +3. While the effects of this spell last only until the next such nonweapon proficiency check, the results of the augmented artistry are permanent.

In addition to the nonweapon proficiency artis-



tic ability, this spell can augment a proficiency check for dancing, gem cutting, singing, or any other skill that is traditionally considered an artistic endeavor. This spell doesn't affect traditional crafts where functionality is emphasized over artistry, including proficiencies such as armorer, blacksmithing, leatherworking, seamstress/tailor, weaving, or weaponsmithing, unless the proficiency check is specifically for the esthetic appeal of the finished item. In all cases, the applicability of this enchantment to a particular endeavor is adjudicated by the DM.

The material components are the priest's holy symbol and a scroll bearing a piece of epic poetry (not necessarily the original work).

Notes: Granted by the elven god Corellon Larethian.

Augment Psionics — Duergar

(Alteration)

Sphere: Thought

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 1 rd. + 1 rd./level

Area of Effect: Psionic creature touched

Saving Throw: None

The recipient of this spell receives a special bonus of 3d8 additional PSPs for the duration of the spell. The *augment psionics* spell enables the recipient to actually have more PSPs than his full normal total. The bonus PSPs are used first when the recipient engages in psionic activity, whether it be a psionic attack, defense, or power.

This spell has no effect on individuals without any psionic ability and is wasted if used on them.

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

Notes: Granted by the duergar goddess Deep Duerra.

Augmentation, Astaroth's

See Astaroth's augmentation.

Augury

(Divination)

Sphere: Divination

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2 rds.

Duration: Special

Area of Effect: Special

Saving Throw: None

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

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

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

Notes: Common for clerics (PHB).

Augury — Shukenja

This spell is identical to the normal *augury* spell except that it is 1st level, and the material component is a set of straight willow sticks or carved bones.



Aura of Comfort

(Evocation)

Sphere: Travelers

Level: 2

Range: Touch

Components: V, S

Casting Time: 2

Duration: 1 hr./level

Area of Effect: Creature touched

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. A creature encountering temperatures in this range maintains a comfortable temperature of 70° F., regardless of prevailing weather conditions. Also, the spell shields the creature from rain, snow, and hail.

If a creature 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 creature encountering a 150° temperature actually experiences a temperature of 90° F.

All physical objects other than rain, snow, and hail can pass through the aura. The creature 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.

The reversed form, *aura of discomfort*, subjects the recipient to an uncomfortable environment for the duration of the spell. The caster can choose a temperature from -20° to 140° F., and an unseen weather effect, such as rain, sleet, or snow. The recipient has a -1 penalty (or -5%) to all actions that require a die roll for success, including attacks, saving throws, and ability checks. Other adjustments may apply at the discretion of the DM, and the individual may have to dress according to the perceived conditions, rather than actual conditions (an individual wearing loincloth in a tropical jungle might actually suffer frostbite as a result of this spell).

Notes: Uncommon spells (*ToM*).

Aura of Discomfort

Reversed form, aura of comfort.



Awaken Magical Item

(Enchantment, Invocation)

Sphere: All

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 3 rds.

Duration: Permanent

Area of Effect: 1 item

Saving Throw: Special

This spell is used to activate a touched magical item bearing multiple enchantments or exhibiting multiple functions. It is an alternative to the better-known *enchant an item* spell, but accomplishes less. To create a magical item with an *awakening* spell, several other spells must be used first, including *eternal flame* and usually *wondrous web* or *holy vesting* and various *dweomerflow* castings. *Awakening* can be used on a magical item that has been created with an *enchant an item* spell if additional powers are added to the item after its initial creation and enough use of the item has occurred to call upon all of the original powers at least once.

When the spell is cast, the item must make a saving throw to determine if the *awakening* has been successful. The item's base saving throw is the same as the caster's saving throw vs. spell, modified as follows: a -1 penalty per being other than the spellcaster who cast spells on the item during preparation or contributed magics that were put into the item before the awakening attempt (unless those beings are clergy members of the same faith as the caster of the awakening), a $+1$ bonus per *meld* and *crown meld* spell existing on the item, and a $+1$ bonus if both an *eternal flame* and a *Veladar's vambrace*, *holy might*, or *Nulathoe's ninemen* spell were cast on the item before the *awakening* attempt, and a $+1$ bonus if the *awakening* is cast on or before an altar of the deity of the caster's faith. These bonuses are cumulative, but a roll of 1 is always a failure.

The failure of an awakening attempt means either the item crumbles to worthless dust or explodes violently. Roll 1d6; a result of 1 or 2 means an explosion occurs similar to a *fireball* centered on the item that deals 1d6 points of damage per level of the *awakening* caster and in addition destroys the item utterly. A roll of 4–6 means that the item

collapses into dust. A wind will rise from nowhere to carry this dust away, and even if some dust is somehow retained, it is magically inert and worthless.

Success of the *awakening* attempt means the item is *awakened* instantly into operation. It functions perfectly, though if the creator has been careless or inattentive in his or her preparations, the item's performance may involve some surprises. A successful awakening may be heralded by a flash of light from the item, but this effect is never a harmful discharge of wild magic or item powers.

The material components for this spell are a single priest spell scroll bearing at least as many spells as the item has functions, a gem of any sort of not less than 2,500 gp value each for each item function, and a living plant that has been altered by magic. Some sages believe an *awakening* is more likely to succeed (an additional +1 bonus to the item saving throw at the DM's discretion) if a random dweomer-bearing component is also used.

Notes: Very rare spell, recorded by Volo.

Awakening

(Alteration, Abjuration)

Sphere: Protection

Level: 4

Range: 0

Components: V, S

Casting Time: 7

Duration: Permanent

Area of Effect: Special

Saving Throw: Special

This spell breaks *holds*, interrupts natural and magical sleep, dispels *temporal stasis*, releases suspended animation and voids *charms*. It also springs both natural and magical traps, regardless of whether the caster is aware of them or not, and breaks all magical webs and *wizard locks*.

The spell creates a flickering wave of light radiating out from its caster for 15 feet in all directions (as a sphere) and thrice that distance (45 feet) directly ahead of the caster, in a "tongue" of spell effect. The caster of the *awakening* must then save vs. spell. If the saving throw is successful, the full effects occur within the area. If the saving throw fails, none of the above occur, and the magic merely identifies all of those conditions within spell range that it could have affected if the spell had been wholly successful (as glowing auras outlining them visible only to the caster).

Notes: Granted by the god of dawn Lathander of the FORGOTTEN REALMS setting.

Awakening

A 7th level spell, see awaken magical item.

Axe Storm of Clangeddin — Dwarf

(Alteration)

Sphere: Combat

Level: 4

Range: 0

Components: V, S, M

Casting Time: 7

Duration: 3 rds.

Area of Effect: 40-ft. cube, 1 dwarf/level

Saving Throw: None

When this spell is cast, each affected dwarf gains an additional attack per round with every axe wielded in melee combat or hurled at an opponent. Movement, spellcasting, spell effects, or attacks with weapons other than axes are not speeded up. For the purposes of this spell, axes include battle axes, hand axes, hatchets, throwing axes, and two-handed battle axes; these may be nonmagical or magical.

This spell is not cumulative with itself or with other similar magic. A *slow* spell will negate the effects of an *axe storm of Clangeddin* but otherwise have no effect, and a *haste* spell will negate the effects of this spell and function normally.

The material components of this spell are the priest's holy symbol and a small, sealed glass vial of air capped in the midst of a thunderstorm.

Notes: Granted by the dwarven god Clangeddin Silverbeard.

Azuth's Alteration Mantle

(Abjuration, Alteration)

Sphere: Protection

Level: 6

Range: Touch

Components: V, S

Casting Time: 9

Duration: 4 rds./level

Area of Effect: Creature touched

Saving Throw: None

This spell creates an invisible magical aura around a willing (or unaware) creature. When either one of two specific spells or magical item effects chosen during casting impinges on any part of this aura, the mantle instantly absorbs the effects and presents the mantle-wearer with a three-

fold choice: use the spell energy for healing (either self-healing or healing a touched being), convert it to a single predetermined specific spell and hurl it back at the source, or convert it to the same predetermined specific spell and cast it at another target. If the mantle-wearer is not the caster, the caster can elect, when bestowing the spell, to force the magic to always make one of those choices or to leave each decision up to the mantle-wearer. (Nevertheless, the "free choice" cannot be restricted to two of the three options, nor can any of the "predetermined" spells be left unselected.)

A) Healing: If an incoming magic is used for healing, only lost hit points are restored. This healing can be used upon one creature only—it cannot be split.

A given being can be protected by only one *alteration mantle* at a time, and the mantle won't survive any contact with a *dispel magic* effect. Despite the fact that it can guard against two different spell attacks, they can only be transformed into a single magic. Over the years, Azuth has ignored the repeated supplications of his most powerful and devoted followers to provide two "end result" magics as well as two magics protected against.

B) Return Casting: The spell sent forth behaves as if cast by the original source in terms of level, alignment, and abilities. Targeting, however, depends on the vision and abilities of the mantle-wearer. (For instance, if an incoming *polymorph other* attack is converted to *magic missile* and hurled at a third party, the mantle-wearer, not the original attacker, must be able to see the chosen target for the *magic missile*.)

Both the specific spells to be defended against and the spell they are to be converted to must be chosen by the caster of the *alteration mantle* during its casting and cannot be altered thereafter. The magic defended against must be one the mantle-caster has cast, felt the effects of, or observed the effects of, and he must know its specific name. The magic sent forth must be a spell he has personally cast. The magic sent forth cannot exceed the magic defended against in spell level (for instance, *polymorph other* cannot be converted to *flame strike*). *Azuth's alteration mantle* defends against multiple attacks of the same sort of spell, and is not exhausted by one incoming spell.

This spell is a variant of the *greater mantle of Mystra* spell used by priests of the goddess of magic.

Notes: Granted by the Azuth, god of wizards, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.



Azuth's Exalted Triad

(Alteration)

Sphere: Thought

Level: 5

Range: 0

Components: V, S

Casting Time: 8

Duration: Special

Area of Effect: 1 memorized spell

Saving Throw: None

This magic can affect any one 1st- through 5th-level spell that the caster of the *exalted triad* already has in memory. Once this spell is chosen by silent will of the caster, the *triad* cannot be shifted to another spell. The chosen spell becomes castable thrice without any additional memorization, loss of other memorized spells, or loss of spell memorization slots.

The first use of the spell chosen to be affected by *Azuth's exalted triad* is cast as normal in all respects, but the second and third castings of the chosen spell require no material or verbal components and their casting time changes to 2.

An *exalted triad* spell cannot affect another *exalted triad* spell in memory. Only one *exalted triad*

spell can be in use on a given spell slot at a time; any attempt to use multiple *exalted triad* spells on a given spell in memory results in the spellcaster being feeble-minded. *Azuth's fedensor* cannot be used on *Azuth's exalted triad* or on any spell affected by *Azuth's exalted triad*.

No more than two *exalted triad* spells can be in use (on different spells in memory) at a time. The spells gained by use of an *exalted triad* all take up the same spell slot; that spell slot is considered in use until all the copies created by the *exalted triad* are used or discarded, at which time the *exalted triad* ends.

Notes: Granted by the Azuth, god of wizards, of the FORGOTTEN REALMS setting.

Azuth's Fedensor

(Alteration)

Sphere: Thought

Level: 4

Range: Touch

Components: V, S

Casting Time: 7

Duration: Up to 1 turn

Area of Effect: Creature touched

Saving Throw: None

This spell allows the next 1st- through 5th-level spell cast by the caster of *Azuth's fedensor* or another touched spellcasting being to be unleashed without any normally necessary material components (unless crucial to a spell, such as the gem used in a *magic jar* spell) and without being forgotten. The affected spell is not erased from memory and can be cast again as normal at a later time. The spell to be effected must be cast within a turn of the casting of *Azuth's fedensor*, or the *fedensor* is lost and wasted. *Azuth's fedensor* does not work on *Azuth's fedensor*; such a use results in the loss of both *fedensors*.

Notes: Granted by the Azuth, god of wizards, of the FORGOTTEN REALMS setting.

Azuth's Firing Frenzy

(Invocation/Evocation)

Sphere: Combat

Level: 6

Range: 60 yds. +10 yds./level

Components: V, S

Casting Time: 9

Duration: Instantaneous

Area of Effect: Special

Saving Throw: None

This spell allows the priest casting it to unleash three bursts of magic missiles (almost identical to those created by the wizard spell, *magic missile*) at once. Each burst consists of five such missiles. All of the missiles in a burst are directed at the same target, which they strike unerringly (doing no damage to nonliving materials, but inflicting 1d4+1 points of damage each to creatures). Each burst must be fired at a different target (in other words, five missiles strike at one target, five at another, and five at a third—even if this means wasting 10 of the missiles). Missiles fired into empty air fade away at the limits of spell range.

Certain veteran priests speak of the magical items of foes discharging involuntarily when struck by a burst from a *firing frenzy*, but this seems to be a rare and unpredictable occurrence.

Notes: Granted by the Azuth, god of wizards, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Azuth's Immobility

(Enchantment/Charm)

Sphere: Charm

Level: 5

Range: 0

Components: V, S

Casting Time: 8

Duration: 3 rds.

Area of Effect: 20-ft. radius

Saving Throw: Neg.

This spell locks all creatures within 20 feet of the caster as a *hold person* or *hold monster* spell for three rounds. A creature making a successful saving throw vs. spell is unaffected. The saving throw is made at -6 for 1st-level or 1 Hit Die creatures, -4 for beings of 2nd level or 2 Hit Dice, and at -2 for those of 3rd level or 3 Hit Dice, unadjusted for those of 4th level or 4 Hit Dice, +2 for beings of 5th level, and so on.

All affected creatures are freed instantly if the caster of the *immobility* touches or magically attacks any one of the held beings (or any item one is directly holding, wearing, or carrying), although the magic does, of course, give the caster one attack that automatically hits that target being.

If those other than the caster strike an affected creature, the individual creature struck is freed, but not the others affected by the spell. The caster can move out of spell range without ending the spell (and indeed this magic is usually employed to allow the caster to escape).

Notes: Granted by the Azuth, god of wizards, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Azuth's Spell Shield

(Abjuration)

Sphere: Protection

Level: 7

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: 1 rd.

Area of Effect: Creature touched

Saving Throw: None

This spell renders the recipient immune to *all* magical effects on the round after this spell is cast. The *spell shield* also suppresses previously applied protections, aids, and ongoing effects of a beneficial nature as well. The spell does not prevent such magics from operating; it simply prevents the protected being from being affected by them for one round.

Notes: Granted by the Azuth, god of wizards, of the FORGOTTEN REALMS setting.



Spell Name	Level	Range	Components	Duration	Area of Effect	Saving Throw
Azuth's Spell Shield	7	Touch	V, S	1 rd.	Creature touched	None

The spell shield is a powerful magical effect that renders the recipient immune to all magical effects for one round. This spell is particularly useful in combat situations where the caster is surrounded by enemies. The spell shield also suppresses previously applied protections, aids, and ongoing effects of a beneficial nature as well. The spell does not prevent such magics from operating; it simply prevents the protected being from being affected by them for one round.

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Spell Name	Level	Range	Components	Duration	Area of Effect	Saving Throw
Azuth's Spell Shield	7	Touch	V, S	1 rd.	Creature touched	None

Spell Name	Level	Range	Components	Duration	Area of Effect	Saving Throw
Azuth's Spell Shield	7	Touch	V, S	1 rd.	Creature touched	None



Bad Medicine

(Enchantment/Charm)

Reversible

Sphere: Charm

Level: 4

Range: Line of sight

Components: V, S, M

Casting Time: 2

Duration: Special

Area of Effect: Individual (or village)

Saving Throw: Neg.

Bad medicine is a powerful spell most often used by irate shaman to avenge themselves on those who have angered them. *Bad medicine* modifies the target's THACO, saving throws, morale, and damage by -2. It is usually cast upon a single individual, but a priest of 16th level or greater can cast this spell upon as many as 300 beings (animal or human), as long as they are gathered in an area of an acre or less. The character with the lowest saving throw score saves for the entire village.

To cancel *bad medicine*, a priest of equal or greater level than the original caster must cast the reverse of the spell upon the victim(s). If this is not possible, the spell can also be removed by *remove curse* or *wish* spell.

If not cast in order to cancel *bad medicine*, the spell's reverse, *good medicine*, is not nearly as powerful as its vengeful form. It raises the THACO, saving throws, morale, and damage of the target by +1 for 1d10 rounds. *Good medicine* can be cast on an entire village, but only if all occupants are gathered together in an area no greater than 100 feet in diameter.

The material components of either spell are a handful of herbs common to the area, the claw of an eagle (for bad medicine), the feather of an eagle (for good medicine), and the venom of a poisonous snake.

Notes: Common for Amerind cultures.

Bad Weather

Reversed form, good weather.

Badberry

Reversed form, goodberry.

Badger Form — Halfling

(Alteration)

Sphere: Animal

Level: 4

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 turns/level

Area of Effect: The caster

Saving Throw: None

This spell transforms the priest into the form of a giant badger, with all the abilities and attacks thereof. No system shock roll is required.

When the change in form occurs, the priest's equipment, if any, melds into the new form (in particularly challenging campaigns, the DM may allow protective devices, such as a *ring of protection*, to continue operating effectively). The priest retains all mental abilities and granted powers, but cannot cast spells. Hit points and saving throws remain the same as well. The priest can return to normal form at any time, ending the spell prematurely. When the *badger form* ends by the priest's will or the duration expires, the priest returns to his or her own form and heals 1d12 points of damage. The priest also returns to his or her own form when slain or when the effect is dispelled, but no damage is healed in these cases. A system shock check is not required when the caster transforms back to normal form, whether voluntarily or involuntarily.

This spell is commonly used to help dig halfling burrows and to defend them against attackers.

The material components are the priest's holy symbol and a claw, tooth, or tuft of hair from a badger (normal or giant sized).

Notes: Granted by the halfling goddess Yondalla.

Giant Badger: AC 4; MV 6, Br 3; HD 3; hp as caster; #AT 3, THACO 17; Dmg 1d3/1d3/1d6; SZ M (4' long). See also *MC Annual Vol. 2*.

Bane, Death Symbol of

See death symbol of Bane.

Bane, Doom of

See doom of Bane.

Bane — Old Empire

(Abjuration)

Reversible

Sphere: Protection

Level: 7

Range: Touch

Components: V, S

Casting Time: 9

Duration: Permanent

Area of Effect: 1 creature

Saving Throw: Special

A priest who casts a *bane* spell bestows an extremely powerful curse on a target creature. After casting the spell, the priest must successfully touch the intended target within one turn or the spell ends ineffectively.

If the priest makes contact, the creature receives a saving throw. If the saving throw is successful, the victim receives a curse of dire proportion that only a *remove curse* spell cast by a deity or a *reverse bane* or a *wish* cast by a mortal can remove. A creature that fails the saving throw suffers a -5 penalty to all attack and damage rolls, while opponents receive a +5 bonus to their attack rolls against the creature. In addition, the creature automatically fails all saving throws, and all attacks against him or her cause maximum damage.

The reverse of this spell, *reverse bane*, removes the effect of any curse-type spell (including *bestow curse*, *major curse*, *bane*, and other similar spells) except for instantaneous curse effects. (For example, it does not teleport a party back to the dungeon after they have opened a cursed scroll that teleported them out.)

Notes: Granted by the Mulhorandi god Horus-Re of the FORGOTTEN REALMS setting.

Bane of Beshaba

(Abjuration)

Sphere: Combat

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: Living creature touched

Saving Throw: None

This spell confers a curse upon a single living creature that cannot be ended by *dispel magic* or

other magical effects. It lasts until the death of the target creature or until its power is exhausted by use.

A priest of Beshaba must physically touch the recipient with a bare hand to cast this spell, requiring a successful attack roll if the recipient is in battle or not unaware or immobilized. The *bane of Beshaba* confers saving throw penalties. The first saving throw made by the creature receiving the *bane* is made at a -4 penalty, even if it takes place later in the same round as the *bane* took effect. The second saving throw has a -3 penalty, the next a -2 penalty, and the following one at a -1 penalty. After four penalized saving throws occur, the magic is exhausted.

Only one such spell can be in effect upon a creature at any one time. Additional castings of *bane of Beshaba* have no effect while one *bane of Beshaba* is still in effect. Beshaba imposes no restrictions on her priests as to how many times this spell can be cast upon a creature.

In a spiritual sense, the *bane of Beshaba* is the reversed version of the *favor of Tymora* spell employed by the servants of Beshaba's nemesis. The spells *favor of Tymora* and *bane of Beshaba* automatically cancel each other out if cast on the same creature, regardless of how many saving throws the first spell to be cast has affected.

The material components of this spell are a sliver of a broken mirror and the priest's holy symbol (which is not consumed in casting the spell).

Notes: Granted by the evil goddess Beshaba of the FORGOTTEN REALMS setting.

Bane of the Defilers

(Necromancy)

Sphere: Cosmos

Level: 7

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: 1 day

Area of Effect: Special

Saving Throw: NA



This spell turns an ordinary missile weapon of wood, metal, or stone into a deadly projectile of *defiler slaying*, adding +3 to attack rolls and inflicting double damage upon defilers.

Notes: Uncommon for priests from the DARK SUN setting.

Bane of Yondalla — Halfling**(Necromancy)****Sphere: Necromantic**

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: Neg.

Bane of Yondalla is similar in effect to a strike by a *staff of withering*. A target creature that fails a saving throw vs. spell suffers the full effects. A creature afflicted by the *bane of Yondalla* suffers 1d4+1 points of damage and ages by 10% of its natural lifespan, with the corresponding adjustments to its abilities and lifespan. If the caster is 11th level or higher, one of the creature's limbs shrivels and becomes useless. (Roll randomly for which limb is struck, unless the priest makes a called shot against a specific limb; the head is not considered a limb.)

Ageless creatures (undead, tanar'ri, baatezu, etc.) cannot be aged or withered. Aging a dwarf is of little effect, while aging a one hundred ninety year old dragon (see the *Monstrous Manual*TM) or a forty-four year old human wizard (see Table 12 in the *Player's Handbook*) could actually aid the target.

The material components of this spell are the priest's holy symbol and a desiccated vine of some variety. Only the latter is consumed in the casting of the spell.

Notes: Granted by the halfling goddess Yondalla.

Banish Blight**(Alteration)****Sphere: Plant**

Level: 2

Range: Touch

Components: V, S

Casting Time: 5

Duration: Special

Area of Effect: 1 plant

Saving Throw: None

To enact this spell, the caster touches and breathes on any part of a plant. This spell wipes out existing plant diseases permanently, and it restores plant leaves to an uneaten, unshriveled, un-

frozen, and unscorched condition for one day per level of the caster. It cannot restore dead plants to life, nor make ravaged plants whole, but it brings what remains to peak condition—wilted flowers bloom anew, and drooping leaves rise up green. Leaves that have fallen to the ground cannot be reattached to their plants by means of this magic, but withered foliage can be made green and growing again, even in the depths of winter, as long as the spell lasts. In this manner, the skeleton of a hedge can be made opaque with thick growth in an instant. A flower restored by means of this magic can be picked without ending the magic, though it shrivels again when the spell expires.

If the weather and season permit continued life, restorations wrought by this spell outlive it. For example, a diseased, shriveled plant restored to health will remain healthy, following its normal growing cycle, and not lapse back into ruin the moment the spell ends. To injured mobile or intelligent plant life (such as treants and shambling mounds), application of a *banish blight* restores 1d10+4 points of damage, but it cannot help healthy plants to grow larger or gain extra hit points.

Mielikki crafted this spell both as a gift to Silvanus and to empower her faithful to give forest creatures endless food by restoring half-eaten vegetation to a full state.

Notes: Granted by many nature deities, including Mielikki of the FORGOTTEN REALMS setting and the elven god Rillifane Rallathial

Banish Flame**(Alteration)****Sphere: Elemental Fire**

Level: 1

Range: 10 yds./level

Components: V, S

Casting Time: 4

Duration: Instantaneous

Area of Effect: Cube, 10-ft/level square, to 90 ft. maximum

Saving Throw: None

This spell instantly snuffs all flames of a non-magical nature within the area of effect. Burning items are not destroyed and can be relit if another source of fire is applied to them. Burning items within the area of effect are snuffed even if they are in any sort of normal container that would protect them from wind or water. Magical flames of a continuous nature are extinguished for one round

and then relight. Flaming breath weapons that enter the area of effect during the same round as the spell is cast have their damage reduced by 1 point per level of the spellcaster. *Light, continual light*, and other similar spells are unaffected by *banish flame*.

Notes: Granted by Kossuth, a greater power of the elemental plane of Fire.

Banish Mirage

Reversed form, create mirage.

Baravar, Mantle of

See mantle of Baravar.

Barkskin

(Alteration)

Sphere: Plant

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 4 rds. + 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

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

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

Notes: Common for druids (*PHB*).

Barrier of Retention

(Abjuration)

Sphere: Wards

Level: 5

Range: Special

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: One 10-ft. cube/level

Saving Throw: Neg.

This spell creates a one-way invisible force field around the area of effect. The spell creates one 10-foot × 10-foot × 10-foot cube for every level of the caster. These can be arranged into any rectangular shape the caster desires.

Intruders entering the protected area suffer no ill effects, but the *barrier of retention* prevents them from leaving. The spell affects all creatures that fail a saving throw vs. spell. The caster can pass in and out of the barrier freely.

Intruders trapped by the barrier can cast spells out through 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. A successful *dispel magic* or similar spell negates 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.

Notes: Common for priests with major access to the sphere of Wards (*ToM*).

Bat Sense

(Alteration)

Sphere: Divination, Animal

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 3 turns + 1 turn/level

Area of Effect: Individual touched

Saving Throw: None

When this spell is cast, it gives the individual touched the echolocation powers of a bat. The being is able to "see" in all directions up to 60 feet, sensing the physical shape and position of all solid and liquid objects. The exact distance to any object can be determined in a round. To use *bat sense*, the being must close its eyes, but this causes no penalties in either movement or combat. No concentration is required to maintain the sense.

While using *bat sense*, the individual cannot be surprised and can "see" any invisible, displaced, or camouflaged item within 60 feet. Psionic invisibility, however, cannot be detected. Mirror images are not detected at all; nor can the individual detect illusions, projected images, clouds, gases, or insubstantial spirits such as ghosts. If such objects are capable of harming the individual, the being won't know what is attacking until opening its eyes, temporarily nullifying the spell's effects.

Thus, insubstantial or gaseous creatures could attack with a +4 bonus to hit.

This spell works by picking up sound waves; a *silence*, *15 radius* spell will nullify the effect. Loud noises do not harm or hamper the recipient.

The material component of the spell is a bit of fur from a bat's ear, which must be eaten by the being that wants to use the sense.

Notes: Very rare spell. (Updated from *DRAGON* Magazine.)

Battle Blessing, Hacla's

See Hacla's battle blessing.

Battle Song

(Conjuration/Summoning)

Sphere: Charm, Combat

Level: 2

Range: 60 yds.

Components: V, S

Casting Time: 5

Duration: 7 rds.

Area of Effect: 50-ft. cube

Saving Throw: None

This spell is readily recognizable by its ringing song, a loud ascending refrain that raises and releases the magic at the instant of its ending, affecting all beings within a 50-foot-cube centered on the point selected by the caster. This spell cannot be cast stealthily. Creatures in or leaving this area when the casting is complete are affected, but beings entering the area afterward are not. While it lasts, a *battle song* conveys a +1 attack bonus, a +1 damage bonus, a +1 bonus to saving throws, and a +2 bonus to all ability checks. A faint echoing keeps the sound of the caster's song alive until the spell expires; this can be readily heard by those who listen for it. Note that any vocal affliction or gag prevents the casting of this spell. This spell can be used in conjunction with a *chant* and/or *prayer* spell, but no more than one of each type of spell can be in effect at a time.

Notes: Granted by the god of singers Milil of the FORGOTTEN REALMS setting.

Battle Trident

(Invocation/Evocation)

Sphere: Combat

Level: 4

Range: 60 yds.

Components: V, S, M

Casting Time: 7

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: 1/2

Like its lesser variant, the *speeding trident*, this spell brings into being a three-tined missile of temporarily hardened water, its piercing points hard enough to penetrate armor. This streaks at a chosen target creature, turning and twisting to follow any evasive movements, and strikes with the caster's THACO, but at a +2 attack roll bonus (it is considered a +2 magical weapon for purposes of determining what it can hit). A battle trident deals 4d6 points of damage, plus 1 additional point per level of its caster. A successful saving throw vs. spell reduces damage by half. After striking or missing, the trident dissipates in a swiftly scattering mist.

The material components of a battle trident spell are three drops of water and three pointed pieces of any sort of hard ferrous metal.

Notes: Granted by the evil sea goddess Umberlee of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Battlefate

(Alteration)

Sphere: Chaos

Level: 1

Range: 20 yds.

Components: V, S, M

Casting Time: 4

Duration: 2 rds./level

Area of Effect: 1 creature

Saving Throw: None

This spell alters probability to favor one creature locked in battle. The opponent may stumble at an awkward time, a clumsy parry might catch the enemy's weapon at just the right angle, or the creature 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 1d6 to see which aspect of the subject's combat abilities are affected in any given round.

1d6 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)

An individual who does not make a roll of the specified type in the round gains no benefit. For example, if the creature gains the saving throw bonus but doesn't have to make any saving throws during the round in question, the *battlefate* spell is of no help that round. Of course, in the following round, the spell may provide a different benefit. Note that on a roll of 1, *battlefate* does not help at all—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.

Notes: Common for priests with access to the sphere of Chaos.

Battletide

(Alteration)

Sphere: Combat

Level: 5

Range: 0

Components: V, S, M

Casting Time: 8

Duration: 6 rds.

Area of Effect: 20-ft. radius

Saving Throw: Special

This spell *slows* all beings except the caster within a 20-foot spherical radius. Affected beings move and attack at half-speed. (The spell affects beings within the radius of effect at the time of cast-

ing, not creatures who later come within range of the caster during the duration of the spell.) Beings affected by the spell remain *slowed* even if they move beyond the original area of effect of the spell.

The magic transfers the energy it steals from the affected beings to the caster, who is *hasted* for the spell duration without any of the aging effects of a *haste* spell. The caster moves at double normal movement rate and makes physical attacks twice as fast (that is, a being who attacks once per round attacks twice—first in the round and then last). *Battletide* does not hasten spellcasting.

All beings within range of the caster are allowed to make saving throws vs. spell once a round to avoid, or instantly break free of, the *battletide*. The spell ends entirely when the last victim escapes its effects or at the end of its duration. On the first round, the saving throw to avoid *battletide*'s effects is made at a -6 penalty; on the second, at a -5 penalty; on the third, at a -4 penalty, and so on.

The material component of this spell is a piece of cobweb, human hair, or silk thread as long as the caster's hand.

Notes: Granted by the evil gods Bane, Cyric, and the lesser power Iyachtu Xvim, son of Bane, of the FORGOTTEN REALMS setting.

Bear Hug

(Alteration)

Sphere: Animal

Level: 4

Range: 0

Components: V, S, M

Casting Time: 1

Duration: 1 rd./2 levels (round up)

Area of Effect: The caster

Saving Throw: None

As a bear can crush a creature in its arms, this spell allows the druid to make a crushing attack. This type of attack is possible only against foes of the druid's own size or less. Once the spell is cast, the druid can grab a creature, with the same attack chances as if using a weapon. If successful, the creature takes 2d8 points of damage from crushing in that round and every round thereafter unless the spell ends, the druid is killed, or the bear hug is broken. To break free of a bear hug, a creature must make a bend bars/lift gates roll (if not rated for Strength, use 5% per Hit Die); one such attempt is allowed each round. While in a bear hug, a creature

can make attacks against the caster with a -2 penalty. If the caster is also under the influence of a *viperbite* spell, the bite attack has a +2 bonus.

Bear fur is the required material component.

Notes: Very rare spell for druid's and similar nature priests. (Updated from *DRAGON* Magazine.)

Beast Claw

(Alteration, Necromancy)

Sphere: Combat, Necromantic

Level: 2

Range: 0

Components: V, S

Casting Time: 5

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

This spell temporarily transforms the caster's arms into extremely durable furry limbs with raking talons allowing two rending attacks (one per claw) at a +2 bonus, for 1d4+2 points of damage each. The caster can use a normal weapon if desired. A weapon attack is made as if the caster had a Strength of 18/76, and the caster otherwise



follows all normal rules for attacking with a held weapon.

The spell can be ended at any time at will, and the caster's limbs instantly revert back to normal. The reversion banishes any damage done to the limbs, wiping out both hit point damage, any mutilations, or even magical withering.

The claws are as dexterous as the caster's own hands and are capable of manipulating small objects and performing any delicate tasks of which the caster is normally capable. They are also immune to any magic that transforms physical shape. In other words, if a foe polymorphed the caster into a frog, the frog would retain the two mighty limbs—or if the caster employed *shape change* to take another form, the beast claws and their limbs would remain.

Notes: Granted by the evil beast god Malar of the FORGOTTEN REALMS setting.

Beast Tattoo — Elf

(Enchantment)

Sphere: All

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 3 hrs./level

Area of Effect: The caster

Saving Throw: None

This spell enchants a tattoo depicting an animal or monster to imbue the caster with an ability score increase in an attribute related to that creature. For example, cats are often associated with agility, foxes with cunning, and so on. The exact characteristic associated with any given species may vary from culture to culture.

Thus, this spell augments one ability score (the one most closely associated with the animal depicted by 1 point, up to a maximum of 19. Thus, if a bear is associated with strength in the caster's culture, the caster can increase his or her Strength by 1 point (or 10%, for characters with exceptional Strength).

The material component of this spell is the priest's holy symbol. The caster must also have an appropriate tattoo.

Notes: Granted by the elven god Fenmarel Mestarine.

Beastmask**(Illusion/Phantasm)****Sphere:** Animal

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 12 hrs.

Area of Effect: Creature touched

Saving Throw: Neg.

Beastmask can affect any single person or animal. It allows the subject (who may be the caster) to take on the illusory form of a single animal species—but only that species of animal can perceive the illusion. The subject cannot assume an animal form more than twice or less than one quarter the character's size.

The almost perfect illusion the spell creates deceives the animals' sight, hearing, smell, and touch. For instance, if the priest casts a "bear" illusion on a subject, bears believe that subject to be a bear, while to humans, other races, and other creatures, the subject remains the same.

Characters normally use *beastmask* to travel among or hunt a particular species. This spell lets a druid assume the guise of a caribou to move among a herd without causing them to panic. A character also could avoid being attacked by a pack of dire wolves by wearing a wolf's "mask."

Beastmask does not allow communication with the animal species, though it can be used with animal communication spells.

The material component is a miniature wooden mask carved to look like the animal.

Notes: Uncommon for druids.

Beastspite**(Enchantment/Charm)****Sphere:** Animal

Level: 2

Range: 10 yds.

Components: V, S

Casting Time: 5

Duration: 1 hr./level

Area of Effect: 1 person

Saving Throw: Neg.

Beastspite afflicts a single person with a magical aura that induces one species of animal to hate and fear that individual. The individual becomes

loathed by any species of normal animal, including giant types. For example, if *beastspite* causes bats to hate the subject, giant bats will react similarly.

When the individual comes within 30 yards of an animal from the target species, the creature makes warning signals (barks, growls, etc.). Its further reaction depends on the animal's nature. Aggressive animals, including predators and most trained guard animals, attack. Nonaggressive beasts shun the individual, fleeing or attacking if approached. Owners can restrain their domesticated animals, but the beasts show obvious distress and may become very hostile if the character tries to touch them.

If the subject was riding when the spell took effect, the mount tries to throw off the character. The person must make a riding proficiency check each round to stay astride and to avoid a fall if thrown off.

An animal extremely loyal to the subject, such as a pet dog, a creature influenced by an *animal friendship* spell, a wizard's familiar, or a paladin's war horse does not become utterly hostile to its owner. Instead it notices something "wrong" about the character and acts unusually nervous.

Notes: Uncommon for druids and similar nature priests.

Beckon — Old Empire**(Conjuration, Charm)****Sphere:** Animal

Level: 1

Range: 1-mi. radius

Components: V, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: None

This spell affects one creature of semi-intelligence or lower (Intelligence 4 or less). The creature must either be vulnerable to an *animal friendship* spell or be a domesticated pet of the caster. The spell does not imbue the beckoned creature with a favorable attitude toward the caster nor does it grant the ability to communicate. When the *beckon* spell is cast, the creature hears the calling and rushes to the caster's side as fast as possible. Creatures outside the spell's range do not hear the beckoning and are not summoned.

The material component for this spell is a piece of food that is favored by the animal or pet.

Notes: Granted by the Mulhorandi god Osiris of the FORGOTTEN REALMS setting.

Beckon Spirit

(Conjuration/Summoning)

Sphere: Summoning

Level: 6

Range: Special

Components: V, S

Casting Time: 1 turn

Duration: 1 turn

Area of Effect: Special

Saving Throw: None



Through this spell, a shaman can ask any spirit to appear. It is typically used to gain audience with a hero spirit, ancestors, or other major spirit.

The shaman must find a place that is holy to the spirits; there must be no one present of whom the spirit disapproves, and no person or creature of an alignment opposed to the spirit.

The spirit can answer or ignore the shaman's beckoning. If it chooses to come, the spirit usually appears from the darkness of a cave, steps out of swirling mists, or makes some other suitably dramatic entrance. The spell is usually used by powerful shamans who wish to converse with major spirits, or give a physical object to the spirit. If the spirit wishes, it can carry an object from material world into the spirit world. Once the object crosses over, it cannot be retrieved. Only under the most unusual of circumstances might a spirit give a character in the material world an object from the spirit world (this is up to the DM).

Notes: Uncommon for shamans.

Beguiling

(Enchantment/Charm)

Sphere: Charm

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: Creature touched

Saving Throw: Neg.

This spell imbues the priest's bronzewood or oaken cudgel with the power to *charm* an opponent by touch. The priest can make a nondamaging touch, or a normal melee attack. In either case, a target creature that is hit must make a successful saving throw vs. spell or be *charmed*. If the priest makes a damaging attack, the creature receives a

saving throw bonus of +1 for each point of damage suffered (however, a roll of "1" always fails). If this spell is used in conjunction with a *shillelagh* spell, the creature saves at a -1 penalty. The dweomer lasts three rounds plus one round per caster level, or until the priest scores a successful hit with the cudgel, whichever occurs first.

A charmed creature remains so for 2d10 rounds. The creature regards the priest as a comrade, friend, or mentor, treating the priest with love and respect, and trusting him or her implicitly. If communication is possible, the charmed creature obeys the priest to the best of its ability as long as the instructions seem plausible and do not obviously consign the creature to needless injury, loss, or violation of alignment.

This spell is particularly useful for getting incorrigibles to listen to the teachings of St. Cuthbert or to contribute to worthy causes.

Notes: Granted by St. Cuthbert of the Cudgel of the WORLD OF GREYHAWK setting.

Beneficence

(Evocation)

Sphere: All

Level: 1

Range: Touch

Components: V

Casting Time: 5

Duration: 2 turns/level

Area of Effect: 10-ft./level radius

Saving Throw: None



The *beneficence* spell surrounds the shukenja in an aura of mystical harmony and wisdom. All who see him recognize him as a holy man of virtue and kindness and many are predisposed to treat him in a friendly and respectful manner. The spell gives the shukenja a bonus of +2 to encounter reaction rolls with most NPCs and creatures. Only those who are sworn enemies of the shukenja, his race, his class, or what he represents are immune to the effects of the spell. Nor does the spell work on creatures that have no understanding of the shukenja's position or role. Thus, the spell is unable to affect the reactions of a den of tigers or a group of bandits waiting to waylay the unwary. It can, however, affect the reactions of a group of peasants or a village of ninjas, provided the latter are not hired to harm the shukenja.

Beneficence does not deprive those affected of their free will and does not cause them to instantly

follow the suggestions of the shukenja. Their reactions are improved for every day dealings, not for very unusual events.

Notes: Common for priests from an oriental setting; otherwise, very rare.

Berronar, Succor of

See succor of Berronar.

Berronar's Favor — Dwarf

(Conjuration/Summoning)

Sphere: Summoning

Level: 5

Range: Special

Components: V, S, M

Casting Time: 1 hr.

Duration: Instantaneous

Area of Effect: Special

Saving Throw: None

When dwarven enclaves fall on hard economic times, this spell can be used to help put the community back on its feet. When cast the spell summons a lock of Berronar's hair, which turns into gold within 24 hours after its arrival. The golden lock is worth 2,000–8,000 gp. It does not radiate magic, nor can it be dispelled or negated. Despite the usefulness of this spell, it has two important restrictions:

First, the spell must be cast on behalf of a suffering dwarven enclave, and the acquired gold must be used to help the enclave through its difficult times. If the gold is used for any other purpose, especially an evil or selfish purpose (for example, personal gain) the gold is forfeit and vanishes immediately.

Second, the caster must be Berronar's high priest in the enclave and of lawful good alignment.

If these conditions are not met, Berronar simply refuses to grant the spell. Obviously, Berronar's adventuring priests are unlikely to receive this spell while away from their enclave. This spell can be cast only by priests of Berronar Truesilver.

The material component for this spell is the caster's holy symbol. The casting time accounts for other factors in the spell's casting such as prayer, meditation, and the like.

Notes: Granted by the dwarven god Berronar Truesilver.

Berserk

(Enchantment/Charm)

Sphere: Charm

Level: 5

Range: 50 ft.

Components: V, S

Casting Time: 1

Duration: 1 rd./level

Area of Effect: 1 warrior/level

Saving Throw: Neg.

When a *berserk* spell is cast upon a group of warriors, they change into the shapes of bears. Although they retain the hands and eyes of men and continue to wield weapons in this state, they lose all fear of death and enter a killing rage. They must attack any enemy they see and cannot be given orders. Thus, any hope of coordinating an attack is completely lost. Due to their blind rage, they suffer a -4 modifier on ability checks involving Intelligence, Wisdom, or Charisma, but receive a +2 bonus to all saving throws vs. spell.

While the spell lasts, the warriors are immune to the following priest spells: *charm person or mammal*, all spells in the Charm sphere, *protection from evil*, *protection from evil, 10' radius*, and *dispel evil*. They are also immune to the following wizard spells: *protection from evil*, *protection from evil, 10' radius*, *repulsion*, all spells in enchantment/charm school, and all spells in the illusion/phantasm school.

Warriors under the influence of a *berserk* spell, receive a +4 adjustment to their Strength score, with the accompanying modifiers to their attack and damage rolls, and their AC is modified by a +2 (so that, for example, AC 4 becomes AC 2). A *berserk* spell frees the warriors from having to make a morale check, and renders them immune to fire damage.

Warriors who die while under the influence of a *berserk* spell are assured of a place in Valhalla. This spell can only be cast on fighters, and only if they are willing recipients.

Notes: Restricted to priests from a Norse culture; rare.

Beshaba, Bane of

See bane of Beshaba.

Beshaba, Darkfire of

See darkfire of Beshaba.

Bestow Curse

Reversed form, remove curse. This form is used by evil priests.

Bestow Hit Points — Savant

(Alteration)

Sphere: Necromantic

Level: 5

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: Special

Area of Effect: Creature touched

Saving Throw: None

With this spell, a clerical savant can bestow up to one of his hit points per level on an intelligent creature. This has the effect of restoring lost damage or even increasing the creature's hit points above the normal maximum. The magically bestowed hit points last until they are lost through damage or until the savant dispels the enchantment. For the spell's duration, the savant is without these hit points. In the event, the creature is slain, the savant permanently loses the hit points bestowed—even if the creature is subsequently *raised* or *resurrected*. Only one such spell at a time can be enacted upon a creature.

Notes: Common for clerical savants; otherwise virtually unknown. (Updated from *DRAGON* Magazine.)

Bestow Major Curse

(Abjuration)

Reversible

Sphere: All

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: Special

Area of Effect: Creature touched

Saving Throw: Neg.

By touching a creature, the caster bestows a *major curse* upon it. The caster can choose any effect from the list of *major curse* effects (see list). The creature is allowed a saving throw vs. spell; success negates the curse. Neither *dispel magic* nor *remove curse* can rid a creature of this effect. Only a *wish* or *remove major curse* is an effective remedy.

The spell requires some personal possession of the creature (this is not consumed in the casting).

The reverse of the spell, *remove major curse*, counters any of the *major curse* effects.

Notes: Very rare spell, used by evil priests. (Updated from *DRAGON* Magazine.)

MAJOR CURSE EFFECTS

1. Aging
2. Age Regression
3. Agonizing Pain
4. Alter Gender
5. Alter Race
6. Alter Sub-Race
7. Amnesia
8. Aura, Antipathy
9. Aura, Attraction
10. Blindness
11. Breathing Air
12. Breathing Water
13. Conditional Death
14. Conditional Petrification
15. Confusion
16. Deafness
17. Deafening Voice
18. Disfigurement
19. Gelatinous Form
20. Growth
21. Halitosis, Deadly
22. Insanity
23. Lycanthropy
24. Multiple Personalities
25. Muteness
26. Polymorph
27. Shrinking
28. Touch, chilling
29. Touch, flora wilting
30. Touch, petrification
31. Touch, poison
32. Touch, scorching
33. Touch, shocking
34. Touch, withering
35. Undeath
36. Vulnerability
37. Weakness
38. Withering

EFFECT EXPLANATIONS

Aging: This curse ages the subject 10–60 years, or the demihuman equivalent. Only the disadvantages of aging are acquired in this process.

Age Regression: This curse makes the subject age rapidly backward, to the age of 16 minus 2d8 for a human, or the demihuman equivalent. The regression might be nearly instantaneous, or might take place over a number of days or weeks.

Agonizing Pain: The PC is wracked by continual pain. This reduces Dexterity reaction time, attack rolls, and any saving throws involving Dexterity all by 6 points. Hit points are reduced by 25% so long as the curse is in effect. Furthermore, any spellcasting has a 50% chance of failure.

Alter Gender: The permanent change of one's sex can be most disconcerting.

Alter Race: Changes the subject's race; an elf can become a dwarf; a human a halfling etc.

Alter Sub-Race: This change involves an alteration within the same genus, as in a change from grey elf to high elf or wood elf to drow. Note the subraces of humanity fall into this category, as well.

Amnesia: This is a total loss of memory (but not survival and self-preservation skills associated with being an adult).

Aura, Antipathy: The aura causes creatures around the subject to have hostile feelings towards him. Charisma is virtually 10 points lower than normal even among close friends and family. All reaction checks register as hostile.

Aura, Attraction: Aside from attracting the unwanted affection of everyone the subject comes in contact with, the cursed individual might be caught in the middle of an armed confrontation between two such creatures wanting his or her attentions. Note that it is not healthy for some creatures to be to friendly toward the accursed (needle men etc.)

Blindness: Much like the spell of the same name, this cannot be dispelled by any means other than a *wish* or a *remove major curse* spell.

Breathing, Air: Imagine its effect on a sea dweller especially if the recently cursed person or creature is underwater at the time the spell is cast.

Breathing, Water: This works the same as the air breathing curse but affects those dwelling on land and breathing air.

Conditional Death: If the cursed person does a certain act, he dies. The caster decides the trigger, which must be both voluntary and unnecessary for survival. For example, sneezing is involuntary, breathing and eating are necessary, but eating meat

is not. Depending on the nature of the casting the subject may or may not know the nature of the problem.

Conditional Petrification: If the cursed person does a certain act he turns to stone. The caster decides the trigger. For example, the PC might turn to stone if he is exposed to direct sunlight. Depending on the nature of the casting of the curse the accursed may or may not know the nature of his problem. A *stone to flesh spell* dispels the effect of this curse.

Confusion: Under extreme stress (frequently the case while adventuring), the accursed acts as if under the effects of a *confusion* spell.

Deafness: Aside from the communication problems, a deafened spellcaster has a 25% chance of spell failure if casting a spell with a verbal component. The accursed is more easily surprised (95%) unless looking exactly in the right direction.

Deafening Voice: Every word that leaves the subject's mouth is deafeningly loud. A whisper sounds like 10 men shouting, a yell like a flight of dragons roaring.

Disfigurement: This is a serious deformation of the cursed person's body. This might affect movement, fighting ability, or the reaction of others.

Gelatinous Form: The accursed becomes a virtual blob. Spellcasting and weapon use are all but impossible.

Growth: Being giant-sized isn't a problem? It is up to the DM whether the subject's clothing and gear grow with him.

Halitosis, Deadly: This atrocious case of bad breath has an effect equal to that of a *cloudkill* spell on any creature within 10 feet of the subject's mouth and standing in front of the subject.

Insanity: Anyone attempting to remove this curse by any other means is also affected unless a successful saving throw vs. spell is made. If successful, a second saving throw is required against *confusion*, as the spell of the same name.

Lycanthropy: This is the familiar age old curse. The caster chooses what type of were-creature the accursed becomes.

Multiple Personalities: The cursed person might mistakenly assume the curse is temporary amnesia. Each of the resulting 3–12 personalities has no knowledge of the others' existence nor any recollection of memories gained by them.

Muteness: Aside from the communication problems, this eliminates the ability to cast spells that have a verbal component.

Polymorph: Only a *wish* or a *remove major curse* spell can return the subject to normal; a *polymorph other* spell or similar effect fails.

Shrinking: This curse turns a man-sized person into a pixie-sized person, and so on.

Touch: Several different *major curses* involve the effect of the subject touching another. While some effects may be beneficial in combat, they virtually eliminate social interaction. If this type of curse is used to achieve a temporary combat advantage (and removed afterward), the DM can inflict secondary effects, such as having the subject nauseated and unable to perform any actions for 1d4+1 turns after the curse is removed. In any case, gloves or gauntlets do not prevent the touch curse's effects from being transmitted. DMs may even extend the "touch" to any physical contact not just hands.

—, **Chilling:** The accursed person's touch causes 1d10 points of freezing damage. This cannot harm undead or creatures immune to cold. While this can be used as a weapon, it causes problems in normal social interaction.

—, **Floral Wilting:** This is sure to attract the hostile attention of nature lovers, druids, and forest dwellers, and end any career plans in gardening or horticulture.

—, **Petrification:** The accursed can turn *flesh to stone* by a simple touch. As with other touch curses the target of the spell has no control over whom is petrified by his touch. While this may seem a benefit in combat, it soon proves to be a curse.

—, **Poison:** The accursed's touch is instant death. The creatures touched get a saving throw vs. death magic but at a penalty of -4. Undead are not affected.

—, **Scorching:** The subject's touch causes 1d10 points of fire-based damage and ignites any exposed combustibles. The subject's normal clothing and equipment are not immune to the effects of the flames that envelope his hands.

—, **Shocking:** The subject's grasp delivers a jolt of electricity to the person or creature touched. This causes 1d10 points of electrical damage. Combustibles on or in close proximity to the subject are ignited.

—, **Withering:** The accursed's touch becomes exactly like that of a *staff of withering*.

Undeath: This is believed to be how skeleton warriors originated. The subject instantly becomes an undead creature, but retains all intelli-

gence and former abilities. The accursed is under the caster's control unless the caster does not so specify, or the caster dies. A *resurrection* spell reverses the curse. The undead subject may be unable to function in daylight or his body may begin to decay or desiccate.

Vulnerability: The subject will weaken and die if exposed to some substance for too long a time. The DM decides how the details are applied.

Weakness: The subject is unable to do much for himself. Constant attention by another is necessary for daily survival.

Withering: Regardless of how much is eaten or if magical items are employed (such as a *ring of sustenance*), the subject continues to lose weight until he perishes from starvation.

Bestow Minor Curse

(Abjuration)

Reversible

Sphere: All

Level: 3

Range: Touch

Components: V, S

Casting Time: 4

Duration: 1 mo./level

Area of Effect: Creature touched

Saving Throw: Neg.

By touching a creature, the caster bestows a *minor curse* upon it. The caster can choose any effect from the *minor curse* list. The creature is allowed a saving throw vs. spell; if successful, the curse is negated.

The reverse of the spell negates the effects of any *minor curse*.

Notes: Very rare spell, used by evil priests. (Updated from *DRAGON Magazine*.)

MINOR CURSE EFFECTS

1. Adherence
2. Animal Features
3. Appendage Growth
4. Appendage Shrinkage
5. Arthritis
6. Babbling
7. Baldness
8. Barkskin
9. Belching
10. Body Odor
11. Brooding
12. Casting Requirements
13. Change Skin Color
14. Chills
15. Continual Smiling
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17. Double Vision
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19. Filthiness
20. Floral Hair
21. Forgetfulness
22. Generosity
23. Greed
24. Hair Growth
25. Halitosis
26. Hiccuping
27. Insatiable Appetite
28. Insatiable Thirst
29. Insomnia
30. Itching
31. Kleptomania
32. Lethargy
33. Metal allergy
34. Myopia
35. Narcissism
36. Nausea
37. Pathological Lying
38. Profuse Sweating
39. Serpent Hand
40. Serpent Hair
41. Shaking
42. Slurred Speech
43. Smoldering
44. Sneezing
45. Spike Growth
46. Stumbling
47. Truth
48. Uncontrollable Laughter

49. Unintentional Insult
50. Vulgarly
51. Wart Growth
52. Weariness
53. Weight Gain
54. Weight Loss
55. Whistling

EFFECT EXPLANATIONS

Adherence: The subject becomes very sticky. Items touched adhere to the fingers, preventing the use of material components. Alcohol topically applied can negate this effect for several rounds. The subject can pull away from solidly anchored objects with successful Strength check. The caster can affect either the victim's whole body or just part of it.

Animal Features: This curse causes the subject's features (ears, nose, etc.) to become animal-like. Which animal's features are gained is entirely up to the caster.

Appendage Growth: One of the victim's appendages grows to a disproportionate size.

Appendage Shrinkage: This curse effect is the opposite of appendage growth.

Arthritis: The victim suffers from painful arthritis. The Dexterity is reduced by 2 and somatic gestures are 25% likely to fail.

Babbling: The cursed individual constantly talks and chatters unable to remain silent for more than a moment. This causes a 25% chance of spell failure.

Baldness: In addition to affecting the subject, this can also be cast to cause those around the cursed one for any great length of time to suffer baldness as well.

Barkskin: The subject's skin takes on the texture and appearance of tree bark, increasing base Armor Class to 6. Fire saving throws are at a -2 penalty and fire-based damage is increased +2 per die of damage.

Belching: Uncontrollable belching causes a 25% chance of spell failure while casting, and likewise reduces any chance to Move Silently or be quiet.

Body Odor: The subject develops a repugnant body odor, lowering Charisma by 2 points.

Brooding: The victim is continually downcast, lowering Charisma by 2 points.

Casting Requirements: This establishes a short action (dancing a jig, knocking on wood, etc.) that a spellcaster must perform before or during spell casting for the spell to be effective. (The DM might require the player to actually perform the action).

Change Skin Color: The subject's skin changes to any hue of the caster's choice.

Chills: The subject suffers chills as with a fever, lowering reaction time and dropping overall Dexterity by 2 points.

Continual Smiling: While not seeming much of a curse, this can result in many a skirmish. Many will be offended by the subject's constant grin.

Dancing: The subject breaks into a dance, jig, or caper at the most inopportune moments. Armor Class and saving throws have a -2 penalty, while spellcasting has a 20% chance of spell failure.

Double Vision: The subject makes attack rolls at a -2 penalty; effective Dexterity is lowered by 2 points.

Elasticity: The subject can stretch his body beyond its normal shape. Unfortunately, the body takes 1d4 hours to return to its normal shape, during which time Dexterity is reduced by 4 points.

Filthiness: The subject remains dirty no matter how many baths are taken. This filthiness extends to the clothing as well. Charisma is reduced by 2 points.

Floral Hair: The subject's hair becomes like weeds, grass, twigs, and flowers. While possibly improving the reaction of woodland creatures, it otherwise lowers Charisma by 2 points.

Forgetfulness: Lapses of memory triggered by certain events or contact with particular objects or creatures incur a 25% chance of spell failure. The effects on nonspellcasters is determined by the DM.

Generosity: The subject feels an irresistible need to give away everything of value that he owns.

Greed: The subject covets anything of value that anyone else owns. Often this leads to theft.

Hair Growth: The subject is beset by rapid uncontrollable hair growth. The caster can choose to make this over the entire body or just the head.

Halitosis: The subject develops breath so foul that all within 10 feet have a -2 penalty to attacks and a 20% chance of spell failure.

Hiccuping: This increases chances of spell failure by 25%. It is otherwise similar to *belching*.

Insatiable Appetite: The subject can't satisfy feelings of overwhelming hunger and suffers a -2 penalty to all actions when uneaten food is present.

Insatiable Thirst: This curse has the same effect as *insatiable hunger* except that it causes a thirst that cannot be quenched.

Insomnia: The subject is always tired, and has a 25% chance of spell failure during casting.

Itching: The caster chooses whether this is non-

stop itching or triggered by an event or stress. The subject's Dexterity and attack rolls are reduced by 2, and any spellcasting is 25% likely to fail.

Kleptomania: The subject has an irresistible urge to pilfer from others (if not a thief, he won't be very good at it).

Lethargy: The subject suffers extreme drowsiness either all the time or when under stress. Dexterity and attack rolls are reduced by 2, and any spellcasting is 25% likely to fail.

Metal Allergy: Every time the subject touches metal, his hand breaks out in hives and blisters. This gives a -2 (or -10%) penalty to any activity requiring the use of the hands.

Myopia (extreme near-sightedness): The subject has a -2 penalty to missile attacks and uses the grenade-like missile table to determine the center of area attacks.

Narcissism: The subject becomes extremely vain, and quick to point out his own looks to everyone, while pointing out their flaws. Those spending any time around the subject react as if his Charisma was 2 points lower than normal.

Nausea: This arises when conditions set by the caster are met (for example, entering a small room meeting a dwarf etc.). Attack rolls are at a -2 penalty and spellcasting failure is 25% likely.

Pathological Lying: No explanation is necessary to portray what an inability to tell the truth can cause.

Profuse Sweating: While not causing any detrimental effects of a physical nature, this curse might have deleterious effects on Charisma. It might also make the hands slippery at inopportune times.

Serpent Hair: The subject can be mistaken for a medusa by others who may be prone to attack first and examine the corpse later. The subject's hair changes into locks of living serpents. These snakes are indeed poisonous to all but the victim, making them hazardous to those who are close to him.

Serpent Hand: One or both of the victim's hands becomes the maw of a living poisonous snake. The type of snake is decided by the caster of the curse. The snakes cannot harm the victim, but are not under his control, attacking any else who ventures too close.

Shaking: Body spasms reduce the subject's Dexterity and attack rolls by 2 points and cause a 25% chance for error in casting spells with a somatic portion.

Slurred Speech: Aside from making the subject hard to understand, a spellcaster has a 25% chance of spell failure if the spell has a verbal component.

Smoldering: The subject constantly emits smoke from his skin and hair. This can cause some visual impairment, reducing attack rolls by 2 points and causing errors in distance judgment for spell casting. Furthermore, anyone suffering from this curse has no chance of going undetected unless he is standing downwind in a gale.

Sneezing: Sneezing fits occur when a particular event happens or the subject is under stress, causing a 25% chance of spell failure during casting.

Spike Growth: Once cursed, the subject sprouts spikes all over his body. While the spikes are no danger to the accursed, they can cause serious damage to clothing and to others (1d4 points of damage per spike).

Stumbling: This affects Dexterity with regard to movement. Any walking or running requires a successful Dexterity check at a -2 penalty to avoid tripping over one's own feet. This is in addition to a general penalty of -2 to the effective Dexterity score.

Truth: This is the opposite of pathological lying.

Uncontrollable Laughter: Many people find being laughed at insulting. This can have serious repercussions when the accursed laughs at the wrong persons in the wrong places.

Unintentional Insulting: The cursed individual has no control over his tongue when around others. It usually only takes a few curse-inspired insults to cause major problems.

Vulgarity: Insults can be forthcoming with this curse but unlike the unintentional insulting curse, profanity is uttered in some form with every breath.

Wart Growth: The cursed person becomes covered from head to toes with warts. This reduces Charisma by 4 points.

Weariness: The accursed individual is always tired. This causes a -2 penalty to attack rolls. Furthermore, this curse reduces Constitution by 2 points. This makes wearing armor or equally heavy objects for long periods of time nearly impossible.

Weight Gain: The subject immediately begins to gain weight at a rate of 5 pounds per day. The curse ultimately adds 100 pounds to the subject's original weight. Of course, clothing and armor no longer fit.

Weight Loss: The exact opposite of *weight gain*. However, the subject's weight is not reduced below 1% of the original weight.

Whistling: This curse appears at random times.

When it does it has a 25% chance not only of interrupting the subject's spellcasting, but also of interrupting the spellcasting of those in the immediate vicinity. It also makes hiding difficult.



Bind Fetish

(Enchantment/Charm)

Sphere: Summoning

Level: 3

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 fetish spirit

Saving Throw: Neg.

This spell permanently binds a fetish spirit to a solid object—thereafter also called a fetish. The object must be fashioned from wood, bone, pottery, or rock by a skilled craftsman (in other words, someone with the appropriate nonweapon proficiency), and may be a figurine, wand, neck-

lace, or other thing: what is important is that the fetish feels at home in the object, which means—since they are usually cruel and nasty creatures—that it must look disturbing or otherwise unpleasant.

The caster holds the object and casts the spell, but the fetish spirit is allowed a saving throw vs. spell. Success means it can attack the caster. Provided that the fetish spirit feels at home in the new fetish object, it remains until the object is broken or it is expelled by magic; if it does not feel at ease (because the object is inappropriate), it makes repeated subsequent escape attempts.

Only one fetish spirit can dwell in a fetish object. There is no limit to the number of fetish objects a shaman can create.

Notes: Uncommon for shamans.

Bind Guardian

(Enchantment/Charm)

Sphere: Summoning

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Permanent

Area of Effect: Special

Saving Throw: Neg.



This spell is used to bind a guardian spirit to a new site or to a physical object. The spirit gets a saving throw vs. spell to resist. A successful save means the spirit remains free and can attack the shaman.

If the spirit is currently guarding a particular place, the shaman can bind it into a bone (which must be at least as old as the spirit—tricky if the spirit has been there for several centuries). As long as the shaman carries that bone, the guardian spirit can be called once per week to defend the shaman for up to a turn. The guardian will not otherwise obey any commands. Only the casting shaman can use the bone in this way.

The spell can also be used to reset the spirit—taking it from the bone and placing it as a guard over a new site specified by the caster. The new location can be no more than one hundred yards across, and must be a fixed, static area with clear boundaries. Movable objects like tents and chariots cannot have guardian spirits set over them. In open areas, a boundary must be defined with a fence, ditches, or something similar. If the new site has no clear perimeter, or if the boundary is de-

stroyed, the spirit guards only an area 15 feet across in the very center.

When the spirit is removed from the bone to be set at a new site, the bone crumbles away.

Notes: Uncommon for shamans.

Bird Call

See call animal or bird.

Bird Of Prey — Old Empire

(Invocation/Evocation)

Sphere: Combat

Level: 3

Range: 60 yds. + 10 yds./level

Components: V, S

Casting Time: 6

Duration: 2 rds./level

Area of Effect: 1 creature

Saving Throw: None

This spell creates a hawk-shaped region of force that hovers above the targeted creature. Every second round, beginning the round after the spell is cast, the *bird of prey* dives down upon that creature, attacking with a +3 initiative bonus over the initiative rolled by its caster and priest's base THAC0 with a +2 bonus. Thus, if the casting priest has an initiative of 5 and a THAC0 of 16, the *bird of prey* has an initiative of 2 and a THAC0 of 14.

A *bird of prey* that strikes inflicts 2d4+2 points of damage. Whether it hits or misses, it immediately circles upward and prepares for another attack until the spell effect expires. When possible, the *bird of prey* climbs to 30 to 40 feet above the caster (though such a height is not necessary for the spell to function).

The target creature cannot be changed once the spell is cast; however, the priest need not concentrate to maintain the effect. The target creature need only be in range when the spell is cast; the *bird of prey* pursues its target. Invisibility offers no protection, assuming the spellcaster could detect the target while casting.

While a *bird of prey* can be perceived as a hawk-shaped shimmering region by those who look carefully, attacks against it have no effect. Only a *dispel magic* or similar spell affects a *bird of prey*, ending it immediately. Otherwise, the only way to escape is to employ *blink*, *dimension door*, *teleport*, or similar form of travel. If the target creature escapes in this fashion, the *bird of prey* immediately dissipates. A *shield* spell, while in

effect, causes a *bird of prey* to miss automatically.

Notes: Granted by the Mulhorandi god Anhur of the FORGOTTEN REALMS setting.

Biting Shadow

(Invocation/Evocation)

Sphere: Combat, Protection

Level: 7

Range: 30 yds.

Components: V, S

Casting Time: 1 rd.

Duration: 6 rds.

Area of Effect: Up to twelve 10 × 10-ft. cubes

Saving Throw: ½

A more powerful version of the *slicing shadow* spell, this spell creates a smoky cloud in which spectral dark mouths lined with glittering black fangs appear and disappear. These have only momentary solidity, yet they bite as if they were very powerful, very real creatures.

A *biting shadow* moves as the caster desires, drifting at MV Fl 12 (MC: E). It can change direction only at the end of a round (once per round), but can move horizontally, vertically, or in any combination of vectors. The cloud holds its shape when coming into contact with walls and other large solid objects (that is, it does not spread out along the wall or become smaller, but the sliced-off or missing portion vanishes into extra-dimensional space, reappearing as the cloud moves away from the obstacle). Note that if the cloud strikes a solid wall without a break (or broken only by a snugly fitting closed door) it does not intrude into any room or space beyond, but if the wall is pierced by an open door, window, or other gap or hole, the cloud retains its shape and moves through the areas on both sides of the wall.

The biting cloud affects only living creatures and undead; it does not bite tapestries, hanging lamps, or other solid, nonliving objects, no matter how delicate they may be. Any being except the caster who comes into contact with a *biting shadow* suffers 6d6 points of damage per round. A saving throw vs. spell for half damage is allowed, and is made every round the being is in contact with the cloud. The caster can move and act freely within the cloud without harm.

The caster can choose what volume of area to affect with the spell (up to the maximum) and can end the spell early if desired.

Notes: Granted by the Mask, god of thieves of

the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Black Cairn

(Divination)

Sphere: Cosmos

Level: 2

Range: 1 mi./level radius

Components: V, S, M

Casting Time: 1 hr.

Duration: Special

Area of Effect: Special

Saving Throw: None



After this spell is cast, the priest knows the location of a corpse (animal or otherwise). The priest must first find stones, each one bigger than a fist. He stacks them in a small pile, or *cairn*, and sits and stares at the blackness of the stones until he receives a vision of the corpse's location. If the caster has an item belonging to the corpse, the casting time is reduced by half. Templars and druids can cast this spell, elemental and para-elemental clerics can not.

Notes: Uncommon for templars and druids in the DARK SUN setting.

Black Talon

(Alteration, Necromancy)

Sphere: Necromantic

Level: 2

Range: 0

Components: V, S

Casting Time: 5

Duration: 1 rd./level

Area of Effect: 1 of the caster's arms

Saving Throw: Special

This spell temporarily transforms the caster's arm into a retractable, rubbery appendage that can be extended up to 10 feet and used to strike at foes with a +1 bonus to normal attack rolls. The arm ends in a taloned claw that rakes foes for 1d4 points of physical damage, plus 1d4 points of unearthly magical cold damage (2d4 points total). Undead creatures are unaffected by the chilling damage. Other creatures struck are allowed a saving throw vs. spell to take only half the chilling damage.

While his or her arm is transformed, the priest is unable to work spells requiring somatic components.

Notes: Granted by the evil god Cyric in the FORGOTTEN REALMS setting.

Blackhand**(Abjuration)****Sphere:** Combat

Level: 3

Range: 60 yds.

Components: S, M

Casting Time: 6

Duration: Concentration + Special

Area of Effect: 1 creature/round

Saving Throw: None or 1/2

This spell negates the effect of *protection from evil* spells, including the 10-foot-radius version, and can suppress the *aura of protection* paladins exert. When casting the spell, the priest's hands become enveloped in a black aura. Each round thereafter, while the priest maintains concentration, he can point his hands at one target creature within the range. If that creature is in any way protected by *protection from evil*, the effect is canceled.

A paladin making a successful saving throw vs. spell has his personal protection aura canceled for 1 round per 2 levels of the priest casting *blackhand* (round fractions down). If the paladin fails this saving throw, his aura is canceled for 2 rounds per level of the priest. These durations also apply to a *protection from evil* effect generated by a magical item of any sort. If a creature within the area of a *protection from evil 10' radius* spell is affected by a *blackhand* spell, but has not actually cast the protection spell, other creatures within the radius of protection are unaffected.

Notes: Granted by Iuz the Evil of the WORLD OF GREYHAWK setting.

Blacklight**(Alteration)****Sphere:** Combat, Sun

Level: 3

Range: 10 yds./level

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 20-ft. radius

Saving Throw: Special

Upon casting this spell, the priest creates a stationary, temporary area of total darkness. The darkness is impenetrable to normal vision and infravision, but the caster can see, move, attack, and cast spells normally in the affected area. Each

round, others within the blacklit area are allowed a saving throw vs. spell at a -3 penalty. Those who succeed can see as the caster does for that round while those who fail are wrapped in total darkness. Creatures outside the sphere cannot see into it.

The illumination of normal and magical light is negated by the blacklight. Spells that depend on visual effects (such as illusions) do not function if the victim cannot see them.

Creatures within the blacklit area have a -4 penalty to attack rolls and saving throws and have their Armor Classes reduced by 4. Characters with the blind-fighting nonweapon proficiency are only penalized by -2 to their attack rolls and saving throws and have no penalty to their Armor Classes.

The caster of a *blacklight* spell can end it at will. The casting of *light*, *continual light*, or *dispel magic* specifically to counter this spell destroys the *blacklight* effect.

The material components of this spell are a piece of coal and the dried eyeball of any creature.

Notes: Granted by the god Ibrandul of the FORGOTTEN REALMS setting.

Blade Barrier**(Evocation)****Sphere:** Guardian, Creation

Level: 6

Range: 30 yds.

Components: V, S

Casting Time: 9

Duration: 3 rds./level

Area of Effect: 5 to 60 feet square

Saving Throw: Special

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

Notes: Common for clerics (PHB).

Bladebend — Drow**(Alteration)****Sphere: Combat**

Level: 5

Range: 70 ft.

Components: V, S, M

Casting Time: 8

Duration: Instantaneous

Area of Effect: 1 edged weapon

Saving Throw: None

Bladebend causes the blade of one unsheathed, edged weapon within range, mentally selected by the priest, to twist about to strike its bearer. Sentient, non-evil weapons are unaffected by this spell.

The weapon strikes with the base THACO of the caster, plus any bonuses or penalties inherent to the affected weapon. Once the attack is resolved, the affected weapon reverts to its normal state.

This spell has only recently been perfected by the clergy of the Masked Lord. Earlier attempts to mimic Vhaeraun's natural ability resulted in writhing weapons flying all about at random.

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

Notes: Granted by the drow god Vhaeraun.

Bladebless**(Necromantic)****Sphere: Healing**

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 nonmagical blade

Saving Throw: Special

By use of this spell, a priest heals a specific wound by bestowing a blessing on the weapon that caused it. This magic works only upon a nonmagical bladed weapon, which the priest must touch and hold as the blessing is intoned. Immediately upon this being done, the last wound caused by that blade, inflicted on a living thing within one turn per experience level of the priest, will instantly be fully and completely healed, even if the blade was poisoned, a disease conferred, or a limb or head was severed. Such healing occurs even if

the affected creature is several planes distant at the casting of the *bladebless* and if death occurred due to a failed system shock roll or poison saving throw, then life is restored. (If death was due to cumulative hit point loss, life is not restored; nor will this magic heal other wounds upon the victim's body.) The healed creature need not ever be seen, touched, or even known to the priest. If such a wound has already healed, it is unaffected, and the *bladebless* magic is lost.

The material components for this spell are the weapon in question, the priest's holy symbol, and a drop of the priest's own blood.

Notes: Granted by Tempus, war god of the FORGOTTEN REALMS setting.

Bladedance — Drow**(Conjuration/Summoning)****Sphere: Combat**

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 1 bladed weapon

Saving Throw: None

This spell enables a single bladed melee weapon touched by the caster to animate and attack a chosen creature. The spell confers only the ability to move and fight, it does not confer any other magical abilities or properties. If at any time, the blade and the caster are separated by more than 60 feet, the spell ends and the weapon falls to the ground.

Any time after the spell is cast, the bladed weapon can be cast into the air by the priest and commanded to attack. The weapon flies toward the target creature by the most direct route. It attacks any creature that tries to block its way. If left to itself, it will fight its way to the intended target through all opposition; however, the caster can, at will, take direct control of its flight, its positioning, and its attack. Doing so requires full concentration on the weapon for the entire round, otherwise the blade attacks on its own.

The weapon attacks once per round, as if wielded by the caster. If *bladedance* is cast on a magical weapon that has powers activated by the wielder (such as the *radiance* effect of a *sunblade*), the caster must concentrate on the blade in order to use them. The dancing weapon does not take normal melee damage, but any attack that



might destroy the weapon under normal circumstances can affect it and, of course, the *bladedance* is subject to dispelling. If the weapon is engaged in nonlethal combat, it defends as if it was the caster. While the blade is acting on its own, the caster can take any other actions: discharging missiles, spell-casting, melee, and so on.

At 5th level, the priest can cast *bladedance* on any size S bladed melee weapon. At 7th level, the priest can cast the spell on a size S or M bladed melee weapon. At 9th level, a size S, M, or L bladed melee weapon can be affected.

The material component is the priest's holy symbol, which is touched to the weapon.

Notes: Granted by the drow goddess Eilistraee.

Blaenther's Bowls

(Alteration)

Sphere: Summoning

Level: 5

Range: 20 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: Special

This spell teleports small nonliving items placed on one surface to another. It creates a dimensional linkage between the two surfaces, each of which must be smaller in surface area than the caster's body and separated by no more than 100 feet per level of the caster after the spell is cast. (The surfaces must be within 20 yards when the spell is first cast.) The caster must have touched both surfaces with his or her bare flesh at some time before the spell is cast.

Items to be transported must fit totally on or within the enchanted surfaces. Each surface can send one item per round to the other, and a particular *Blaenther's bowls* spell can send an item only one way; it must be picked up and set down again on the destination surface to return to its origination surface. When dealing with a sequence of items to be transported, the first item to be placed on a surface is transported first. If many items are on a surface, the one that has been there longest is transported before the others; for items with identical seniority, randomly determine which moves first. Items that are too large are not sent, nor are those held by a living or dead being. Living or undead substances touching the linked surfaces are not sent. Either linked surface can be moved without breaking the magic, so long as the two never part more than 100 feet per caster level.

This spell was devised long ago by Blaenther Oldryn, a priest of Waukeen. Blaenther used this spell as most priests do today: to whisk coin offerings from a bowl to an inner area and to send scrolls, weapons, and needed items to clergy members stationed by the bowl as requested (by prewritten notes dropped into the bowl or by signal gongs).

The material components are a pinch of gold dust, a spiral of fine wire, and a carved ivory or bone arrow of any size with arrowheads at both ends.

Notes: Granted by the goddess Waukeen of the FORGOTTEN REALMS setting.

Blast of Pain

(Alteration, Evocation, Necromancy)

Sphere: Combat, Necromantic

Level: 5

Range: 10 yds./level

Components: V, S

Casting Time: 5

Duration: 4 rds.

Area of Effect: 1 creature

Saving Throw: Special

This spell incapacitates and inflicts damage on a target creature for up to four rounds. Creatures above 10 Hit Dice or levels are more resistant to its effects. The casting creates a beam of smoky gray radiance that streaks unerringly from the priest to a single chosen target creature, which must be within view and range of the caster as casting begins. The target creature must make a saving throw vs. spell at a -5 penalty. If the saving throw is successful, the creature is overwhelmed by pain for one round (slowing its movement by half, adding 3 to all casting times, and forcing it to make all attack rolls at a -2 penalty) and suffers 1d4+1 points of damage to its nervous system; it is then free of the spell.

If the saving throw is failed, the creature suffers 1 point of damage per level of the caster and is stunned and writhing helplessly in pain for the remainder of the current round and the following round (which is the second round of the spell). While in such pain, no spellcasting or coherent thought is possible. The creature drops or flings away all held items and moves at random. It can make no deliberate attacks, and its awareness of its surroundings is blotted out.

At the beginning third round of the spell, the creature is allowed a saving throw vs. spell, this time at a -4 penalty. If successful, it suffers 1d4+1 points of damage and is then free of the spell. If it fails, another 1 point of damage per level of the caster is taken, and the creature continues to be stunned and to writhe helplessly.

At the beginning of the fourth round of the spell, the creature is allowed a saving throw vs. spell at a -3 penalty. If successful, it suffers 1d4+1 points of damage and is freed from the spell. If the saving throw is failed, another 1 point of damage per level of the caster is taken, and the creature is stunned and writhes helplessly until the end of the round, when the spell ends.

Creatures above 10th level or possessing more

than 10 Hit Dice gain a +1 bonus to all saving throws related to a *blast of pain* per level or Hit Die above 10. Creatures who have no nervous systems or are immune to pain are immune to this spell.

Notes: Granted by Ilmater, the One Who Endures, of the FORGOTTEN REALMS setting.

Blazing Sword — Halfling

(Evocation)

Sphere: Combat

Level: 4

Range: 0

Components: V, S, M

Casting Time: 1

Duration: 1 rd. or 4 rd. + 1 rd./level above 7th

Area of Effect: Caster's melee weapon

Saving Throw: None

When this spell is cast on the priest's melee weapon, it creates a bright sparkling silver glow. The spell has two versions; the caster chooses one when the spell is cast.

A) Great Blow: The round following the casting, the weapon has a +3 bonus to hit and a +5 bonus to damage for its first blow. It can affect creatures hit only by +3 or better magical weapons. If the attack misses, the magic is wasted.

B) Blazing Sword: The weapon becomes +1 to hit and +2 to damage. This lasts for four rounds plus one round per experience level of the caster over 7th. The weapon can strike creatures hit only by +1 or better magical weapons.

When either version of the spell expires, the weapon must make a successful item saving throw vs. crushing blow or be ruined. A weapon with 10 gp or more of silver in the weapon or its hilt or decoration, receives a +2 bonus to the saving throw.

The material component is a pinch of sulphur, which is tossed upon the weapon.

Notes: Granted by the halfling god Arvoreen the Defender.

Bless**(Conjuration/Summoning)****Reversible****Sphere: All**

Level: 1

Range: 60 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 6 rds.

Area of Effect: 50-foot cube

Saving Throw: None

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

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

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

This spell can be reversed by the priest to a *curse* spell that, when cast upon enemy creatures, lowers their morale and attack rolls by -1. The *curse* requires the sprinkling of unholy water.

Notes: Common for all priests (*PHB*).

Blessed Abundance**(Conjuration)****Sphere: Creation**

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Permanent

Area of Effect: 1 cu. ft./level

Saving Throw: None

This spell allows a priest to duplicate 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 material to be duplicated must be equal to or less than 1 cubic foot in size or volume. The caster can create 1 cubic foot of material per experience level. 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.

Notes: Uncommon for clerics (*ToM*).

Blessed Craftsmanship — Dwarf
(Enchantment/Charm)**Sphere: Creation**

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 craftsman and 1 item

Saving Throw: None

This enchantment augments the recipient's skills while working on a particular project. While the *blessed craftsmanship* is temporary, the item worked on is permanently enhanced.

The recipient of this spell can work only on the object selected, a minimum of 8 hours per day, with no significant interruption. The spell adds a +3 bonus to the nonweapon proficiency check for any artisan nonweapon proficiency. This bonus increases the chance that an object of quality is created. A roll of "20" is still a failure, however. Examples of applicable nonweapon proficiencies include armorer, blacksmithing, carpentry, gem cutting, leatherworking, pottery, stone masonry, weaponsmithing and weaving.

The material components are the priest's holy symbol and the materials and tools to be used in the craft project, all of which must be touched by the priest during the casting.

Notes: Granted by the dwarven craft god Laduguer.

Blessed Forgetfulness — Archon

(Alteration, Enchantment/Charm)

Reversible

Sphere: Necromantic, Thought

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: Neg.

The archon-created magic (found only on Mount Celestia) of *blessed forgetfulness* serves a high purpose: to ease scarred and injured minds. *Blessed forgetfulness* negates the injurious effects of failed fear or horror checks, and removes any madness suffered from contact with the howling winds of Pandemonium or the terrors of the Abyss. It does not cure the effects of magically induced insanity or *feblemind*, however.

The material component is a few drops of holy water, sprinkled on the recipient.

The reverse form, *winged memory*, restores the memories of any creature affected by the rivers



Lethe or Styx. It also restores memories lost to *forget* or *touch of the Styx* spells. If used on a spell-casting creature with no memory loss, it restores a single, previously cast spell of 1st or 2nd level to the recipient's mind. The priest cannot use this effect on himself. The material component is the same as for the other form of the spell.

Notes: Rare for planar priests. Unlikely to be learned except by visiting the Outer Planes.

Blessed Warmth

(Alteration)

Sphere: Sun

Level: 4

Range: Touch

Components: V, S

Casting Time: 4

Duration: 1 rd./level

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 can be created to protect another creature, which must be standing within 3 feet of the priest. Thus, a 10th-level priest could protect four other creatures in a 3-foot radius.

Notes: Uncommon for clerics (*ToM*).

Blessed Watchfulness

(Alteration)

Sphere: Guardian

Level: 1

Range: Touch

Components: V, S

Casting Time: 4

Duration: 4 hrs. + 1 hr./level

Area of Effect: Creature touched

Saving Throw: None

By casting this spell, the priest confers exceptional powers of observation and alertness upon 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, and is surprised only on a roll



of 1. The creature resists *sleep* spells and similar magic as if 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.

Notes: Uncommon for clerics (*ToM*). Granted by the dwarven god Gorm Gulthyn. Granted by the gnome god Gaerdal Ironhand. Granted by the halfling god Arvoreen the Defender.

Blessing of Vhaeraun — Drow

(Conjuration/Summoning)

Sphere: Combat

Level: 2

Range: Touch

Components: V, S

Casting Time: 5

Duration: Special (1 turn maximum)

Area of Effect: Creature touched

Saving Throw: None

This spell enables the recipient to use once any single thief skill or single weapon attack at a +15% ability bonus or a +3 attack bonus. Any damage caused by this action (harmful or beneficial to the recipient) is the maximum possible on a 1d8 roll of 1–6; otherwise, determine damage normally. The attack bonus does not make the attack magical. The spell lasts for up to 1 turn, or until the single skill use or attack is attempted. When the aid granted by the spell is used, the spell recipient must state so aloud before making the skill check or attack roll. The latent bonus granted by the spell dissipates unused if a successful *dispel magic* is cast on the recipient before the blessing is used.

Notes: Granted by the drow god Vhaeraun.

Blessing, Éla's

See Éla's blessing.

Blessing, Talona's

See Talona's blessing.

Blight

Reversed form, blossom. This form is used by evil priests.

Bliss

(Enchantment/Charm)

Sphere: Charm

Level: 2

Range: 5 yds./level

Components: S

Casting Time: 5

Duration: 4 rds.

Area of Effect: 1 creature

Saving Throw: Neg.

This spell causes a single being who fails a saving throw vs. spell to be lost in a trance of intense pleasure and happiness. The sensation is felt so acutely that the creature fails to notice the rest of the world, approaching danger, or pain. A blissful being wanders aimlessly about, smiling in a dazed fashion and dropping any items it is holding or wielding.

The saving throw vs. the spell is normal if the target creature has the same level or Hit Dice as the caster. There is a –1 penalty per Hit Die or level the caster has more than the target creature, and a +1 bonus per Hit Die or level the caster has less than the target creature.

Those affected by this spell cannot perform any deliberate task, attack, or defend themselves—even if wounded during their blissful state. A creature affected by a *bliss* spell is immune to other *bliss* spells for one day plus one hour per point of Constitution it has.

Blissful beings are not affected by *hypnosis* or any attempts (magical or psionic) to control or influence their minds (for example, *charm person* spells).

Notes: Granted by the goddess Lliira, Mistress of Revels, of the FORGOTTEN REALMS setting.

Blistering Rays

Reversed form, merciful shadows.

Blood Bank

(Enchantment)

Sphere: Guardian

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 1 wk./level

Area of Effect: 1 individual

Saving Throw: Neg.



By use of this spell, a priest can transfer a individual's bloodline and blood abilities into a magical container. The container must be at least the size of a man's hand and must have a material cost of at least 500 gp. The scion may be a willing participant in this spell, but the spell can be cast on an unwilling subject. A scion that resists is allowed a saving throw vs. death magic with a +1 bonus for every 10 points of bloodline strength.

Once the bloodline is transferred, the scion can access the bloodline by placing himself in contact with the container. This also grants access to any accumulated Regency Points (RP), and the character can collect and spend RP normally.

If the scion and the container are separated by more than 10 feet, the bloodline is rendered inert for as long as they remain apart. If the scion is a regent, he cannot perform domain actions, collect RP, or spend RP while separated from his bloodline. The character is treated in all ways as if unblooded. This can prevent a true wizard from casting spells.

If the container is broken or seriously damaged (a metal vessel might be crushed flat, for example) but remains within 10 feet of the regent, the bloodline immediately reverts to its owner and the spell is broken. If the container is broken or seriously damaged at a distance of more than 10 feet from the scion, the bloodline and regency are lost forever.

When the spell's duration elapses, the magic of the *blood bank* spell transfers the bloodline back to the scion if he is within one mile of the container. If the scion is more than one mile from the vessel, the bloodline and regency are lost forever.

No known magic can transfer a bloodline from a container into another individual while the scion lives. Bloodtheft is impossible while a bloodline is banked; if the regent dies by any means (including *tighmaevril*) while the bloodline resides within the vessel, it is immediately transferred to a designated heir. Without an heir, the land chooses the recipient of the bloodline.

The material components are a lock of the scion's hair, a handful of dirt from his domain (if a regent) or homeland (if a nonregent), and a garnet worth 100 gp.

Notes: Uncommon for priests from Cerilia, the BIRTHRIGHT setting; virtually unknown elsewhere.

Blood Bond

(Enchantment)

Sphere: Combat

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 5 rds./level

Area of Effect: Two individuals

Saving Throw: Neg.



Despite its name, *blood bond* has no effect on bloodlines. Rather, it is an infamous spell that was once granted to Azrai's followers and, eventually, to Belinik's. Now, war priests all over Cerilia have learned its power.

The spell, which links the health of those joined, is cast on two individuals simultaneously. Both are allowed a saving throw vs. spell, but willing participants can forego the saving throw if they wish. If either saving throw succeeds, the spell fails.

Blood bond links the health of the two individuals. When one suffers damage, both split the points of damage (if the damage is an odd number, the one actually struck takes the extra point). If either of the two individuals dies, the spell ends. The shared effect applies only to hit points—it does not apply to actual burns, acid damage, etc. A character struck by a *fireball*, for example, would roll his saving throw to determine full or half damage, then divide the damage between the two bonded characters. The second character would not receive a saving throw, but also would not suffer burns and would not have to roll saving throws for items.

Vos war priests commonly cast this spell on one Vos warrior and one prisoner, effectively doubling the damage the warrior can take in battle, assuming the prisoner survives the trauma. The bonded individuals share damage regardless of distance between the two.

Non-evil priests normally cast this spell only on two willing comrades. Paladins of Haelyn often use *blood bond* to fortify their own shield brothers in battle.

The material components are the priest's holy symbol and a length of red silk ribbon.

Notes: Common for priests from Cerilia, the BIRTHRIGHT setting.

Blood Link

(Necromantic)

Sphere: Necromantic

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: 1 sentient creature

Saving Throw: Neg.

A *blood link* enables a caster to drain another sentient creature of the 1-point Constitution loss involved in casting a *permanency*-related magic. This spell can be used only in conjunction with a *permanency* wizard spell or a *permanency* prayer priest spell. It must be cast within 1 turn preceding either of these spells to have any effect at all.

The caster must touch the target creature. If the creature is able to move, hostile, or suspicious, a successful attack roll is required. An unwitting or unwilling creature is allowed saving throw vs. spell to break a *blood link*, avoiding the Constitution loss.

The use of this spell is not a good act; good- and neutral-aligned casters imperil their standing unless divine commands or other circumstances mitigate the spell's use (such as a willing worshiper of the same faith, or a loved one desiring to make the sacrifice for the spellcaster). The DM adjudicates such situations.

The material components of this spell are a short length of chain carved from zalantar wood, a drop of blood, a drop of holy water, and a drop of unholy water.

Notes: Rare spell from the FORGOTTEN REALMS setting.

Blood Lust

(Enchantment/Charm)

Sphere: Charm

Level: 2

Range: Touch

Components: V, S

Casting Time: 5

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

This spell gives the recipient a morale of 20, immunity to all forms of *fear*, freedom from the

adverse effects of pain and nausea (the causes of these sensations will still affect the being governed by *blood lust*, but shuddering or other results of the pain and nausea will not), a heightened sense of smell, and the ability to track as a ranger (which functions without level-related modifiers). The effects of this spell are instant and banish any preexisting conditions in the recipient that the magic normally affects. The DM must adjudicate the effects of keener olfactory abilities. Typically, the spell allows identification of even faint smells at an increased range, but only if they are odors the being has previously encountered.

Notes: Granted by the evil god Malar the Beastlord of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Blood Mantle

(Alteration, Necromancy)

Sphere: Protection, Necromantic

Level: 4

Range: 0

Components: V, S, M

Casting Time: 7

Duration: 5 rds./level

Area of Effect: The caster

Saving Throw: None

This spell enshrouds the priest in a cloak of swirling blood-red droplets. This magical mantle seems to shimmer and swirl, even if there is no wind present, and moves to interpose itself between any attack and the priest. Any weapon used to strike the priest seems to strike an iron wall as the ferrous droplets momentarily coagulate to form a bulwark against the imminent attack.

While protected by a *blood mantle*, the spellcaster has a +3 bonus to Armor Class and a +3 saving throw bonus against fire and cold (magical and nonmagical). A *blood mantle* is particularly conductive to electrical attacks, however, and the wearer has a -3 penalty to saving throws vs. lightning and electricity (magical and nonmagical) while protected by this spell.

In addition, the caster can remove the *blood mantle* and hurl it up to 10 feet away to form a 10-foot-square curtain of droplets. Once it reaches its desired position and configuration (mentally selected by the spellcaster as the *blood mantle* is hurled), the curtain is immovable until the spell expires. In this form, the *blood mantle* acts as a

wall of iron identical to the barrier created by the 5th-level wizard spell *wall of iron* except that it is impervious to the attacks of rust monsters and similar corrosion attacks, is much smaller in area of effect, and is of limited duration.

The material components of this spell are a ruby or other red gemstone of at least 24 gp value and the priest's holy symbol.

Notes: Granted by Garagos the Reaver, a war god of the FORGOTTEN REALMS setting.

Blood Rage

(Enchantment/Charm)

Sphere: Combat

Level: 4

Range: 10 yds.

Components: V, S, M

Casting Time: 7

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

This spell imbues a living, sentient being with the battle rage and blood lust of a berserker. Although it can be cast on the spellcaster or his allies, many priests of the Reaver enjoy surreptitiously casting this spell on an opponent in a group of his friends and then quietly leaving the scene. All attacks by the target creature are made in a mad frenzy with no thought to tactics, personal risk, or the consequences of any action. Unlike a true berserker, the subject of a *blood rage* spell has no ability to tell friend from foe. While under this spell's effects, a creature frenetically attempts to shed the blood of any being it encounters, moving from one opponent to the next based on proximity and noticeability. (For example, the target of a *blood rage* spell would ignore a pixie 5 feet away in lieu of attacking an ogre 10 feet away, but if the ogre was 50 feet away, the pixie would be attacked first.) Aside from the situations mentioned below, a *blood rage* spell ends only when the subject goes three continuous rounds without a warm-blooded creature within 50 yards to attack.

Those in a *blood rage* receive a +1 bonus to attack rolls, a +3 bonus to damage, and 5 bonus hit points that are subtracted first when damage is suffered (and disappear when the spell ends if not used). While in a *blood rage*, beings have phenomenal resistance to pain and some forms of magic. They are immune to the wizard spells *charm person*, *friends*, *hypnotism*, *sleep*, *irritation*, *ray of enfeeblement*, *scare*, *geas*, and similar incan-

tations. They are immune to the priest spells *command*, *charm person or mammal*, *enthrall*, *cloak of bravery*, *symbol*, and similar magics. They receive a +4 bonus to saving throws against the wizard spells *blindness*, *Tasha's uncontrollable hideous laughter*, *hold person*, *charm monster*, and *confusion*, and the priest spells *hold person* and *hold animal*. The *emotion* spell has no effect unless the *fear* result is chosen. In that case, enraged beings who successfully save vs. spell are unaffected, but those who fail recover from the *blood rage* spell immediately. The effects of a *finger of death* spell, whether the saving throw is successful or not, are delayed until the *blood rage* ends.

Entering a *blood rage* has numerous disadvantages as well: Those affected have no real sense of how much damage they have taken (the DM keeps track of hit points, not any player). They cannot use ranged weapons and cannot take cover from ranged missile fire. Spells such as *bless*, *cure light wounds*, *aid*, *cure serious wounds*, *cure critical wounds*, *heal*, and *regenerate* are delayed from taking effect until after the *blood rage* ends. The *taunt* spell is automatically successful. At the *blood rage*'s conclusion, the subject automatically suffers from exhaustion—an effect identical to that of a *ray of enfeeblement* spell.

An unwilling creature is unaffected by the *blood rage* spell if a saving throw vs. spell is successful. The spell can be dispelled prematurely with a successful *dispel magic* or a spell or spell-like effect that removes mind-affecting magics. The *blood rage* spell has no effect on berserk berserkers, enraged dwarf battleragers, berserk bloodreavers, or other blood-crazed warriors who have already entered a state similar to that created by this spell.

The material components for this spell are a bloodstone or pieces of bloodstone and the priest's holy symbol.

Notes: Granted by Garagos the Reaver, a war god of the FORGOTTEN REALMS setting.

Bloodgloat

(Conjuration/Summoning, Necromancy)

Sphere: Necromantic

Level: 5

Range: 0

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: 30 yd. radius

Saving Throw: Special

This horrific spell permits the priest to convert a deadly triumph into magic effects baneful to his adversaries. It can be cast only on a round following the slaying of a sentient, genuine opponent in hand-to-hand combat by the priest.

On the round following this slaying, the priest touches the body of the slain enemy and exhales a cry of exultation. One effect of this cry is to establish a magical effect identical to a *prayer* spell in the area of effect of the *bloodgloat*. Also, creatures in the area of effect that are enemies of the priest suffer an additional -1 penalty to attack and damage rolls, saving throws, and morale unless they make a successful saving throw vs. spell. Finally, any creature hostile to the priest that fails its save by a margin of -6 or worse is subject to a magical effect identical to that of a *symbol of hopelessness*. Thus, if the creature requires a 13 to save and rolls 7 or less, it is affected by the *hopelessness* (such creatures turn back in dejection or surrender; the effect lasts for 3d4 turns).

The spell requires an immediately slain enemy as the spell focus.

Notes: Granted by Iuz the Evil of the WORLD OF GREYHAWK setting.

Blossom

(Necromantic)

Reversible

Sphere: Plant

Level: 6

Range: 30 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 vegetable object

Saving Throw: Special

The *blossom* spell causes any object of vegetable matter, living or non-living, to sprout leaves, buds, and blossoms. The effects produced are living, but if produced from a dead source (for example, making an oaken door sprout leaves and acorns), these growths eventually die from lack of sustenance. Living plants react normally to the new shoots and blossoms. A plant-based creature gains 1 hit point per Hit Die, up to its maximum limit, for a full week. *Blossom* can be very useful in aiding victims of starvation (one could produce immature wheat ears from straw).

The reverse of this spell, *blight*, causes any object of vegetable matter, to have its appendages

shrivel up and drop off. A solid object (for example, an oaken beam) is not affected. Any fruit, blooms, buds, leaves, and so forth are instantly destroyed. A plantlike creature, such as a shambling mound, must make a successful saving throw vs. death magic or take 6d4 points damage. *Blight* is extraordinarily useful against a yellow musk creeper (all its blossoms fall off harmlessly).

Notes: Very rare for druids and other nature priests. (Updated from *DRAGON Magazine*.)

Body Blades

(Alteration)

Sphere: Combat

Level: 2

Range: 0

Components: V, S, M

Casting Time: 5

Duration: 4 rds.

Area of Effect: The caster

Saving Throw: None

This spell causes many daggerlike blades to sprout from all surfaces of the caster's body. They appear to be metallic but are not actually metal (and are therefore unaffected by *heat metal* spells, magnetic attraction, and the like). They materialize through or out of any armor, gear, or clothing worn, but don't obscure the senses or affect Dexterity. Even if they grow from the face, vision is unimpaired; if they grow from the hands, spell-casting and the like is unimpeded; and if "sticking" into adjacent body parts, they do no damage and act as if they were mere illusions.) The blades never harm gear worn or carried by the caster.

To others, the spiny forest of blades augments the caster's Armor Class by 2 points, and inflicts harm as follows: If the caster charges, the blades impale for 1d4+2 points of damage. If the caster hugs, overbears, or drives a foe against a solid surface, such as a wall, damage is doubled (a successful attack roll, without bonuses, is required to manage such maneuvers).

If a caster with body blades is caught in a constricting situation (such as a closing door or compressing, moving wall), the blades halt the movement, preventing damage, though the caster will be wedged in tightly.

The material components are two shards of metal that each possess at least one sharp edge or point (bladed weapons can be used), and one shard of bone with at least one sharp edge or point (from any source).

Body Link

(Necromancy)
Sphere: Necromantic



Level: 7
Range: 0
Components: V, S, M
Casting Time: 1 rd.
Duration: Special
Area of Effect: The caster
Saving Throw: None

Using this spell, a priest can prevent death from decapitation or dismemberment. The spell links the parts of the caster's body, so that separation from the main body will not impair them in any way. For instance, a priest's head could be cut off yet still talk, or even eat, as if it were still attached to the caster's body; if an arm is cut off, the caster still has muscular control and can even wield weapons. If the head is cut off, the body falls limp unless the caster rolls a successful Wisdom check.

The base duration of the spell is one turn per caster level, during which time the spell sits passive, waiting to take effect. Once the head or any limb is cut off, the spell continues for one round per caster level. During this time, if the limb or head is placed back on the trunk, it immediately reattaches.

This prevents harm only from decapitation or dismemberment; other damage applies normally. Thus, while the spell is proof against beheading or *vorpals*, the caster can be killed by an accurate sword thrust. Also, since the body sometimes falls limp when the caster loses his head, it is a good idea to have a friend nearby to reattach the head before the spell's duration ends.

The material components of the *body link* spell are a pearl worth at least 500 gp, which is destroyed during casting, and a small amount of tree sap, which must be consumed by the caster.

Notes: Common for priests from an arabian setting; otherwise very rare.



Notes: Granted by the evil goddess Loviatar of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Body Clock

(Alteration)
Sphere: Time

Level: 4
Range: Touch
Components: V, S, M
Casting Time: 4
Duration: 1 hr./level
Area of Effect: Creature touched
Saving Throw: None

Body clock affects a subject in the following ways:

- The subject's need for sleep is reduced. Every hour a subject sleeps is as refreshing as 10 hours. Every two hours the subject sleeps during the spell restores hit points as 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.

Notes: Common for priests with major access to the sphere of Time.

Bolt of Glory

(Invocation/Evocation)

Sphere: Sun

Level: 6

Range: 20 yds.

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: ½

By casting this spell, the priest projects a bolt of energy from the Positive Material Plane against one creature. No attack roll is needed. A creature struck suffers varying damage, depending on its nature and home plane of existence.

Creature's Home Plane	Damage
Prime Material	5d6
Elemental, Outer Planes of Neutrality	5d4
Positive Material, Outer Planes of Good	None
Outer Planes of Evil, undead creatures	10d6
Negative Material	15d6



A saving throw vs. spell is allowed for half damage. For fiends, undead, and Negative Material Plane creatures, the saving throw has a -2 penalty.

The material component of this spell is a small amber rod banded with bronze.

Notes: Granted by Heironeous the Invincible, of the WORLD OF GREYHAWK setting, and by Torm, god of duty, of the FORGOTTEN REALMS setting.

Bone Bite

(Alteration, Evocation, Necromancy)

Sphere: Combat, Necromantic

Level: 2

Range: 5 yds./level

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: 1 bone or fragment

Saving Throw: None

This spell causes any bone or bone fragment to become a razor-sharp pair of jaws that bites any living being it strikes except the caster. The jaws either bite someone they are in contact with or someone they are thrown at and strike. The caster throws the bone jaws at his or her normal THAC0. The jaws bite once for 1d6+4 points of damage and remain attached, bony fangs clinging, as they transform into a second, arching pair of jaws on the next round that automatically strikes for an additional 1d4+2 points of damage. Undead are unaffected by this spell; *bone bite* jaws do not bite them.

Any amount of time can elapse between the casting of the spell and its biting attacks; a caster who fails to hit can pick up and throw the bone or fragment later, or leave it in a niche or corridor as a trap. The effect even functions underwater and so can be hidden in a pool or bucket of water. A priest can have no more undischarged *bone bite* spells than four times his or her level. Additional *bone bite* spells can be memorized, but fail to work when cast if they exceed the limit. *Bone bite* teeth can puncture armor, carapaces or bony plates, dragon hide, and all known nonmagical barriers and substances.

The material component of this spell is a bone or bone fragment.

Notes: Granted by the evil god Myrkul in the FORGOTTEN REALMS setting.

Bonechain**(Necromancy)****Sphere:** Necromantic

Level: 4

Range: Special

Components: V, S, M

Casting Time: 7

Duration: Special

Area of Effect: Special

Saving Throw: None

A *bonechain* spell causes a chain of skeletons under the caster's control to suddenly spring from scattered bones. It requires special preparation in the form of material components. For each link in the chain, the priest must have one bone from a deceased human or humanoid creature. Any bone can be employed, although tradition prefers finger or rib bones. Each bone must come from a separate creature; the spell fails the instant a second bone from the same creature is activated. The maximum number of bones usable in the spellcasting is equal to the priest's experience level. Each bone can be placed up to 20 feet from any other bone employed in the spell. A distance of greater than 20 feet negates the continuation of the *bonechain*.

When the spell is cast, at the point where each bone is placed, a skeleton springs up and will do the bidding of the priest casting the spell, automatically fighting the nearest enemy of the priest, if appropriate. Skeletons activate rapidly and sequentially from the bone nearest the caster outward, at the rate of 5 per round. Each activated skeleton has a minimum of 5 hit points, but is otherwise a normal animated skeleton. Concealed or covered bones might be used. Bones buried in earth, hidden in plasterwork or within wooden paneling, and so on, can spring forth as skeletons; bones buried below foot-thick marble slabs could not (the DM decides doubtful cases). Skeletons animated by a *bonechain* remain in existence until the dawn following the casting of the *bonechain* spell, unless destroyed earlier.

This spell was specifically developed to enable ambushes, with bones planted in the ground in a circle or column, and for protection, with ranks of bones hidden in alcoves, urns and the like along corridors and passages.

The material components for the spell are the bones employed and an unholy symbol of Iuz.

Notes: Granted by Iuz the Evil of the WORLD OF GREYHAWK setting.

Boneiron**(Enchantment)****Sphere:** Animal, Combat

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 5 rds./level

Area of Effect: Weapon(s) touched

Saving Throw: None



This lesser version of the 4th-level wizard spell *enchanted weapon* transforms bone weapons into their metal counterparts with regard to attack and damage capabilities. Any penalty for material strength is thus removed, and the weapon has no more chance of breaking than if it was iron. Multiple castings of the spell on a single weapon have no additional effect. If cast on a missile, the spell ends when the missile hits a target. The spell also can be used in the creation of permanent magical weapons of bone.

The material component for this spell is the tooth of a carnivorous animal.

Notes: Rare spell for shamans and other priests from savage settings.

Bonewood**(Alteration)****Sphere:** Plant, Combat

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 5 rds./level

Area of Effect: Weapon(s) touched

Saving Throw: None



This spell toughens crude wooden weapons to the equivalent of a bone counterpart. The weapons are also fireproof while the spell lasts. One large, one medium, or two small weapons can be affected by a single casting of this spell; missiles revert to normal upon hitting a target. Repeated castings on the same weapon provide no additional benefits.

Anyone wishing to create a permanently strengthened bone weapon must use *enchant item* and *permanency* spells as well. Aside from being fireproof, normal wooden weapons such as clubs and staves gain no additional benefit.

The material components for this spell are a 3-inch strip of wood and a bone of roughly equal length.

Notes: Rare spell for shamans and other priests from savage settings.

Boon of Fortune

(Alteration)

Sphere: Combat

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 7 rds.

Area of Effect: Creature touched

Saving Throw: None

This spell temporarily increases an adventurer's skills and abilities. While a *boon of fortune* is in effect, its recipient can wield an unfamiliar weapon as if proficient in its use. Also, the recipient has an attack and damage bonus of +2 for all weapons with which he is normally proficient (not unfamiliar weapons this spell grants temporary familiarity with). Further, the recipient has +2 bonus to all ability checks. Boons of fortune are only effective on bipedal land mammals (and not even on them when underwater). Once cast, the boon doesn't expire before its normal duration, unless magically countered, even if its caster no longer wishes the recipient to enjoy it.

It is considered sinful for a priest of Tymora to use this spell on himself, unless not doing so directly leads to a frustration of the aims of the goddess or causes immediate harm to her sacred property or faithful worshipers other than the caster.

The material component of a *boon of fortune* spell is a four-leaf clover (or, alternatively, a piece of amber of any size—but the use of this component reduces the duration of the spell to 6 rounds).

Notes: Granted by Tymora, goddess of luck of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Boon of Lathander

(Conjuration/Summoning)

Sphere: Combat

Level: 4

Range: Touch

Components: V, S

Casting Time: 7

Duration: 6 rds.

Area of Effect: Creature touched

Saving Throw: None

On the six rounds following the round of casting, the recipient receives an additional attack per round. Further, all attack rolls and saving throws have a +1 bonus. The recipient glows with a rose-red radiance during the time of augmented ability.

Notes: Granted by Lathander, Morninglord, of the FORGOTTEN REALMS setting.

Boon of the God

(Alteration, Necromancy)

Sphere: Combat, Healing

Level: 4

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: Special

Area of Effect: The caster

Saving Throw: None

This spell enables its caster to temporarily trade his sight for renewed vitality, and it is usually used by Tyrnan clergy only in desperate combat situations. As the last gesture of spellcasting is completed, the caster is instantly restored to unharmed condition, even if previously sorely wounded (hit points and ability scores are restored in full, missing limbs reappear, damaged organs function as if whole, and so on)—but the caster also goes blind. The *boon* lasts for only 6 rounds, and during that time the caster functions as if unharmed, without regard for additional, or even fatal, damage suffered during that time. No spell short of a *wish* spell affect the caster until the *boon* expires, such effects are delayed. When the spell expires, all previous damage returns, and any additional harm taken during the *boon* is applied to the caster.

The blinded caster suffers a +2 penalty to initiative rolls, a +4 penalty to Armor Class, a -4 penalty to attack rolls, and a -2 penalty to saving throws and proficiency checks (greater, if the DM judges it appropriate to the situation). This total blindness lasts for 1 month per level of the caster unless magically cured. (A *cure blindness* spell applied to the caster during the 6 rounds of the *boon* automatically fails; only a full *wish* spell can overcome the lack of sight caused by a *boon* during this period.) The caster can drink healing potions and receive healing and other beneficial spells during the boon, and the results of these also apply at the expiration of the *boon*. (They are applied *before* new or returning damage.)

Notes: Granted by the war god Tyr of the FORGOTTEN REALMS setting.

Borogar, Hand of

See hand of Borogar.

Bowls, Blaenther's

See Blaenther's bowls.

Bramblestaff

(Alteration)

Sphere: Earth, Water

Level: 3

Range: 0

Components: S, M

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: 1 wooden staff or club

Saving Throw: None



This spell causes an ordinary wooden staff or club to sprout thick, extremely hard spikes on one end, just like a staff made from bramblewood. The staff adds +2 to the caster's attack roll and inflicts double damage for the duration of the spell. A *bramblestaff* can affect any creature harmed only by magical weapons.

Notes: Uncommon for druids from the DARK SUN setting.

Brandobaris Stealth

See stealth of Brandobaris.

Break Camp

Reversed form, create campsite.

Break Limb

(Alteration)

Reversible

Sphere: Healing, Necromantic

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 9

Duration: Special

Area of Effect: Limb touched

Saving Throw: Special



This devastating spell enables the caster to break an opponent's arm or leg by touching it. A successful attack roll is required to touch a victim who is not unconscious or restrained, in addition to snapping the limb, *break limb* inflicts 1d10 point of damage. If the target creature makes a successful

saving throw vs. spell, the break does not occur, but the individual still suffers 1d10 points of damage.

The effects of the spell vary, based on the limb touched. For example, if the priest breaks an individual's weapon arm, that individual cannot wield a weapon. If the priest breaks an individual's shield arm, that individual cannot use a shield with that arm. If the caster breaks a creature's leg, the individual cannot stand without aid and is reduced to a movement rate of 3, crawling or hobbling about on one leg. Breaking both legs (two castings required) incapacitates the victim. Necks cannot be broken with this spell. A limb broken by this spell can be mended only by a month of bed rest (which can be accelerated under the watchful eye of someone with the healing nonweapon proficiency, a *mend limb* spell, or a *heal* spell.

The material component is a broken bone from any animal.

The reverse of this spell, *mend limb*, causes broken bones to fuse correctly together. Its material component is a small piece of bandage and two sticks.

Notes: Known to be uncommon in the FORGOTTEN REALMS and RAVENLOFT settings.

Breath of Death

Reversed form, breath of life. This form is used by evil priests.

Breath of Life

(Necromancy)

Reversible

Sphere: Necromantic

Level: 7

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: 1 hr./level

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 1,200 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 subjects are exposed again.

The material components are the priest's holy symbol and a cone of incense that has been blessed by the highest priest of the caster's religion.

The reverse, *breath of death*, produces a foul-smelling wind that inflicts 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 regain lost hit points until the disease is cured. The disease is fatal within 1d6 weeks (the duration varies from person to person), but can be cured with the *breath of life* spell. The casting of this version of the spell is an evil act.

The material components are the priest's holy symbol and a handful of dust taken from a mummy's corpse.

Notes: Uncommon spell (*ToM*).

Breath Of The Elements

(Alteration)

Sphere: Elemental (All)

Level: 4

Range: Touch

Components: V, S

Casting Time: 7

Duration: 1 hr./level

Area of Effect: Creature touched

Saving Throw: None



Breath of the elements enables the recipient to breathe freely in a single element for the duration of the spell. At the time of casting, the priest names the appropriate element: fire, salt, ash, earth, and so forth. The ability to breathe in one element doesn't

grant the ability to breathe in a similar one, so a creature traveling from the plane of Fire to the plane of Magma must recast the spell for Magma. This spell transforms the element into a breathable atmosphere for the affected creature. Since the planes of Vacuum, Positive Energy, and Negative Energy have no such atmosphere, the spell is ineffectual on those planes. The priest can divide the base duration of the spell between multiple characters, to a minimum of one half-hour per recipient.

A group of planewalker priests, tired of depending on their wizard companions for spells that allowed them to breathe on the Elemental Planes, devised this considerably more useful spell. Rather than create a specific spell for each plane, they petitioned their powers for a single spell that would adapt to any element.

Notes: Rare spell, unlikely to be known by priests without plane-traveling experience.

Briartangle

(Alteration)

Sphere: Plant

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: 10-ft. radius+10 ft./2 levels

Saving Throw: ½

A *briartangle* spell causes living shrubbery or undergrowth of any type to be instantly changed to densely tangled briars of the thorniest sort, growing to 6 feet in height and increasing in horizontal volume to a radius of 10 feet plus 10 additional feet radius for every two levels of experience of the caster, rounded down (thus, a 7th-level priest would cause a *briartangle* of 40-foot radius).

Creatures can force their way through the *briartangle* readily, but the briars snag and halt missiles, thrown objects, or flying creatures within their confines. All creatures trapped within a *briartangle* when it forms—or those that enter it thereafter—suffer 1d4+2 points of piercing and scratching damage per round (or portion thereof) that they remain moving and in contact with the spell. Those clad in banded, scale, or plate mail have all damage reduced to 1d3 points per round. This reduced damage also applies to creatures made of rock or with skin of comparable hardness, but creatures with lesser armor, such as chain, take full damage, even if a shield is carried.

Beings who do not move at all after the first round take only the damage from the first round of contact. In all cases, a successful saving throw vs. spell results in half damage (round up).

Spellcasting requiring a somatic component is impossible within a *briartangle*. If the owner is moving, cloth raiment and exposed cloth, paper, or vellum items must save vs. acid once per round (or portion thereof) within the *briartangle* or they are rent and torn. Such items must make at least one item saving throw (for the initial round of contact). Magical items receive a +2 bonus to this saving throw.

Fire destroys a *briartangle* in a round (regardless of the size of its area of effect), but creatures within it take 2d6 points of fire damage and receive no saving throw against this damage. The area where a *briartangle* was cast radiates a faint dweomer for 1d4+2 turns after the spell has expired, and this aftereffect can be used to confuse creatures who are following a *pass without trace* trail by detecting that spell's dweomer.

A *briartangle* vanishes instantly if the caster so wills, but otherwise exists until the spell expires or is dispelled. When the *briartangle* ends, the affected plants revert to their former state.

The material components are mistletoe, a thorn from any plant, and a bud, petal, or leaf from a briar (wild rose).

Notes: Granted by the god Silvanus, the Forest Father, of the FORGOTTEN REALMS setting.

Brightmantle — Dwarf

(Abjuration)

Sphere: Protection

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: Creature touched

Saving Throw: None

This spell envelops the recipient's head in a nimbus of faint, flickering blue light. While under the influence of a *brightmantle*, the creature's thinking is clear and unimpaired. Intelligence checks are made with a +2 bonus. Alcohol, drugs, and poisons are not removed from the recipient's system, but their side effects that muddle the brain temporarily abate.

Spells from the school of enchantment/charm and the spheres of charm and thought that impede the ability of the creature to think clearly, such as

chaos, charm monster, charm person, command, confusion, delude, feeblemind, friends, forget, magic jar, maze, mental domination, or scare, have no effect while the creature is protected by a *brightmantle*. At the DM's option, a being afflicted with insanity may have a lucid period. The spell duration is 1 hour per caster level when cast on dwarves; otherwise, it is 1 turn per caster level.

The material components are the priest's holy symbol and a pinch of smelling salts (any restorative whose preparation is based on spirits of ammonia).

Notes: Granted by the dwarven god Dugmaren Brightmantle.

Burning Rays

Reversed form, healing rays.

Burrow — Gnome

(Alteration)

Sphere: Earth

Level: 2

Range: 0

Components: V, S, M

Casting Time: 5

Duration: 1 turn +1 rd./level

Area of Effect: Special

Saving Throw: None

When the spell is cast, the priest's fingernails lengthen and become as hard as stone. For the duration of the spell, the caster can use these claws to burrow through earth, sand, clay, and gravel (but not solid rock), excavating with enough speed to provide a burrowing rate of 3, much like a badger or other burrowing mammal.

In addition, the caster can use these claws as weapons. The priest can attack with both claws, each successful attack inflicting 1d4+1 points of damage, plus any Strength damage adjustment.

This spell ends early if subjected to a successful *dispel magic*, if the caster dies or by the caster's silent command.

The material components for this spell include the caster's holy symbol, a tuft of fur from a burrowing mammal, and a tiny replica of a shovel.

Notes: Granted by the gnome gods Segojan Earthcaller and Urdlen.



Cairn

(Conjuration/Summoning)

Sphere: Elemental Earth

Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 7

Duration: 1 rd.

Area of Effect: Creates a pile of stones 5 ft. in diameter and up to 15 ft. tall

Saving Throw: ½

This spell transports rocks from random sources to rain down out of the sky onto a single surface location within spell range, chosen by the caster, who must be able to see it. The rocks appear 20 feet above the chosen spot and fall straight down. (Some may bounce off rocks below and roll away; however, the spell tends to create a rising column of rubble.) The individual rocks are generally about as large as the caster's head.

Usually used to mark a grave, a *cairn* spell can be employed to create a trail marker, as a means to reach a high window, or to bury food or other items that must be hidden or kept secure from pilferage. It can also, of course, be used as a weapon, crushing a creature under the arriving stones for 4d6 points of damage. The rocks fall with little force; a creature struck is allowed saving throw vs. spell for half damage.

The material component for a *cairn* spell is a handful of pebbles. These can be of any type or size, so long as at least eight pebbles fit into the caster's cupped palm.

Notes: Granted by Ilmater, the One Who Endures, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Calculate

(Divination)

Sphere: Numbers

Level: 1

Range: 0

Components: S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: The caster

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 THAC0, 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 caster may receive some 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 THAC0 of 7! A priest who fails the calculation check with a roll of 99 or 00 has the calculation wildly skewed in a random fashion.

The spell requires a miniature abacus of ivory worth at least 100 gp, which is not consumed in the casting of the spell.

Notes: Common for a priest with access to the sphere of Numbers (PO:SM).

Call Aerial Beings

(Conjuration/Summoning)

Sphere: Summoning

Level: 4

Range: 100 yds./level

Components: V, S, M

Casting Time: Special

Duration: Special

Area of Effect: Special

Saving Throw: Neg.

By means of this spell, the caster is able to summon certain aerial creatures to his location. Naturally, this spell works only outdoors, but not

necessarily only at high altitudes. The caster begins the incantation and continues uninterrupted until some called creature appears or two turns have elapsed. (The verbalization and somatic gesturing are easy, so this is not particularly exhausting to the spellcaster.) Only one type of the following sorts of beings can be summoned by the spell. They come only if they are within range of the call.

The caster can call three times, for a different type each time. Once a call is successful, no other type can be called without another casting of the spell. (The DM consults his outdoor map or bases the chance of any such creature being within spell range upon the caster's altitude and the terrain the caster is above at the time of spellcasting.)

The creature(s) called by the spell are allowed a saving throw vs. spell with a -4 penalty to avoid the summons. Aerial beings answering the call are favorably disposed to the spellcaster and give whatever aid they can. However, if the caller or members of the caller's party are of evil alignment, the creatures are allowed another saving throw vs. spell, this time with a +4 bonus, when they come within 10 yards of the caster or an evil individual with him. These beings immediately seek to



escape if their saving throws are successful. In any event, if the caster requests that the summoned creatures engage in combat on his behalf, they are required to roll a loyalty reaction check based on the caster's Charisma and whatever dealings he has had with them.

This spell works with respect to neutral or good aerial creatures, as determined by the DM. Thus the DM can freely add to or alter the list as he sees fit.

If the caster personally knows a certain individual aerial being, that being can be summoned at double the normal range. If this is done, no other aerial creatures are affected.

If a percentage chance is given in the accompanying table, halcyons and winged elves add 1% per caster level. These chances can be used if no other campaign information on the area is available.

The material components of this spell are three feathers from three different winged—not necessarily avian—species.

Notes: Granted by the elven goddess Aerdrie Faenya.

Creature Type Called	Altitude		
	Low	Medium	High
1d4 asperii	5%	10%	20%
1d6 giant eagles	30%	20%	10%
1 ki-rin	10%	10%	5%
1d2 lammasu	10%	5%	1%
1d2 pegataurs	10%	5%	1%
1d2 pegasi	20%	10%	5%
1 sylph	5%	10%	20%

Call Animal — Shaman

(Summoning)

Sphere: Animal

Level: 2

Range: 1 mi.

Components:

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: 1 mile

Saving Throw: None



This spell calls to the caster one animal of any given species. The only requisites are that such an animal exists within one mile of the caster—and is capable of coming to him—and that the caster hold in one hand a bone, tooth, tail, paw or feather from an animal of the species called. This token is not destroyed by the casting.

The *called* animal typically arrives in 1d20 rounds, and then behaves as a semi-intelligent pet for the duration of the spell. The animal trusts and respects the caster, protects and serves him as faithfully as possible, but retains its natural personality and instincts. Further, the animal can carry out only simple commands, such as "leave him alone," "follow that," "take this to the top of the hill," and "kill any horses you see." The creatures do not act suicidally, and are not capable of understanding words like "castle," "barbarian," "thief," and other subjective descriptions.

Intelligent or magical creatures are immune to the effects of this spell.

Notes: Restricted to shamans, uncommon.

Call Animal or Bird

(Conjuration/Summoning)

Sphere: Animal

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1 round

Duration: Special

Area of Effect: 120 yds.

Saving Throw: None

Before casting this weaker form of *animal summoning*, the druid must decide if the spell is an *animal call* or a *bird call*, as the verbal and material components are different. After casting, all animals (or birds) of size T within the area of effect that are susceptible to the *animal friendship* spell come to the druid; this takes 1 to 4 rounds. Once most of the animals or birds arrive, the spell lasts for three rounds, plus one round per caster level. During this time, the called animals (or birds) are *charmed*; they will stay and not harm the calling druid or other animals or birds called. They act normally with respect to other creatures, fighting if attacked as if they were cornered; no other control is evident to onlookers without the use of further spells (such as, *detect charm*). After the spell has expired, the called animals or birds return to their normal territories, the charm lifted. The spell typically calls 3d6 creatures with $\frac{1}{4}$ HD or less, or 2d6 creatures with $\frac{1}{2}$ HD or less.

The material components are two handfuls of food appropriate to the type creatures summoned; the food is eaten by the animals (or birds) called.

Notes: Very rare spell for druids and similar specialty priests. (Updated from *DRAGON Magazine*.)

Call Avatar

A rare variation of the gate spell that specifically summons an avatar. The only difference is a 1-hour casting time and the required presence of a relic of the deity, which the avatar takes when it departs.

Call (The) Council of Spirits

See Council of Spirits

Call Dinosaurs

(Conjuration/Summoning)

Sphere: Animal

Level: 5

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1-mi. radius

Saving Throw: None



When this spell is cast, a dinosaur or small group of dinosaurs is compelled to come to the priest at top speed, and act in a way to aid the caster. This spell summons a single gargantuan- or huge-sized dinosaur or an individual or small group of smaller dinosaurs, at the DM's discretion. The creatures are not under the direct control of the caster, but they do as the caster verbally or physically indicates, provided this is also the will of the greater Power that rules them. The priest cannot specify the type of dinosaur summoned—that is left to the will of the Power (the DM decides). If there are no suitable dinosaurs in range, the spell fails.

This spell serves as a minor form of divine aid to the caster. For instance, if a fighter in the priest's care falls into a swamp or river and is drowning, this spell might summon a large water-dwelling dinosaur to pull, carry, or lift the fighter out of the water. If the priest is tied up, it might summon a small group of rat-sized dinosaurs to chew through the bonds. If a group of ivory hunters has killed a number of dinosaurs for their teeth, it might summon a gigantic carnivorous dinosaur to wreck their camp and savage them—or it might summon a group of tiny dinosaurs to eat all their supplies and carry off their goods, forcing them to leave.

Dinosaurs summoned by this spell do not attack the summoner. When the single, immediate task for which they were summoned is completed, the dinosaurs retreat into the jungle and resume their normal behavior. Summoning dinosaurs to

aid in protracted, vague, or abstract plans, such as "to drive all foreigners from this land" or "to kill all evil men in this village" does not work. The dinosaur or dinosaurs arrive, but then become agitated and leave after no direct, immediate actions are put forth.

In the FORGOTTEN REALMS setting, through this spell, the divine aid of Ubtao is invoked and manifested through the actions of dinosaurs of Chult (the Children of Ubtao). Any priest of Ubtao who abuses this spell by summoning dinosaurs in order to facilitate a hunt invariably suffers a gruesome, painful death in the jaws of a dinosaur for violating the divine intent of the spell.

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

Notes: Granted by the Chultan jungle god Ubtao of the FORGOTTEN REALMS setting.

Call Follower — Ranger

(Conjuration/Summoning)

Sphere: Animal

Level: 3

Range: 0

Components: V, S

Casting Time: 6

Duration: Special

Area of Effect: 10 mi. radius/level

Saving Throw: None

A ranger who has not yet received his full allotment of followers can use this spell in an attempt to summon one. After the spell is cast, the DM secretly consults an appropriate table or a list of followers he's chosen for the ranger. If the DM decides that a potential follower is within the area of effect, the follower appears within the next 24 hours. If the DM decides that a follower isn't available nothing happens (no follower appears). The ranger can't call a specific type of follower; as always, the type of follower is up to the DM. This spell can be attempted no more than once per month.

Notes: Uncommon for rangers. Optional notes on staging the arrival of a new follower can be found in the *Complete Ranger's Handbook*.

Call Ghost Pack

(Summoning)

Sphere: Animal

Level: 5

Range: 3 mi.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None



This spell calls any ghost pack within three miles, to come to the caster.

The pack travels to the caster at a normal walking pace, and once there it loyally obeys any one simple command issued by the caster, for example, "kill them" or "protect me." When the task is completed or the spell ends the pack leaves. The duration is measured from the time the pack arrives, not from when the call was issued.

Affected ghost packs become tame and loyal, not obsessive and suicidal. They still have their normal urges and instincts (for example, to hunt), and have no desire to be destroyed. They might be distracted by apparent prey, mates, and so on. They never obey suicidal commands.

As a general rule, in any place where a ghost pack can be found (towns, farmland, etc.) there is still only a 25% chance of such a pack actually existing. To cast this spell with any certainty, the shaman must pick a place where he or she knows that a ghost pack roams.

The spell requires the tail, pelt, claw, or skull of any predatory animal, which is not consumed in the casting of the spell.

Notes: Restricted to shamans, uncommon.

Ghost Pack: AC As animal; MV As animal; HD As animal; THAC0 As animal; #AT As animal; Dmg As animal; SA As animal; SD +1 or better magical weapon to hit; AL N; SZ As animal; ML Champion (15–16); XP Animal +2 HD. These are predators, such as wolves or lions, destroyed by encroaching civilization. The ghost pack haunts settled areas.

Call Hounds — Halfling

(Conjuration/Summoning)

Sphere: Summoning

Level: 4

Range: 10 ft. radius

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

The casting of this spell causes a pair of jet-black hounds to appear anywhere within the spell's range, as the caster desires. The hounds are completely loyal and attempt to carry out the caster's every command. The caster's control over the hounds is nearly absolute, only a full *wish* or divine intervention is sufficient to subvert the hounds' loyalty to the priest.

The hounds are considered war dogs, with maximum hit points (18 hp) and lawful neutral alignment. They are more intelligent than normal war dogs (rated as Low), and are capable of understanding complex instructions.

The *call hounds* spell cannot be dispelled. It ends if the hounds are slain or subjected to a *banishment* spell, if the caster is slain or rendered unconscious, or if the caster wills the spell to cease. *Protection from good* and similar effects can keep the hounds at bay. If the hounds are ordered to perform a task that contradicts the tenets of their patron Power, they simply vanish, ending the spell.

The spell requires the caster's holy symbol and a silver dog whistle worth at least 50 gp, which the caster sounds during casting. Neither is destroyed in the casting.

Notes: Granted by the halfling god Urogalan.

Hounds: AC 6; MV 12; HD 2+2; THAC0 19; #AT 1; Dmg 2d4; AL LN; SZ M; ML Ave (8-10); XP 65.

Call Hunt

(Conjuration/Summoning)

Sphere: Animal

Level: 7

Range: Special

Components: V, S, M

Casting Time: Special

Duration: Special

Area of Effect: 10-mi. diameter

Saving Throw: Special

This truly awful spell summons the Wild Hunt. The druid selects a location to which the Hunt will be summoned (see "The Wild Hunt" section), and begins to cast the spell. The spell cannot be started until the full darkness of night sets in, though moonlight is no hindrance. The caster must call the Hunt until it is heard in the distance, or until the first light of dawn. If first light comes, the spell did not succeed. The Hunt is not under the caller's control in any way if it does come.

The Master of the Hunt has a saving throw of 2 in all categories, and this saving throw is used to determine the success of this spell. Every half hour that the druid continues to cast the spell, 1d20 is rolled. A 1 indicates that the Master has felt the summons and his horn is heard in the night, 10 miles away. Thereafter, the Hunt proceeds normally. While casting this spell, the druid can spend only one round every half hour in other activities.

Notes: Restricted to druids. (Updated from *DRAGON Magazine*.)

The Wild Hunt

The Wild Hunt exists in all the lands where druids and their deities dwell. It appears in Celtic lands when there is a great force of evil in the land. As the Hunt approaches, the wind howls and thunder booms. Celts and good characters that see the Wild Hunt must make a successful saving throw vs. spell or join the Hunt, accepting the Master as their leader. The Hunt hurls itself against evil and the hounds and Master will fight to the death. If slain, they return the following night.

Master of the Hunt: AC 0; MV 18 (chariot); HD 20; hp 200; THAC0 1; #AT 3; Dmg 1d6+9 (*spear* +3, Strength); SA Trample (chariot: 3d10); SD cannot die, if slain returns with next

Hunt; MR 25%; AL LG; SZ M; ML Fearless (20); S 18/00, D 18, C 18, I 17, W 17, Ch 9. Appears as a dark-skinned man carrying a large spear, wearing an antlered helmet, and driving a chariot. Often does not fight until most of the pack has been slain; his tactics are usually an immediate frontal assault on evil.

Hounds (20): AC 2; MV 21; HD 5; hp 30; THAC0 14; #AT 1; Dmg 2d4; SA cause *fear* in pursued being, swarm (no limit on number attacking one foe), *flame tongue* (1/turn, +5 to bite damage if attack hits); SD continuous *protection from evil*, cannot die, if slain returns with next Hunt; MR 15%; AL LG; SZ M (3' at shoulder); ML Fearless (20). The hounds are as huge beasts that may appear normal but can transform into magical animals with green flame coming from their mouth and eyes.

Call Lightning

(Alteration)

Sphere: Weather

Level: 3

Range: 360 yds.

Components: V, S

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: 10-ft. radius

Saving Throw: ½

When a *call lightning* spell is cast, there must be a storm of some sort in the area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinn or air elemental of 7 Hit Dice or more). The caster is then able to call down bolts of lightning. The caster can call down one bolt per turn. The caster need not call a bolt of lightning immediately—other actions, even spellcasting, can be performed; however, the caster must remain stationary and concentrate for a full round each time a bolt is called. The spell has a duration of one turn per caster level. Each bolt causes 2d8 points of electrical damage, plus an additional 1d8 points for each of the caster's experience levels. Thus, a 4th-level caster calls down a 6d8 bolt (2d8 + 4d8).

The bolt of lightning flashes down in a vertical stroke at whatever distance the spellcaster decides,

up to 360 yards away. Any creature within a 10-foot radius of the path or the point where the lightning strikes suffers full damage unless a successful saving throw vs. spell is rolled, in which case only one-half damage is taken.

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

Notes: Common for druids (PHB).

Call Pack

(Summoning)

Sphere: Animal

Level: 3

Range: 1 mi.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level (Special)

Area of Effect: Special

Saving Throw: None



This spell calls a number of animals (including giant varieties) of a species specified by the caster, who then perform one simple command given to them by the caster. The spell attracts 2d10 animals, or however many the DM considers are within range, whichever is lower.

The animals continue to follow the caster's command until it has been fulfilled or the spell's duration has expired. The spell duration begins from the time the animals arrive (usually 1d10 rounds), not from the time that the spell is cast. Commands must be extremely simple—usually one word only: "Kill" or "Pursue" (while pointing at the target) are both acceptable.

The material components are the shaman's drum and a small amount of food preferred by the animal type the shaman is calling.

Notes: Restricted to shamans, uncommon.

Call Phoenix

(Conjuration/Summoning)

Sphere: Elemental Fire

Level: 6

Range: 0

Components: V, S, M

Casting Time: 2 rds.

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This potent spell enables the priest to summon a phoenix to his or her aid. The caster must be of good alignment or a druid. Evil or nondruid neutral priests cannot summon a phoenix.

A phoenix will always answer this spell. However, depending on how far away the nearest one is, the phoenix may take some time to appear. The phoenix appears in 1d8-1 rounds. A roll of "0" indicates that the phoenix appears immediately, in a huge burst of smoke and flame.

Because the caster must be good or be a druid, there is seldom a conflict of interest between the phoenix and the summoner. However, a phoenix won't attack beings of good alignment (unless extraordinary circumstances exist). It will risk its own life if the cause mandates such action, and if this furthers the aims of good that the summoner has undertaken.

When the spell expires, the phoenix does not disappear, but is instead free to do as it will. This may be why the caster summoned it. On the other hand, the phoenix may leave if it feels the reason for its summoning was insufficient.

The material components are three diamonds of at least 500 gp value (which are consumed by the energies of the spell) and a red hot coal.

Notes: Restricted to priests of good alignment and druids.

Call Spirit — Savant

(Conjuration/Summoning)

Sphere: Divination

Level: 3

Range: 10 ft.

Components: V, M

Casting Time: 1 turn

Duration: 1 rd./level.

Area of Effect: 1 dead human or demihuman

Saving Throw: None

This spell allows the savant to summon forth the spirit of a dead human or demihuman, which is bound to answer all questions fully and truthfully. While the spell is in effect, anyone who speaks (other than the savant or the spirit) breaks the spell and causes the spirit to return from whence it came. While the spirit answers truthfully, its knowledge may be limited.

The material components are a relic of the deceased, or some fragment of a personal possession of the deceased. An iron censer is also required, in which must be burnt incense of a minimum value

of 100 gp per level of the deceased. Failure to burn sufficient incense causes the spell to fail.

Notes: Restricted to cleric-savants, common.

Call Stone Guardian — Gnome

(Conjuration)

Sphere: Elemental Earth

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: 3,000 lbs. of stone

Saving Throw: None

This powerful spell enables the priest to temporarily form a stone guardian from a solid block of stone of sufficient volume (3,000 pounds minimum). The stone guardian has all the abilities and restrictions of a creature of this type. The guardian called forth is nonintelligent and can follow only simple commands issued by the priest, involving direct actions with simple conditional modifiers.

The material components are the priest's holy symbol and a specially crafted rod of pure quartz (this requires at least 10 days to shape at the cost of 1,000 gp). The priest holds the rod to control the guardian; its premature shattering ends the spell. When the spell ends, the rod shatters into worthless shards.

Notes: Granted by the gnome god Segojan Earthcaller.

Stone Guardian: AC 2; MV 9; HD 4+4; #AT 2, THAC0 15; Dmg 1d8+1/1d8+1; SD One-quarter damage from edged weapons, half damage from cold, fire, or electrical attack, Immune to normal missiles; SW Instantly destroyed by *stone to flesh*, *transmute rock to mud*, *stone shape*, or *dig*; Int non-(0); AL N; SZ M to L (6'-8'); ML Fearless (20); XP 420.

Call The Council Of Spirits

See council of spirits.

Call Upon Faith

(Invocation)

Sphere: Summoning

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1

Duration: 1 rd.

Area of Effect: The caster

Saving Throw: None

Before attempting a difficult task, the priest can 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 can affect a saving throw, attack roll, ability check, etc. For example, if a priest who was about to cross a narrow log high above a chasm could cast this spell and gain a +3 bonus to his Dexterity check.

The material component is the priest's holy symbol.

Notes: Uncommon for clerics (*ToM*).

Call Upon Gargauth

(Conjuration/Summoning)

Sphere: Summoning

Level: 7

Range: Special

Components: V, S, M

Casting Time: 1 hr.

Duration: Special

Area of Effect: The caster

Saving Throw: None

This spell enables the spellcaster to contact Gargauth, wherever he is on Toril, in Realmspace, or on the Outer Planes, and request his assistance. Gargauth is by no means obligated to respond to the request. He is not under the command of the spellcaster, but if the situation catches his interest or the bribe offered is enticing, he commonly appears on the scene in avatar form and acts as he wishes. Gargauth sticks to the letter of any agreement reached, but he violates the spirit of any agreement to his own advantage whenever possible.

Gargauth delights in disseminating disinformation about this spell by inaccurately describing the situation of the caster as somehow being in control of Gargauth. He often deliberately deludes casters

into obtaining particular items that he desires by spreading word that possessing them and casting this spell will place him at the caster's beck and call, and then he seizes the items when a spellcaster calls.

The material components of this spell are an unblest broken horn manifested by Gargauth and the priest's holy symbol.

Notes: Granted by the evil demipower Gargauth the Outcast of the FORGOTTEN REALMS setting.

Call Woodland Beings

(Conjuration/Summoning)

Sphere: Animal

Level: 4

Range: 100 yds./level

Components: V, S, M

Casting Time: Special

Duration: Special

Area of Effect: Special

Saving Throw: Neg.

By means of this spell, the caster is able to summon certain woodland creatures to his location. Naturally, this spell works only outdoors, but not necessarily only in wooded areas. The caster begins the incantation and continues uninterrupted until some called creature appears or two turns have elapsed. (The verbalization and somatic gesturing are easy, so this is not particularly exhausting to the spellcaster.) Only one type of the following sorts of beings can be summoned by the spell. They come only if they are within the range of the call.

The caster can call three times, for a different type each time. Once a call is successful, no other type can be called without another casting of the spell. (Your DM will consult his outdoor map or base the probability of any such creature being within spell range upon the nature of the area the caster is in at the time of spellcasting.)

The creature(s) called by the spell are allowed a saving throw vs. spell (with a -4 penalty) to avoid the summons. Any woodland beings answering the call are favorably disposed to the spellcaster and give whatever aid they can. However, if the caller or members of the caller's party are of evil alignment, the creatures are allowed another saving throw vs. spell (this time with a +4 bonus) when they come within 10 yards of the caster or another evil character with him. These beings immediately

seek to escape if their saving throws are successful. In any event, if the caster requests that the summoned creatures engage in combat on his behalf, they are required to roll a loyalty reaction check based on the caster's Charisma and whatever dealings he has had with them. This spell works with respect to neutral or good woodland creatures, as determined by the DM. Thus the DM can freely add to or alter the list as he sees fit.

If the caster personally knows a certain individual woodland being, that being can be summoned at double the normal range. If this is done, then no other woodland creatures are affected.

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

If a percentage chance is given, druids and other nature-based priests add 1% per caster level. These chances can be used if no other campaign information on the area is available.

Notes: Common for druids (*PHB*).

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

Calling Melody — Shaman

(Enchantment/Charm)

Sphere: Charm

Level: 7

Range: 15 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.



This spell is cast much like the 3rd-level *haunting notes* spell: The shaman plays a tune within 15 yards of the target creature, and thus creates a small mindless spirit that possesses the creature. The creature is allowed a saving throw vs. paralysis at this stage in order to avoid being the unknowing host to the spirit. The creature must be



within range of the spell for the full duration of the tune (1 turn), or the spell fails.

Thereafter, the caster can summon the creature by playing the tune again. This power works regardless of the distance separating the two, but the creature can resist the effect by making a successful saving throw vs. spell. The creature can try to break free of the control once every turn, and is affected only for as long as the caster keeps playing the tune.

For as long as the creature is drawn to the caster (until a successful saving throw or until the caster stops playing), it moves towards the caster's location at a moderate speed (walking quickly but not running, trotting a horse but not galloping, etc.), attempting to evade any obstructions in its path. The creature is capable of speech, but speaks slowly, as if drunk or very tired, and is capable of hatching basic, simple plans to get to the caster (for example, hiring a ferry across a river, bribing a gate guard to enter a city, etc.). However, the creature does not act against its alignment.

Throughout this, the creature can hear the melody in its head, and is aware only of an overriding urge to go in a particular direction. It is unaware of the reason for this compulsion, or the eventual destination.

As with the *haunting melody* spell, the shaman can maintain contact with only one creature. If the spell is cast on a second creature, the link with the previous creature is lost.

The spell requires an instrument with which the caster is proficient and on which the tune is played. The other components are the sound made by the instrument and the movements required to play it.

Notes: Restricted to shamans; uncommon.

Calm

Reversed form, effervescence.

Calm

(Enchantment/Charm)

Sphere: Charm

Level: 1

Range: 3'

Components: V, S, M

Casting Time: 51

Duration: Instantaneous

Area of Effect: Creatures, 1 HD/level

Saving Throw: Special



By using this spell, the shukenja is able to soothe the minds of those affected by fear, temporary insanity, confusion, and other forms of mental distress. It cancels the effect on the recipients, restoring them to their normal mental state. The shukenja points at the recipients and utters a few holy scriptures, triggering the spell. However, the recipients, since their mental distress makes them unwilling targets, must each make a saving throw vs. spell, attempting to avoid the effect. If the saving throw is successful, the spell has no effect. If the save is failed, the creature is calmed.

The material component for this spell is a prayer wheel or a page of sutras.

Notes: Common for priests of an oriental culture; otherwise, very rare.

Calm Animals

(Enchantment/Charm)

Sphere: Animal

Level: 1

Range: 60 yds.

Components: V, S

Casting Time: 4

Duration: 1 turn + 1 rd./level

Area of Effect: Special

Saving Throw: Special

This spell soothes and quiets normal animals, rendering them docile and harmless. Only creatures with Intelligence ratings of 1 to 4 (in other words, animal- or semi-intelligent creatures) are 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 animals must be of the same species. Normal animals generally have no saving throw, but exceptional individuals may receive one at the DM's discretion.

While under the influence of this spell, the affected animals 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 an affected animal is roused, the spell's magic is broken and the animal is free to act in whatever fashion it normally would. Animals affected by this spell are not helpless and defend themselves normally if attacked.

Notes: Uncommon for druids (*PO:SM*). This spell has been updated.

Calm Chaos

(Enchantment/Charm)

Sphere: Law

Level: 2

Range: 20 yds.

Components: V, S

Casting Time: 1

Duration: Special

Area of Effect: 1d6 creatures/level

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 creature intent on attacking still feels the desire to do so, but will withhold the action as long as the spell remains in effect.

Each creature to be affected is allowed a saving throw vs. spell at a -4 penalty to avoid the effect. If more creatures are present than can be affected, those nearest the caster are affected first.

After casting the spell, the priest makes a Charisma check. If successful, all those 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 someone of his or her 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. An individual might filibuster and maintain control over the affected creatures for hours or days.

Two conditions cause the group to resume its original actions. In the first condition, the method of entertaining the crowd ceases for one round when 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 diverts its attention to that event. Thus, if the spell was 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 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.

Notes: Common for priests with access to the sphere of Law (*ToM*).

Calm Water

(Alteration)

Sphere: Elemental Water

Level: 5

Range: 0

Components: V, S, M

Casting Time: 8

Duration: 1 turn/level

Area of Effect: 120-ft. diameter sphere

Saving Throw: Special

This incantation inhibits natural or magical disturbances in water within its area of effect. Aquatic or water-based creatures with fewer Hit Dice than the caster's level flee the area if possible, and water-based creatures (water weards, elementals, etc.) of this type cannot form. Aquatic and water-based creatures whose Hit Dice equal or exceed the caster's level must make a successful saving throw vs. spell to form, then save each round to operate in the affected area. The effect moves with the caster. (Note that while this spell would calm the waters of a hurricane, it would not affect the gale-force winds.)

The material component is a drop of oil.

Notes: Very rare spell. (Updated from *POLYHEDRON Newszine*.)

Calm Winds

(Invocation/Evocation)

Sphere: Elemental Air

Level: 4

Range: 0

Components: V, M

Casting Time: 7

Duration: 1 turn + 1 rd./level

Area of Effect: 20-ft.-radius globe

Saving Throw: Special

This spell creates an area in which the air remains perfectly calm. *Calm winds* negates the effects of whirlwinds and spells such as *dust devil* and *gust of wind* within the protected area, although such spells are not ended. Creatures from the Elemental Plane of Air and wind-based creatures such as vortices and windwalkers shun and seek to leave the area at the earliest opportunity. The calmed area is mobile with the caster, and lasts as long as the caster concentrates undisturbed or until the spell duration expires. The caster can move at up to half movement rate and maintain

concentration, but no other strenuous actions are allowed.

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

Notes: Granted by the wind god Akadi of the FORGOTTEN REALMS setting. Granted by the elven goddess Aerdrie Faenya.

Caltrops

A 5th-level spell of the sphere of War. See appendix in Vol. 3.

Camouflage — Elf

(Alteration)

Sphere: Animal, Plant

Level: 2

Range: 20 ft. radius

Components: S, M

Casting Time: 5

Duration: 1 turn/level

Area of Effect: 1 person/level

Saving Throw: Neg.

The elves jealously guard this spell. It functions only in the wilderness settings, allowing the priest to instantly and completely hide one person per level of experience, concealing them against even thorough searches. The spell changes the coloring and shadowing of the affected individuals to blend with the natural surroundings. It is effective against infravision and ultravision, and is especially useful for spies and infiltrators. Spell-camouflaged individuals retain all their faculties and abilities, and can emerge from the magical concealment at any time they desire.

The concealed individuals can move while magically camouflaged, creeping slowly up to 10 feet each round. Trying to move faster dissipates the spell. As long as the movement is surreptitious and stealthy ("Look, Thrag! That bush is moving!"), the spell holds. As with the *invisibility* spell, if the warded individuals attack, they gain a surprise bonus of initiative and a +4 bonus to hit, but the spell is immediately broken.

The concealed individuals cannot be detected except by magic or by moving stupidly. Until the spell wears off, they enjoy near-total invisibility. The material components are the priest's holy symbol and a mistletoe berry.

Notes: Restricted to elves; uncommon.

Candle of Calm

(Enchantment/Charm, Evocation)

Sphere: Charm, Protection

Level: 5

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd.

Area of Effect: 70-ft.-radius sphere

Saving Throw: Special

This spell creates the illusion of a lit, levitating candle—an illusion that gives off very real, flickering light, bright enough to read by but without any real flame or heat. The spell affects all beings within 70 feet of the candle at any time during the round of its existence. On the round the candle burns, a saving throw vs. spell must successfully be made by any such creatures desiring to cast any spell, launch an attack, or even act to defend themselves in any way beyond movement. (In other words, they can freely move aside from an attack, but cannot ready a weapon or raise a shield without making a successful saving throw). Any attacks by a creature who does make a successful saving throw are made with a -7 penalty to attack rolls. On the following round, creatures affected by the *candle of calm* can act freely, but their attack rolls are at a -6 penalty. On the second round after the candle vanishes, attack rolls at a -5 penalty, and on the third round, they are at a -4 penalty, and so on until the penalty vanishes on the seventh round after the disappearance of the *candle of calm*.

The radiance of the candle also causes the same happiness effect in creatures as the 4th-level wizard spell *emotion* and banishes any existing natural or magical *discord*, *fear*, *hate*, *hopelessness*, and *sadness*. Once the candle has been created, its caster is free to engage in other spellcasting without harming its magic.

The material components of this spell are an unlit candle of any sort and a piece of clear crystal or glass.

Notes: Granted by Lliira, Mistress of Revels, of the FORGOTTEN REALMS setting.

Caress, Loviatar's

See Loviatar's caress.

Castigate

(Abjuration)

Sphere: Combat

Level: 3

Range: 60 yards

Components: V, S, M

Casting Time: 3

Duration: Instantaneous

Area of Effect: 20-ft. radius

Saving Throw: Special



By means of this spell, the shukenja can deliver a blasting rebuke upon his foes. The spell's effect depends on the alignment of those within the area of effect. Foes of the same alignment as the shukenja must make a successful saving throw vs. spell or be deafened for 1d3 rounds by the blistering words of the caster. Foes with a difference of one alignment component (lawful, neutral, chaotic, good, or evil) suffer 1 point of damage per level of the caster. A successful saving throw vs. spell reduces this damage to 1/2 point per level. Foes with both alignment components different from that of the caster suffer 1d4 points of damage per level of the caster. Again, a successful saving throw vs. spell reduces the damage by half. A lawful good shukenja casting this spell would deafen foes of lawful good alignment, inflict 1 point of damage per level upon foes of lawful neutral, lawful evil, chaotic good, and neutral good alignments, and would inflict 1d4 points of damage per level to foes of true neutral, neutral evil, chaotic neutral, and chaotic evil alignment.

The material component is the shukenja's holy symbol.

Notes: Common for priests from an oriental setting; otherwise, very rare.

Casting Out

(Abjuration)

Sphere: Summoning

Level: 2

Range: 10 yds.

Components: V, S

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 spirit

Saving Throw: Special



Through this spell a shaman can attempt to dismiss any spirit that is forcibly possessing a person

or object. The spell does not drive spirits out of objects that are their proper homes (such as trees or fetishes), nor out of a willing host.

The exact performance of this spell varies from shaman to shaman. Some conduct formal rituals, ending with the sacrifice of an animal to appease the spirit; others prefer long and passionate exhortations, insulting, threatening, flattering, and pleading with the spirit to leave; a third method is to beat the subject until the possessing spirit departs. Each shaman, when first learning this spell, determines which of these three methods he or she uses. Often this choice is culturally determined; no shaman can switch between methods at whim.

The first method requires proper ritual equipment, and an appropriate animal to sacrifice. The second method requires a successful Charisma check from the shaman (and/or a particularly fine piece of role-playing from the player). The third inflicts 1d3 points of damage upon a creature that is host to a spirit.

The spirit is allowed a saving throw vs. spell to partially resist the *casting out*. If successful, the spirit has been cast out, but can return to its victim, or perhaps another person or object in the area.

Notes: Restricted to shamans, uncommon.

Cause Blindness

Cause Blindness or Deafness

Cause Critical Wounds

Cause Disease

Cause Fear

Cause Insanity

Cause Intermediate Wounds

Cause Light Wounds

Cause Moderate Wounds

Cause Paralysis

Cause Scurvy

Cause Serious Wounds

Reversed forms of the corresponding cure spells (and remove fear). These reversed forms are used by evil priests.

Celestial Protection

(Abjuration)

Sphere: Protection

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: 1 turn/level

Area of Effect: Creature touched

Saving Throw: None



This spell allows a priest to channel the patron deity's power to mimic the protection a celestial being, such as a deva, has. This protection is defined by the following:

- Subject suffers half damage from acid, cold, and electricity.
- Subject is immune to poison of all types.
- Subject can be struck only by weapons of +1 or better enchantment.

This spell can be cast upon another or on the caster. In addition to standard sphere limitations, this spell is available only to priests worshipping deities of good alignment.

The material component is a vial of holy water, which must be used to anoint the subject's head.

Notes: Granted only by deities of good alignment.

Celestial, Meteors of

See meteors of Celestial.

Censure

(Alteration, Illusion/Phantasm)

Sphere: All

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: 12 hrs./level

Area of Effect: Creature touched

Saving Throw: Neg.

To enact this spell, the priest must touch the subject creature with his holy symbol. If a successful attack roll shows the priest has done so, the priest then, by word and gesture, "casts out" the creature, which is allowed a saving throw vs. spell. If the saving throw fails, the creature is marked by

the spell. The mark is visible to the casting priest and all followers of the same faith. Priests of the same alignment who worship other deities cannot see the mark, but instinctively react to a *censured* creature with fear, hatred, and aversion and do not trust nor willingly aid it.

Those of the caster's faith refuse to aid or even approach the *censured* creature, ignoring it if it attempts to deal with them and driving it away if it tries to enter a building, a home, or even a territory controlled by one who can see the mark. Members of the caster's faith strike at the marked creature if necessary to drive it away from places they control; they feel compelled to do so if the creature does not quickly leave after less violent means of persuasion are tried first.

To those of the caster's faith, the mark shines clearly through clothing and disguises, including magic such as *alter self* and shapeshifting, and even invisibility. However, the mark is invisible to the one bearing it—who may not even know of its existence if it was bestowed in a battle or while the creature was asleep or unconscious. Worshipers can thus readily spy upon and follow those marked as enemies even in crowds or busy city streets.

The mark is revealed by *detect magic* or a similar spell and can readily be removed by means of a *dispel magic* spell. Priests are warned that misuse of such a spell brings about swift divine disfavor.

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

Notes: Known to be uncommon in the FORGOTTEN REALMS setting.

Ceremony — Cleric

(Invocation)

Sphere: All

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 hr.

Duration: Special

Area of Effect: 1 creature, one item, or area

Saving Throw: Special

The *ceremony* spell represents certain functions carried out by religious organizations, and has various applications, depending on the level of the priest. A ceremony does not leave behind an aura of magic (although in some cases an aura of good or evil might be present and thus detectable),



and the effects of a ceremony cannot be dispelled. Specific ceremonies vary from religion to religion, but usually encompass these functions:

- 1st-level cleric: *coming of age, burial, marriage*
- 3rd-level cleric: *dedication, investiture, consecrate item*
- 5th-level cleric: *ordination, special vows*
- 7th-level cleric: *consecrate ground*
- 9th-level cleric: *anathematize*

Each of these varieties of the *ceremony* spell requires a priest of the indicated level or a higher one, with additional restrictions as described below. All *ceremony* spells except *anathematize* have no saving throw, since the recipient is either inanimate or presumed to be willing; these simply fail if performed on someone who is unwilling to receive the benefit. Briefly, the ceremonies listed do the following things:

Coming of age is a limited form of *bless* spell that is performed upon a young man (and in some cultures a young woman) at some point relatively early in life, often the age of 12. A young person who undergoes this ceremony receives a +1 bonus to any single

saving throw, which can be taken at any time after the *coming of age* ceremony is completed. In some cultures, the *coming of age* ceremony has a symbolic significance, such that an adolescent must receive this blessing before he or she can enjoy the rights and privileges of adulthood.

Burial magically protects a corpse, and bestows it with the blessing of the religious organization. The body is shielded for one week as if by a *protection from evil spell*, and anyone trying to disinter the corpse within that time must make a saving throw vs. spell or stop and flee in fear for one turn.

Marriage has no tangible after-effect (it does not guarantee happiness or harmony), but it usually carries a moral or legal significance, not dissimilar to the various rites of marriage that are performed in our real world.

Dedication allows the recipient of the spell to be taken into the ranks of the performing priest's religion, making that person a sanctioned worshiper of the priest's deity. The effect of a dedication is permanent, unless the worshiper demonstrates a desire to change allegiance to a different deity. In

such a case, the earlier dedication can be overridden by a new dedication performed by a priest of a higher level than the one who performed the previous dedication.

Investiture must be performed on any aspiring priest before that individual can achieve the status of a 1st-level priest.

Consecrate item must be performed on any object to be placed on an altar or in some other location within a religious edifice. Holy (or unholy) water must be kept in a properly consecrated container, to prevent it from losing its potency.

Ordination must be performed on a priest before the individual can assume responsibility for a congregation or assume similar duties, and even an adventuring priest must be ordained before he or she can gain followers and establish a following or other sort of group. In all cases, the priest performing the ordination must be of higher level than the recipient; this ceremony is often conducted as part of the training a priest receives in order to advance from 2nd to 3rd level.

Special vows can be received by a would-be paladin or knight before that individual embarks upon a career in the desired profession. The effects last for as long as it takes the individual to gain enough experience points to rise to the upper limit of the current level. The *special vows* can then be renewed as part of the individual's training between levels, or at any time during advancement through the next higher level. A paladin who has received *special vows* is immune to the effects of *bestow curse* spells (but not cursed items) for as long as the special vows remain in effect. Additionally, this ceremony renders the subject more susceptible (-4 on saving throw) to any *quest* spell cast upon him or her by a priest of the same alignment as the one who performed the *special vows* ceremony.

Consecrate ground should be performed upon an area before any holy (unholy) structure is built on the site. A religious edifice constructed on ground that has not been consecrated will slowly but irrevocably fall into a state of disrepair, having a 1% chance per year cumulative, of actually collapsing as a result of this oversight. This ceremony must be performed before the area in question is altered in any way (for example, landscaping) and before any construction materials are brought to the site;

it has no effect if it is done as an afterthought. *Consecrate ground* can be used on a plot of land destined for use as a graveyard, and in such a case the graveyard itself automatically turns undead each round with the same effectiveness as a 3rd-level cleric. (Or, if the consecration of a would-be graveyard is performed by an evil cleric, any undead creatures occupying the area are treated as if they were being protected and controlled by an evil cleric of 3rd level.)

Anathematize is a form of excommunication by means of which the offender is literally branded on the cheek, forehead, arm, or hand with a symbol, sigil, or sign that identifies the subject (to those who understand the symbol) as someone who has committed a serious offense in the eyes of his or her deity. An unwilling subject of this spell is allowed a saving throw vs. spell, at -4, to escape its effects. If the recipient is not truly deserving of the telling brand, the ceremony fails when performed. A successful *atonement* causes the brand to fade, and possibly vanish. If the offending actions were caused magically or by some other external force, the brand utterly disappears. If the offending actions were willful, the brand cannot be completely removed.

The components for the various *ceremony* spells vary from religion to religion, but the material component always involves the use of the cleric's holy symbol in one way or another.

Standard costs for performing these ceremonies are as follows: *coming of age*, 5–15 sp; *burial* 5–50 gp; *marriage*, 1–20 gp; *dedication*, 1–10 sp (or sometimes free); *investiture*, 1–100 gp (or sometimes free); *consecrate item*, usually free; *ordination*, usually free but possibly as much as 200 gp; *special vows*, 1–100 gp (or sometimes free); *consecrate ground*, 100–600 gp depending on the size of the area and the level of the priest; and *anathematize* is always performed at no charge, since this ceremony is always deemed to be in the best interests of the priest's religion.

Notes: Common for clerics.

OTHER CLERICAL CEREMONIES

These ceremonies have been published in DRAGON Magazine as spells. Here, they are presented as additional ceremonies.

3rd level cleric: *bless newborn*
7th-level cleric: *desecrate ground*

Bless Newborn: This ceremony protects a newborn infant from possession and other ill effects. It must be performed within 14 days of birth and the effects last for 6 months. A protected infant has a saving throw bonus of +2 against any form of possession. Further, the infant will not be stolen by faerie folk or replaced by a changling. The usual cost for the ceremony is 2–5 gp.

Desecrate Ground: This ceremony, the reverse of the *consecrate ground* ceremony, is generally used against a building or area consecrated to an opposing alignment. It goes beyond mere physical pollution or defilement, the affected area requires extensive ritual purification before an attempt can be made to reconsecrate it. Any general alignment-based bonuses the site provides are reduced or negated. Further, a desecrated building is 1% likely per year to collapse; this chance is not cumulative.

This ceremony is also used by evil priests to remove the protections placed on burial grounds. This makes those buried within more vulnerable to animation, and makes those interred later 5% likely to become restless spirits of some type. Further, any priest in the burial ground and attempting to turn its undead operates as if two levels lower than he or she actually is. There is, of course, no charge.

Ceremony — Druid

(Invocation)

Sphere: All

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 hr.

Duration: Special

Area of Effect: 1 creature, item, or area

Saving Throw: Special

The druidic *ceremony* is similar to the priest version, having a number of applications within the hierarchy of druids. The ceremony spell does not leave behind an aura of magic (although a *know alignment* spell or similar magic might reveal the force of true neutrality involved), and the effect cannot be dispelled. Druidic ceremonies include the following, which can be performed by a druid of the indicated or higher level:

1st-level druid: *coming of age, rest eternal, marriage*

3rd-level druid: *dedication, investiture*

7th-level druid: *initiation, special vows*

9th-level druid: *hallowed ground*

12th-level druid: *cast out*

The characteristics of the various types of druidic ceremony spells are as follows:

Coming of age is performed upon young people in druidic societies, usually when they reach the age of 14, and is symbolic of the young man's or young woman's entrance into adulthood. A young person receives a +1 bonus to any single saving throw, which can be taken at any time after the *coming of age* ceremony is completed. The *coming of age* ceremony has a symbolic significance in that the adolescent can thereafter enjoy the rights and privileges of adulthood.

Rest eternal is performed upon the body of a deceased creature, and hastens the journey of the soul/spirit to its final resting place. The spirit of the deceased will not return to haunt the living.

Marriage is essentially identical to the clerical ceremony of the same name.

Dedication allows the recipient of the spell to be taken into the ranks of the druid's followers/wor-

shippers, provided the individual has a neutral alignment. A recipient of this spell is charged, as are druids, with the responsibility to preserve and protect nature and the balance of forces in the world.

Investiture must be performed upon an individual of true neutral alignment before he or she can become a 1st-level druid).

Initiation imbues the druid with the shape-changing and immunity to woodland charm powers that become available upon attaining 7th level. This ceremony must be performed upon a druid immediately after he or she begins to advance upward through the 7th level of experience; if cast earlier than this, it does not work, and the druid does not have the benefit of the above-mentioned special powers until receiving initiation. Usually a druid must seek out another druid of 7th or higher level to perform the ceremony, but in unusual cases a druid can cast it upon himself or herself.

Special vows is a ceremony that operates in the same fashion as the clerical rite of the same name. It does not work upon paladins, but will function upon cavaliers of any alignment.

Hallowed ground is cast by the druid on his or her permanent grove. This ceremony ensorcelled the trees of the grove so that they will never be affected by disease or other natural disasters. The ground remains hallowed for as long as the druid maintains this grove as his or her permanent base.

Cast out is a form of excommunication or punishment that can be performed by a druid upon someone who has committed sacrilege upon the natural environment or in some other way violated the principles and standards of druids. Its effects can be lessened at a later date by the casting of a reversed version of this ceremony, either by the same druid another one of at least as high a level as the original caster, but the casting out can never be completely neutralized except by a Hierophant Druid of any level. A individual who has been cast out exudes a powerful negative aura, causing any natural creature encountered to react negatively to the individual. This includes all normal (nonmagical) animals, monsters native to the woodlands, domesticated beasts such as horses and dogs, and all druids and their followers.

Casting out is a very powerful form of punishment, and can only be performed by a druid who

has received permission from his or her Archdruid to do so. Similarly, an Archdruid must get permission from the Great Druid, and the Great Druid from the Grand Druid. The Grand Druid does not need to obtain permission, but his or her actions can be reversed by a Hierophant Druid at any time.

This ceremony is usually only used on occasions where the severity of an offense warrants such extreme punishment; a druid who asks for and is denied permission to perform it, or one who later has his or her actions offset by another druid, may be subject to punishment by higher-ranking members of the hierarchy. An intended recipient of this ceremony who is unwilling receives a saving throw vs. spell, at -4, to negate its effects.

The components of a *ceremony* spell always include mistletoe, and the rite (of any sort) must be performed in a druid grove or some other natural, healthy patch of forest. Such ceremonies are normally conducted at either dawn or dusk, the times when night and day are in balance.

Notes: Restricted to druids, common.



OTHER DRUIDIC CEREMONIES

These ceremonies have been published in *DRAGON* Magazine and other sources as spells. Here, they have been reconfigured as additional ceremonies.

3rd level druid: witness

14th-level druid: anointing

Witness: Within their society, druids are legal officials as well as religious leaders. Having a druid witness an oath makes it binding. The oathmaker pronounces the vow, usually an act to be completed within a specified time, calling upon the powers that be, and specifying a penalty if the oath goes unfulfilled. After the ceremony is completed, the oathmaker must fulfill his literal word, or suffer the consequences. The druid may advise the against rash promises or suggest suitable modifications to an oath, but the final say is the oathmaker's. After an oath is witnessed, nothing more can be done about it. Warriors often take oaths to perform certain deeds. While an unfulfilled oath may be binding for years, the death of the oathmaker breaks all but the most terrible oaths.

Anointing (14th level): This ceremony is used to raise kings, high-level druids, and other important persons to their stations. In the Celtic view of things, Sovereignty is a goddess to be wooed and wedded. The candidate is expected to make offerings to the holy groves, conduct great sacrifices, and give away vast amounts of wealth to the poor to please his bride. Displays of the candidate's physical prowess lead up to the anointing. Finally, the anointing takes place. If the candidate proves himself good, wise, liberal, and powerful, he is accepted by the Sovereignty, and is allowed to take up his station. At Tara, the kingstone upon which the new High King stood was supposed to cry out for the true king when he stood upon it. (King Arthur's pulling the sword from the stone is much the same.)

While the anointing is the seal of station, disputes can arise about whether a person is the rightful possessor of the office. A successful anointing raises the recipient's Wisdom and Charisma by one point each (to a maximum of 18). The saving throw for this spell is special.

Assuming the candidate is properly qualified,

he is rated on a scale of 1-4 (1 being highest) in each of five areas by the DM. The rating in each area is added, generating a saving throw of 5 to 20. If the number or above is rolled on 1d20, the individual is confirmed as not only the lawful, but the rightful possessor of the office.

Alignment: Has the recipient displayed good character and faithfulness to the druidic cult?

Duty: Has the recipient shown himself responsible and reliable in all his past dealings, and loyal to the kingdom, sect, or organization?

Leadership: Has the recipient been a strong and fair leader?

Performance: Did the candidate perform well in the rituals, games, demonstrations, offerings, and generosity during the festivities prior to his anointing?

Breeding: Is the recipient of good family connections and does he act as befits his station?

SEASONAL CEREMONIES

The seasonal spells of spring, summer, autumn, and winter have the following in common. These affect the land and people under the druid's care, large or small. (A druid is off on his own is in his own charge; a party of adventurers of the druidic religion also might be considered his charge.)

A druid of insufficient level to conduct a seasonal ceremony is part of another druid's charge, as are the people and lands under the lower-level druid. The junior druid must participate in the ceremony conducted by the senior druid for those in his charge to benefit. The lower-level druid is expected to conduct the ceremonies of which he is capable and to attend and assist when senior druids conduct seasonal ceremonies that he cannot). Failure in either case could mean disaster for the druid's charges.

These ceremonies are all-night affairs, during which the druids keep vigil, chant, make offerings, and perform certain actions important to the community's or kingdom's welfare for the coming year. Ordinary worshipers are also participants, although the druids do much of their work withdrawn from the masses (and in secret).

5th level druid: *Spring* (Beltane)

7th level druid: *Summer* (Lugnasad)

9th level druid: *Autumn* (Samain)

12th level druid: *Winter* (Imbalc)

Spring: The spring festival (Beltane) celebrates the sun's power to give life. Great fires are lit, and cattle are passed between them. Druids and people process between the fires, waving shoots of grain. The fiery sun is associated with health and the destruction of disease: The main point of this festival is to ensure protection from disease for animals, crops, and the faithful. The ceremony reduces the chance of disease for the year to come by 10%. Beltane is a major civic festival associated with the spring planting.

Summer: The summer festival (Lugnasad) begins with the all-night vigil of Midsummer, the shortest night of the year. All is in full flower: Those involved in the ceremony wear garlands, which are later offered as sacrifices, beginning on Midsummer's Eve. This is the night when druids gather their mistletoe for the coming year. Each druid must gather his own mistletoe on this night for his spells to work at full potency during the next year. A druid who cannot perform the summer ceremony must join with other druids, or the mistletoe he gathers will be nothing more than lesser mistletoe. The penalty for neglecting this festival is a loss of spell potency throughout the

coming year. On the night of the first full moon following Midsummer, great fairs are opened.

Autumn: The autumn harvest festival (Samain) is a time of feasting. All the folk assemble to offer their first fruits to the gods. Great bonfires are built on prominent hills, and dancing and drinking go on all night. The harvest's bounty is meant to stave off hunger in the winter. Neglecting this festival brings dearth and poverty for the coming year (extra expenses will be accrued, various treasure collected will be deficient in value, etc.). (The DM handles this condition of misfortune until the next Samain. A monthly loss of at least 100 gp per level is suggested.)

Winter: The winter festival (Imbalc) celebrates lambing season, and offerings of milk are in order. Like a lamb, the year is born as the sun begins to wax again. The ceremony takes place on Yule, the longest night of the year—this, the longest seasonal ceremony is a petition for strength. Neglecting the ceremony produces a -5% penalty in experience points earned for the next year and the Hit Dice of animals born in the new year have a penalty of -1 hit point per Hit Die.

Cetacean Form — Sea Elf

(Alteration)

Sphere: Combat

Level: 7

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: The caster

Saving Throw: None

This spell is similar to the 9th-level wizard spell *shapechange*, but it only allows the caster to assume the form of a cetacean or partial cetacean of any species except giant whales or leviathans. Commonly assumed forms include that of a dolphin or narwhal. The caster gains all of the chosen creature's abilities except for innate magical abilities, magic resistance, and those abilities dependent upon Intelligence.

The caster also adopts the form's vulnerabilities. For example, a priest who becomes a dolphin still cannot breathe out of the water for more than 24 hours. Like the *shapechange* spell, a priest who is killed while in another form does not revert to his or original shape, which may disallow certain types of revivification.

The caster can change forms as many times as desired within the duration of the spell. For example, she can into a dolphin while swimming in shallow seas, then to a sperm whale to dive to great depths. The first form adopted has whatever hit points the casting priest had at the time of the casting of the *cetacean form* spell, and subsequent forms carry the current total hit points with them. Each alteration in form takes only a second, and no system shock survival roll is required.

The material component is a small pinch of ambergris and the priest's holy symbol.

Notes: Granted by the sea elf god, Deep Sashelas.

Chain Creation

(Invocation/Evocation)

Sphere: Creation

Level: 5

Range: 30 yds.

Components: V, S, M

Casting Time: 8

Duration: Special

Area of Effect: 1 created item

Saving Throw: None

This spell works only on the output of priestly spells in the sphere of creation and on those produced by a wizard's use of the *minor creation* spell.

When such magics are successfully worked, a *chain creation* spell cast within 1 turn after their casting makes three identical copies of whatever the other magic created. A *chain creation* spell fails if it is cast later than a turn after those other magics, or if cast on anything involving active undeath.

The three copies produced by this spell last just as long as the copied item (that is, the length of existence is governed by the original magic, from a few rounds to permanent). Permanent items created by this spell are independently permanent and not destroyed by the destruction of the original.

The material components of a *chain creation* spell are three rubies of any size worth a total of at least 100 gp, crushed during casting, or the powder of four rubies (worth the same amount), prepared beforehand.

Notes: Granted by Lathander Morninglord of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Chain Madness

(Illusion, Phantasm)

Sphere: Charm

Level: 6

Range: 30 yds.

Components: V, S, M

Casting Time: 9

Duration: Special

Area of Effect: 1 creature

Saving Throw: Special

This spell allows a priest to create insanity in the mind of a target creature, which then becomes contagious. A creature must have an Intelligence score of 5 or above to be subject to the effects of *chain madness*. When the priest casts the spell, the

target creature is allowed a saving throw vs. spell with a -4 penalty to avoid the effects. These effects are not immediately obvious; there is a minimum latency period of 48 hours. After this time, the afflicted creature must make a daily Wisdom check and, when this fails, the creature develops the symptoms of a fevered, agitated, severe depression.

An affected creature has a -3 penalty to all attack rolls, damage rolls, saving throws, and ability checks. The creature must also make a successful Wisdom check to perform any premeditated action (as decided by the DM). For example, a creature fights as best it can to defend itself if attacked, but a Wisdom check is required to initiate an aggressive action of its own, plan a trap or ambush, and so on.

The duration of the madness is 1d4+4 days, but at the end of this time the creature must make a system shock roll. If this fails, the insanity continues for a further 1d4+4 days. This continues until a successful system shock roll is made or the creature dies. A creature that fails an initial system shock roll loses 1 point of Constitution permanently for each subsequent system shock roll failure. A creature reduced to 0 Constitution dies.

The great danger of chain madness lies in its contagion. Each affected creature can infect up to six other creatures per day. The effect spreads through physical contact, including during the original latency period. Even a shake of a hand is enough to convey the madness. Each potential secondary victim is permitted a saving throw vs. spell to negate the effect. If affected, secondary victims develop the same madness after the same latency period and are themselves contagious. However, tertiary victims save vs. spell at +1, later victims save at +2, and so on along the chain.

Chain madness can be cured by a successful *dispel magic* spell, a *remove curse*, or a *heal* spell. Detection spells that read a creature's nature (for example, *know alignment*, *detect good/evil*) have a 5% chance per level of the caster to reveal that something is subtly wrong in the mind of an affected creature. This may be crucial to containing the outbreak when the malady is still in its latency phase.

This spell is rarely used, for it is hazardous to the priest casting it. If the casting priest rolls below his Wisdom score on d100 when casting the spell, then he suffers the effects of *chain madness*, but without becoming contagious.

The material component for this spell is a small vial of brain tissue from an illithid.

Notes: Granted by Iuz the Evil of the WORLD OF GREYHAWK setting.

Champion's Strength

(Alteration)

Sphere: Law

Level: 5

Range: 0

Components: V, S, M

Casting Time: 2

Duration: Special

Area of Effect: 2 or more persons in a 30-ft. radius

Saving Throw: None

Champion's strength bestows upon one person who is a member of a group the attack and damage bonuses from the rest of the group. The recipient can then fight as the group's champion.

The spell draws bonuses from one person for every two levels of the priest. All those involved must be within a 30-foot-radius of the priest. At the time of casting, the priest designates the champion and the contributors. All those who contribute to the spell must do so willingly.

When the spell is completed, the designated champion gains any nonmagical bonuses to THACO and damage possessed by those who contributed to the spell. Those without bonuses or with combat

penalties could conceivably be included in the spell; such individuals count against the maximum number of persons who 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 champion'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. Those 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 person's contribution is immediately lost.

The spell expires when the last person contributing power to the champion ceases concentration.

A champion can 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.

Notes: Common for to priests with major access to the sphere of Law (*ToM*).



Changestaff

(Evocation, Enchantment)

Sphere: Plant

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: Special

Area of Effect: The caster's staff

Saving Throw: None

By means of this spell, the caster is able to change a specially prepared staff into a treant-like creature of the largest size, about 24 feet tall. When the priest plants the end of the staff in the ground and speaks a special command and invocation, the staff turns into a treant-like creature with 12 Hit Dice, 40 hit points, and Armor Class 0. It attacks twice per round, inflicting 4d6 points of damage with every successful attack. The staff-treant defends the caster and obeys any spoken commands. However, it is by no means a true treant; it cannot converse with actual treants or control trees. The transformation lasts either for as many turns as the caster has experience levels,

until the caster commands the staff to return to its true form, or until the staff is destroyed, whichever occurs first. If the staff-treant is reduced to 0 hit points or less, it crumbles to a sawdust-like powder and the staff is destroyed. Otherwise, the staff can be used again after 24 hours and the staff-treant is at full strength.

To cast a *changestaff* spell, the caster must have either his holy symbol or leaves (ash, oak, or yew) of the same sort as the staff.

The staff for the *changestaff* spell must be specially prepared. The staff must be a sound limb cut from an ash, oak, or yew tree struck by lightning no more than 24 hours before the limb is cut. The limb must then be cured by sun drying and special smoke for 28 days. Then it must be shaped, carved, and polished for another 28 days. The caster cannot adventure or engage in other strenuous activity during either of these periods. The finished staff, engraved with woodland scenes, is then rubbed with the juice of holly berries, and the end of it is thrust into the earth of the caster's grove while he casts a *speak with plant* spell, calling upon the staff to assist in time of need. The item is then charged with a magic that will last for many changes from staff to treant and back again.

Notes: Common for druids (PHB).

Channel Flame

(Evocation)

Sphere: Elemental Fire

Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 5 rds.

Duration: Special

Area of Effect: 10 ft. cube

Saving Throw: None

A priest who casts this spell channels energy from burning materials through himself to attack his enemies. When within 30 yards of 100 pounds or more of burning matter, the caster can direct the flame to an area within a range of 30 yards of his or her location. The flame from the original source is not extinguished. The damage from this attack is 1d4 points for every level of the priest.

The spell remains in effect as long as the original burning material remains alight, usually one turn. A magical flame that feeds on nothing cannot be tapped for this spell, nor can a torch, but a burning cottage would.

Notes: Uncommon for priests from the DARK SUN setting.

Channel Stench

(Summoning)

Sphere: Elemental Air

Level: 2

Range: 0

Components: V, S

Casting Time: 3

Duration: 3 rds.

Area of Effect: Cone, 20-ft. long, 10 ft. diameter

Saving Throw: Special

The priest draws in a deep breath and expels it toward his opponent. All noxious odors from up to two miles away are channeled through the priest's breath and ejected in a vile cone of stench. All breathing creatures in the cone must make a successful saving throw vs. poison. Those who fail retreat and gag for 1d6 rounds; those who succeed fight at a -1 penalty to attacks for 1d6 rounds due to teared eyes and labored breathing. Strong winds or a source of fresh air reduce this time by half. Creatures with more than 5 Hit Dice or levels can ignore *channel stench*.

Notes: Common for elemental priests from the DARK SUN setting.

Chant

(Conjuration/Summoning)

Sphere: All

Level: 2

Range: 0

Components: V, S

Casting Time: 2 rds.

Duration: Time of chanting

Area of Effect: 30-ft. radius

Saving Throw: None

By means of the *chant* spell, the priest brings special favor upon himself and his party, and causes harm to his enemies. When the *chant* spell is completed, all attack and damage rolls and saving throws made by those in the area of effect who are friendly to the priest gain +1 bonuses, while those of the priest's enemies suffer -1 penalties. This bonus/penalty continues as long as the caster continues to chant the mystic syllables and is stationary. However, an interruption (such as an attack that succeeds and causes damage,

grappling the chanter, or a *silence* spell) breaks the spell. Multiple chants are not cumulative; however, if the 3rd-level *prayer* spell is spoken while a priest of the same religious persuasion (not merely alignment) is chanting, the effect is increased to +2 and -2.

Notes: Common for clerics (*PHB*).

Chant of Fangs

(Invocation/Evocation, Necromancy)

Sphere: Combat

Level: 3

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 2 rds.

Area of Effect: Special

Saving Throw: ½

This spell is cast by chanting loudly (hence its name). It causes a pair of spectral jaws, or rather, rings of floating fangs, arranged as if fixed in invisible jaws, to appear out of the caster's hand or chest and fly at a desired target at MV Fl 15 (A). The fangs have no Armor Class or physical solidity. They can be destroyed only by *dispel magic* or certain magical barriers and powerful spells. They strike twice per round at the caster's THAC0 and operate independently of the caster. (In other words, the caster can engage in other spellcasting, attacks, or activities while the fangs attack a chosen target.) The target can be changed by the caster with a momentary, silent exertion of will at the end of the first round of the existence of the fangs, but not otherwise. (That is, the fangs bite at two opponents twice, or one target four times).

The fangs do nothing (until redirected) if their chosen target dies or uses any sort of teleportation magic to vanish. The fangs can detect and attack invisible creatures, even when their caster cannot; but the caster must have some indication that an invisible creature is present to direct the fangs to attack. The bite of these fangs inflicts 2d4 points of damage (save for half), as an energy-stealing attack rather than a physical ravaging. The fangs are able to penetrate any physical protection up to and including plate armor.

The material component of a *chant of fangs* spell is a tooth from any wild mammalian predator (that is, one not slain while in captivity or reared domestically).

Notes: Granted by the evil god Malar the

Beastlord of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Chaos Ward

(Abjuration)

Sphere: Chaos

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 2 rds./level

Area of Effect: Creature touched

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 creature more difficult to hit in hand-to-hand combat by providing a +1 bonus to Armor Class. Against missile attacks or ranged spells aimed directly at the creature, the *chaos ward* is even more effective, providing a +2 bonus to Armor Class and a +2 bonus to saving throws. In addition, missile attacks or directed spells might be deflected or reflected by the chaotic energy of the shield, as shown below:

d%¹ Effect

01-85	No unusual effect, creature 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 is rolled for the random creature to be affected
100+	Spell or attack reflected back at originator, normal attack roll or saving throw applies

¹Add the caster's level to the d% roll.

To qualify as a directly aimed spell, the spell must affect *only* the target creature in question. A spell such as *hold person* or *sleep* that happens to include the creature 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.

Notes: Uncommon for priests with access to the sphere of Chaos (*PO:SM*).

Chaotic Combat

(Invocation, Evocation)

Sphere: Chaos

Level: 4

Range: 30 yds.

Components: V, S

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 1 warrior

Saving Throw: None

The spell affects only warriors. When cast on a warrior, that individual is inspired beyond his years of training and is suddenly struck with numerous insights for variations on the standard moves of attack and defense.

However, 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 each round of combat.

The insight imparted by this spell is lost when the spell expires. The warrior remembers the battle but not the specifics of his actions. He is unable to duplicate the maneuvers.

Notes: Common for priests with major access to the sphere of Chaos (*ToM*).

Chaotic Commands

(Enchantment/Charm)

Sphere: Chaos

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 1 turn/level

Area of Effect: 1 creature

Saving Throw: Special

Chaotic commands renders a creature immune to magical commands. *Taunt, forget, suggestion, domination, geas, demand, succor, command, enthral, quest, exaction*, and other spells that issue a direct verbal command to a single individual automatically fail.

In addition, anyone casting one of these spells on a creature protected by *chaotic commands* must make a successful saving throw vs. spell. Failure means the caster must obey his own magic; the spell's effect has backfired on the caster.

The material component is a piece of eelskin.

Notes: Common for priests with major access to the sphere of Chaos (*ToM*).

Chaotic Sleep

(Alteration)

Sphere: Chaos

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Permanent

Area of Effect: Creature touched

Saving Throw: Neg.

After casting this spell, the priest must successfully touch the target creature, which is allowed a saving throw vs. spell to avoid the effect. Failure means the spell takes effect at the next sunrise or sunset, whichever comes first.

From the time the spell takes effect until it is negated, the sleeping pattern of the affected creature 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 creature will be unable to sleep or unable to remain awake (roll 1d6; on a roll of 1-3, the creature is awake, on a roll of 4-6, it sleeps). This condition lasts until the next sunrise (or sunset) when the check is made again.

For example, a fighter fails to save against a *chaotic sleep* spell. 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's wide awake, fidgeting, and restless. At sunrise, another die roll is made, a 6. The fighter is suddenly exhausted and sleeps until sunset.

Creatures who sleep as a result of this spell can be roused only by a physical stimulus, a slap or a wound, for example. Once awake, the creature 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 individual awake. Unlike a *sleep* spell, a being affected by a *chaotic sleep* spell dozes off as soon as

he or she is left relatively undisturbed. Keeping an affected being awake is difficult at best.

Lack of sleep eventually takes a physical toll on any creature under the influence of the spell. Each 12 hours a creature remains awake beyond the first, inflicts a -1 penalty to THACO. The creature does not regain hit points as a result of normal rest. Spellcasters cannot memorize spells until they have had sufficient sleep.

Chaotic sleep can be removed with a *remove curse* spell; it cannot be dispelled.

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

Notes: Common for priests with major access to the sphere of Chaos (*ToM*).

Chariot of Sustarre

(Evocation)

Sphere: Elemental Fire

Level: 7

Range: 10 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 12 hrs.

Area of Effect: Special

Saving Throw: None

When this spell is cast, it brings forth a large, flaming chariot pulled by two fiery horses from the elemental plane of Fire. These appear in a clap of thunder amid a cloud of smoke. The vehicle moves at 24 on the ground, 48 flying, and can carry the caster and up to seven other creatures of man-size or less. The passengers must be touched by the caster to protect them from the flames of the chariot. Creatures other than the caster and his designated passengers sustain 2d4 points of fire damage each round if they come within five feet of the horses or chariot. Such creatures suffer no damage if they evade the area by rolling successful saving throws vs. petrification, with Dexterity adjustments.

The caster controls the chariot by verbal command, causing the flaming steeds to stop or go, walk, trot, run or fly, and turn left or right as he desires. Note that the *chariot of Sustarre* is a physical manifestation and can sustain damage. The vehicle and steeds are struck only by magical weapons or by water (one quart of which inflicts 1 point of damage), they are Armor Class 2, and each requires 30 points of damage to dispel. Naturally, fire has no effect upon either the vehicle or its steeds, but magical fires other than those of the chariot can affect

the riders. Other spells, such as a successful *dispel magic* or *holy word*, force the chariot back to its home plane, without its passengers. The chariot can be summoned only once per week.

The material components are a small piece of wood, two holly berries, and a fire source at least equal to a torch.

Notes: Common for clerics and druids (*PHB*).

Charm of Brandobaris — Halfling

(Alteration)

Sphere: Travelers

Level: 2

Range: 0

Components: V

Duration: 1 day/level

Casting Time: 1

Area of Effect: 1d4 beings in a 30-ft. radius

Saving Throw: Neg.

This spell is useful when the caster has been captured. The spell convinces one to four creatures that the caster is too valuable a prize to execute (or eat) out of hand. It creates lingering doubts in the captor's minds that make them think that the caster is worth ransoming, that higher authorities should be consulted, or in the case of evil beings, that it might be more fun to forcibly interrogate the caster later. In any case, if the spell is successful, the caster is not killed immediately, thus allowing a possible escape. Even creatures of animal intelligence or less are easily distracted from the caster—for example, other creatures available for consumption are eaten first.

The *charm of Brandobaris* does not affect the caster's ability to communicate with his or her captors, nor does it otherwise alter their behavior. It does not, for example, make guards less watchful than usual.

The effect is centered on the caster, and affects beings selected by the caster within the area of effect. If the spell is cast at three beings, each gets a normal saving throw vs. spell. If only two beings are to be affected, each has a -1 saving throw penalty. If the spell is cast at one being, the saving throw has a -2 penalty. Saving throws are adjusted for Wisdom.

The verbal component of this spell varies according to the situation, but typically the *charm of Brandobaris* is invoked with a comment along the lines of: "This isn't exactly what it looks like . . ." or "Let me explain . . ."

Notes: Granted by the halfling god, Brandobaris.

Charm of Isis — Old Empire

(Abjuration)

Sphere: Protection

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 hr.

Duration: 1 day/level

Area of Effect: 1 charm of 25 gp or greater value

Saving Throw: None

Charm of Isis enspells a small item—a amulet, talisman, or fetish selected by the spellcaster—to serve as a protective charm. It functions only for only the person selected to use it by the priestess of Isis when it is enchanted. It lasts only for as long as that being's actions are viewed favorably by Isis. The charm only functions while physically touching its owner's skin and is usually worn on a simple necklace beneath the owner's armor or shirt.

A charm of Isis can provide a bonus to Armor Class or saving throws, but not both. In either case, a *charm of Isis* provides a +1 bonus for every three levels of the priestess casting the spell (rounded down), to a maximum of +5 at 15th level or higher. A priestess cannot have more than three *charms of Isis* created by her in existence at any time; hence, if a priestess has three in existence at once, the magic of one of the three must expire before another can be created. A priestess of Isis can create a charm for herself only when adventuring or traveling beyond the borders of the Old Empires.

The material component is the priestess's holy symbol.

Notes: Granted by the Mulhorandi goddess Isis of the FORGOTTEN REALMS setting.

Charm Person or Mammal

(Enchantment/Charm)

Sphere: Animal

Level: 2

Range: 80 yds.

Components: V, S

Casting Time: 5

Duration: Special

Area of Effect: 1 person or mammal

Saving Throw: Neg.

This spell affects any single person or mammal it is cast upon. The creature then regards the caster

as a trusted friend and ally to be heeded and protected. The term *person* includes any bipedal human, demihuman or humanoid of man-size or smaller, including brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level fighter is included, while an ogre is not.

The spell does not enable the caster to control the charmed creature as if it were an automaton, but any word or action of the caster is viewed in the most favorable way. Thus a charmed creature would not obey a suicide command, but might believe the caster if assured that the only chance to save the caster's life is for the creature to hold back an onrushing red dragon for "just a minute or two" and if the charmed creature's view of the situation suggests that this course of action still allows a reasonable chance of survival.

The subject's attitudes and priorities are changed with respect to the caster, but basic personality and alignment are not. A request that a creature make itself defenseless, give up a valued item, or even use a charge from a valued item (especially against former associates or allies) might allow an immediate saving throw to see if the charm is thrown off. Likewise, a charmed creature does not necessarily reveal everything it knows or draw maps of entire areas. Any request may be refused, if such refusal is in character and does not directly harm the caster. The creature's regard for the caster does not necessarily extend to the caster's friends or allies. The creature does not react well to the charmer's allies making suggestions such as, "Ask him this question..." nor does the charmed creature put up with verbal or physical abuse from the charmer's associates, if this is out of character.

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

If the caster harms, or attempts to harm, the charmed creature by some overt action, or if a *dispel magic* spell is successfully cast upon the charmed creature, the charm is broken automatically.

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

If the subject of the *charm person/charm mammal* spell successfully rolls its saving throw vs. the spell, the effect is negated.

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

Notes: Common for druids (*PHB*).

Charm Shark

Aka shark charm.

Charm Spirit

(Necromancy)

Sphere: Charm

Level: 5

Range: Special

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 10 yds.

Saving Throw: None

This spell allows the caster to charm any specified spirit within range. The caster must be able to see or otherwise know the location of the spirit. The spirit might be bound into an object; possessing a person, animal or object; or free. The spell cannot be used to charm spirits that are naturally bound, such as nature spirits.

If the chosen spirit fails to roll a successful saving throw vs. spell, then it obeys the caster as a faithful servant for the duration of the spell, even attacking its own allies. However, no spirit can be forced to perform actions against its own alignment.

The material component is a crystal ball, worth at least 50 gp.

Notes: Restricted to shamans, uncommon.

Chattel Spirit

(Enchantment, Summoning)

Sphere: Summoning

Level: 3

Range: 0

Components: V, S, M

Casting Time: 3 turns

Duration: 2 turns/level

Area of Effect: 1 supernatural being

Saving Throw: None



Any nemesis spirit that the caster has defeated can be summoned with this spell. It appears with whatever powers and hit points it had when the barbarian cleric fought it. It must serve the caster or answer the caster's questions to the best of its ability. When the spell ends, the spirit vanishes, even if its task is incomplete. Although the spirit may complain or attempt to bend the meaning of a command, it is bound to carry out orders, even if these could result in the spirit's destruction. Once slain in an assignment, a spirit cannot be called on again. Only three services can be asked of any individual nemesis spirit.

The material components are 100 gp of very rare herbs, which are burned as the caster performs a chant, dances, and gestures with a holy symbol.

Notes: Restricted to barbarian clerics and other savages. (Updated from *DRAGON Magazine*.)

Chatterbark — Ranger

(Divination)

Sphere: Plant

Level: 3

Range: Touch

Components: V, S

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 tree

Saving Throw: None

A variation of the 4th-level priest spell, *speak with plants*, this spell enables a ranger to ask a simple question of a tree and receive a spoken response. The tree can be any species, so long as its trunk is at least 1 foot in diameter. Before casting the spell, the ranger must spend at least an hour carving a humanoid face in the trunk. A ranger with proficiency in wood carving (a variation of artistic ability) can carve a suitable face in one turn.

After carving the face, the ranger spends 1 turn casting the spell, at which time the face becomes animated, twitching and grimacing as if just awakening from a long sleep. The tree face then looks at the ranger expectantly, waiting for a question. The ranger can ask the tree any single question that can be answered in a single word or short phrase. Typical questions might include: "Has a dragon passed this way within the last few days?" "Has it rained here recently?" "Are there any fruit trees nearby?" The tree answers the question honestly. If the question is beyond the scope of its knowledge, the tree says, "I don't know. After answering, the face disappears.

The DM should keep in mind that a typical tree doesn't know very much, as it has little experience, never travels, and rarely interacts with other living things in meaningful ways. As a rule of thumb, a tree's knowledge is limited to things it has observed (passersby, weather conditions) and general information about the immediate area (animal populations, location of landmarks). A tree can't give dependable advice or make judgments. If the DM is in doubt about what a particular tree knows, the tree answers, "I don't know."

Notes: Uncommon for rangers; otherwise, very rare.

Chill — Old Empire

(Alteration, Evocation)

Sphere: Combat

Level: 3

Range: 50 yds. + 10 yds./level

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: ½

This spell creates a 30-foot-radius sphere of cold air. The caster can focus the cold on one creature in that area, inflicting 1 point of damage per caster level (to a maximum of 10 points). If the creature makes a successful saving throw vs. spell, the damage is halved. Each succeeding round, the caster can focus on the same or another creature in the area of effect, inflicting 1 point of damage per level (to a maximum of 10 points) to any one creature in the area of effect. Creatures in the area of effect other than the target feel an unpleasant chill, but are not damaged by it.

The spell does not cause any damage during a

round that the caster is struck before his or her initiative, since the caster must concentrate to target the spell. However, striking the caster does not end the spell; it merely prevents its energies from being focused that round. The caster can take actions other than focusing the spell, such as a physical attack, and resume focusing in a later round, but casting any subsequent spell terminates the *chill* spell. In addition, if all creatures leave the area of effect, the spell ends.

The material component for this spell is a feather.

Notes: Granted by the Mulhorandi god Osiris of the FORGOTTEN REALMS setting.

Chill Metal

Reversed form, heat metal.

Chilling Scythe

(Evocation, Necromancy)

Sphere: Combat, Necromantic

Level: 2

Range: 0

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: 1 scythe

Saving Throw: None

This spell creates an oversized but weightless scythe that can be wielded by any living creature either as a tool or as weapon. The scythe appears in the hands of the spellcaster, but can be given to another to be wielded. The scythe is a two-handed, 7-foot-long device that is a +2 enchanted weapon, dealing 2d4+2 points of piercing and slashing (Type P/S) physical damage (1d8+2 vs. L-sized or larger creatures) plus *chilling* for a further 1d4 points of damage (no saving throw). This chilling damage is caused by draining life force, not by cold; however, the damage can be healed normally. A *chilling scythe* has a speed factor of 5, and its *dweomer* enables the wielder to use it with no nonproficiency penalty.

If a *chilling scythe* even touches an undead creature it inflicts 4d6 points of damage and hurls the creature helplessly 20 feet away from the scythe. The undead creature cannot advance again until the next round even if creature hit a barrier before traveling the full distance.

The material component for this spell is a fragment of bone.

Notes: Granted by the god Kelemvor, Judge of the Damned, of the FORGOTTEN REALMS setting.

Chimes of Finding

(Enchantment)

Sphere: Elemental Air

Level: 4

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: Special

Saving Throw: None



Missing and wanted individuals can be located with the *chimes of finding* spell. The spell does not work on inanimate objects. This complicated dweomer requires a set of wind chimes, a relatively detailed map of the area to be searched, a personal item of the desired being, and a still, windless day.

The caster spreads the map out and suspends a set of normal wind chimes above it; then passes the point of his or her finger over the map. When the chimes sound, the person's location is revealed. The better the map, the easier it is to eventually find the desired person.

The chimes work even if the person is dead;



then, the chimes toll more slowly, sadly. A successful Wisdom check allows the caster to manipulate the sound for the benefit of any listeners.

Notes: Uncommon for priests from the DARK SUN setting.

Choose Future

(Divination)

Sphere: Time

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 1 rd.

Area of Effect: Creature touched

Saving Throw: None

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

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

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

Notes: Common for priests with access to the sphere of Time (*ToM*).

Circle of Life

(Alteration)

Sphere: Elemental Water

Level: 3

Range: 0

Components: V, S, M

Casting Time: 4 rds.

Duration: 1 day

Area of Effect: 3 creatures/level

Saving Throw: None



This spell enables a number of creatures to survive in arid, inhospitable terrain. Those affected by the spell need only half their water requirements per day, and regain 1 extra hit point every 24 hours.

The spell does not help the caster in any way, in fact, the caster requires twice the normal amount of water. The priest transfers his own bodily water

to those within the *circle of life*, and the constant drain needs to be replenished.

Notes: Common for priests of Water; otherwise, uncommon in the DARK SUN setting.

Circle of Privacy

(Alteration)

Sphere: Travelers

Level: 4

Range: Special

Components: V, S, M

Casting Time: 4

Duration: 1 hr./level

Area of Effect: 50-ft.-diameter circle

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. The group's chance for encounters is reduced by 50% for the duration of the spell. The spell provides no protection against infravision of 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.

Notes: Common for priests with access to the sphere of Travelers (*ToM*).

Circle of Protection from Spirits

(Abjuration)

Sphere: Wards

Level: 2

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 3 ft./level

Saving Throw: None



The shaman must draw or form a circle on the ground, and so long as he or she does not move out of the circle, any mortals within the circle are immune to possession attempts by spirits, and receive a -2 Armor Class bonus against any spirit's attack. The circle has no adverse effects on the shaman's own spells or powers, but does affect the

attacks made by owned or allied spirits. As soon as the caster leaves the circle it ceases to function.

The material component of the spell is dust from the bones of an animal or person killed by a spirit, which must be sprinkled over the area of the circle.

Notes: Restricted to shamans, uncommon.

Circle of Secrets*

(Alteration)

Sphere: All

Level: 3

Range: Special

Components: V, S

Casting Time: 3

Duration: Concentration

Area of Effect: Special

Saving Throw: None



This cooperative magic spell allows a minimum of two and a maximum of twelve priests to make themselves and a number of allies undetectable by normal means. The priests stand or sit in a circle (two priests position themselves face-to-face, while three make a triangle) so that they are within arms' reach of each other. They then close their eyes and concentrate. The DM may rule that both priests must follow the same deity, or they may be followers of allied deities.

The spell's magic changes the appearance of each priest into some natural terrain feature for as long as the priests maintain their concentration. The terrain feature is dictated by the deity worshiped and the situation (a priest of Erik in a forest, for example, might look like a tree, but might appear to be a cactus in the desert).

While the spell lasts, the priests look, feel, and smell like the object of their transformation. They remain aware of their surroundings and are able to hear and smell activities around them. They do not actually polymorph into these magical forms, however. A priest who assumes the form of a boulder, for example, can feel rough or smooth like a boulder, but isn't actually as hard as rock.

All passersby, even those searching for the priests, are affected by the magic. Unless greatly motivated, even those familiar with the ground often assume that these natural features are normal for the landscape. Those suspicious of the landscape ("Hey, that boulder wasn't here a minute ago!") are allowed a saving throw vs. spell with a -1 bonus for every priest participating in the *circle of secrets*. Success means the individual knows the

natural features weren't there previously (but does not actually see the priests); failure means the individual dismisses his or her suspicions.

In addition to their own forms, the casting priests can affect one additional individual for every two priests casting the spell. These additional individuals stand between the priests or within the circle and change shape along with the priests. These beings need not concentrate or remain still, but cannot move out of their places.

Any participant moves significantly or breaks the circle, reverts to normal. As long as two or more priests maintain their concentration, however, the rest of the circle remains disguised, no matter how many beings are enclosed. Thus, six priests could cast the spell to include three allies, then four of the priests could move away to pursue other activities. Two priests must remain in concentration to safeguard themselves and the three allies.

A *true seeing* spell or gem can penetrate a circle of secrets. *Detect magic* shows only that magic is present, but not the nature of the magic.

Notes: Uncommon for priests from Cerilia, the BIRTHRIGHT setting.

Circle of Stone* —Dwarf

(Evocation)

Sphere: Protection

Level: 5

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: 1 rd./level of lowest caster

Area of Effect: Special

Saving Throw: None

This spell can be cast in any location in which pieces of stone larger than the caster surround him or her on at least three sides. The spell involves a short chant and the physical linkage (touching) of all the beings to be encircled. It creates an invisible, magical field around them.

The field is spherical, with a 10 foot radius per caster involved. While it lasts, it confers a bonus of +4 to the saving throws of all beings in the circle, and a 5-in-6 chance that any spell or magical item effect originating outside the circle is reflected back at full power on its source.

Dwarves within a *circle of stone* gain a +3 bonus to attack rolls (not damage) and are empowered to hit all opponents, even those normally struck only by magical weapons of certain bonuses.

Notes: Rare spell, granted only by dwarven gods.

Circle of Sunnotes

Quest spell, see appendix in Vol. 3.

Clangeddin, Axe Storm of

See axe storm of Clangeddin.

Clawcloud

(Conjuration/Summoning)

Sphere: Summoning

Level: 4

Range: 1 mi./level

Components: V, S, M

Casting Time: 1 rd.

Duration: 1d4 hrs./level

Area of Effect: Special

Saving Throw: None

By casting this spell, the priest summons a flock of huge ravens (or giant ravens as the priest desires), if such birds are within range. The number appearing is 20+3d20 huge ravens or 10+2d6 giant ravens.

The flock to the summoning priest, who then instructs them as if using a *speak with animals* spell. The ravens faithfully carry out the instructions of the priest, so far as their intelligence allows. They can follow simple instructions, such as: "Follow those fleeing figures and attack them," or instructions to trail a target and report back to the priest, but not complex or abstract ones. The DM determine the actions of ravens according to their Intelligence. Giant ravens (Intelligence 5-7) are capable of cunning maneuvers, such as following a party of adventurers while staying a safe distance away from ranged attacks, and peeling off at a rate of one per hour or so to report back to the summoning priest.

The flock of ravens summoned by the *clawcloud* spell returns to a wild, self-determined state on the first dawn following their summoning.

The material component is a raven's feather.

Notes: Granted by Iuz the Evil of the WORLD OF GREYHAWK setting.

Claws of Thard Harr — Dwarf**(Alteration)****Sphere:** Combat

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 3 rds. + 1 rd./level

Area of Effect: 1 dwarf

Saving Throw: None

This spell transforms the hands of a willing dwarf into rending talons known as the *claws of Thard Harr*. Each talon inflicts 1d4+2 points of damage with a successful attack. Two attacks are possible per round, one with each claw. The long claws prevent the dwarf from wielding a weapon for the duration of the spell.

The spell requires the priest's holy symbol and a preserved talon of a wild beast personally slain by the caster. Neither is destroyed by the casting.

Notes: Granted by the dwarven god Thard Harr.

Claws of Velsharoon**(Necromancy)****Sphere:** Necromantic

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 4 per claw

Duration: Permanent

Area of Effect: 1 severed limb/level

Saving Throw: None

This spell enables the caster to animate one crawling claw per level of experience. Once created, crawling claws can be directed by the telepathic commands of the creator or given duties similar to that of a skeleton. If any crawling claws are later destroyed, the spellcaster can animate additional severed limbs, but the caster's total number of animate crawling claws cannot exceed his or her level.

The material components for this spell are a number severed limbs equal to the number of crawling claws to be animated and the priest's holy symbol.

Notes: Granted by the god Velsharoon the Lich Lord of the FORGOTTEN REALMS setting.

Crawling Claw: AC 7; MV 9; HD 2-4 hp; THAC0 20; #AT 1; Dmg 1-4 (armored foe), 1-6 (unarmored foe); SA Jump 15'; SD immune to death magic, raise dead, charm, sleep, hold, control undead, turning, holy water; edged weapons inflict half damage, magical weapons inflict no damage bonus; SW resurrection immobilizes for 1 turn/caster level; cold-based spells make them brittle, giving a +1 damage bonus to melee attacks against them; AL N; SZ T; ML Fearless (19-20); XP 35.

Cleanse — Old Empire**(Alteration)****Sphere:** All

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

This spell causes all grime, dirt and stains to be removed from the caster and his vestments, enabling the priest to present himself to his congregation in immaculate condition. All clothing that the caster wears is restored to its original color. If the caster was exposed to any minor incidental diseases, these are cured, provided they have not already reached a noticeable level. This does not affect diseases such as mummy rot, rat bites, or lycanthropy. Even wounds are cleansed and infections are purified (healing 1 point of damage, if no *cure wounds* spells had been applied previously).

The material component for this spell is a handful of clean sand.

Notes: Rare spell for Mulhorandi priests in the FORGOTTEN REALMS setting.

Cleanse

Athasian Dragon King magic; psionic component renders this 10th level spell uncastable by priests.



Cleanse Community

(Abjuration)

Sphere: Protection

Level: 5

Range: Special

Components: V, S, M

Casting Time: 3 hrs.

Duration: 1 year

Area of Effect: Special

Saving Throw: Special



This spell works in much the same way as the 3rd-level spell *cleanse hearth*, driving possessing spirits from an area for one year. The casting shaman, and any assistants rampage through the village or community, striking at the air, ritually beating buildings, furniture, animals, and people.

The spell affects any group of dwellings considered by the inhabitants to form a single community. Most often this is a single village, but might be a valley or similar area, or even a city neighborhood inhabited by an isolated cultural or demihuman enclave.

No spirit is immune to the spell (unless bound), regardless of Hit Dice. However, such spirits remain unaffected if the person, beast or object they inhabited is not struck by any of the shamans. Further, any spirit making a successful saving throw vs. spell can return to the area after 1d10 months.

The material components for the spell are the branches and plants used to beat the spirits away.

Notes: Restricted to shamans, uncommon.

Cleanse Hearth

(Abjuration)

Sphere: Protection

Level: 3

Range: Special

Components: V, S, M

Casting Time: 1 turn

Duration: 3 mo.

Area of Effect: Special

Saving Throw: ½



This spell is used to cast out spirits from any one hearth (home). A "hearth" might be as small as a beggar's shack, or as large as a whole farmstead (including barns and outbuildings) or a royal palace, but it must be the residence of a single family. The spell's casting time is therefore approximate: it takes only one round to *cleanse* a

small shack, but might take a whole day for a palace. Shamans can shorten the casting time by enlisting the aid of other shamans.

To cast the spell, the shaman and any assistants first take supple boughs and clumps of leafy plants. Thus armed, they rampage around the dwelling, shouting threats and calling down curses upon any spirit that might resist them. Lashing at the air with their boughs, they strike at the walls, floors and beams, and items of furniture. Any weapons, people, or domestic animals inside the home they beat with clumps of plants, while ornaments are shaken and clothes flung about. Nothing is left untouched. Furniture is emptied, sides of meat beaten against each other and sacks of grain torn open. In this way, the shamans charge around the house, driving the spirits out.

Spirits whose Hit Dice exceed the caster's level, are unaffected. Each other spirit in the home is allowed a saving throw vs. spell. If successful, the spirit must leave for 2d6 weeks; failure means the spirit is driven out and cannot return.

Note that the spell also affects spirits possessing people and domestic beasts in the home (provided that they are present when the spell is cast), as well as those inhabiting buildings or objects there. If for any reason the shamans fail to beat any room, animal, person or object in the house, then any spirits possessing that thing remain unaffected by the spell. Spirits living in the rooms without possessing any particular object, and those in wild animals (like mice) inside the house, are all affected by the spell. However, the spell has no effect on bound spirits, like fetish spirits bound into objects, or spirits that naturally live in plants or animals.

The material components for the spell are simply the branches and plants used to beat the spirits away.

Notes: Restricted to shamans, uncommon.

Clear Air

(Invocation/Evocation)

Sphere: Elemental Air

Level: 4

Range: Touch

Components: V, M

Casting Time: 7

Duration: 1 turn + 1 rd./level

Area of Effect: 20-ft.-radius globe

Saving Throw: Special



This spell creates an area in which the air remains perfectly clear. *Clear air* banishes smoke, gas, fog, and instantly settles particles such as blowing sand, soot, or grit. Creatures in gaseous form are immediately expelled from its confines, and they cannot enter the area while the spell is in effect. The spell affects the area surrounding the creature touched, and it is mobile with that creature.

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

Notes: Granted by the wind god Akadi of the FORGOTTEN REALMS setting.

Clear Path

(Alteration)

Reversible

Sphere: Travelers

Level: 5

Range: 0

Components: V, S, M

Casting Time: 5

Duration: 1 hr./level

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 the *DMG* 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.

The magic 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. It does not excavate or clear collapsed tunnels. 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.

Notes: Common for to priests with major access to the sphere of Travelers.

Clear Water

(Alteration)

Reversible

Sphere: Elemental Water

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: Instantaneous

Area of Effect: 1 gallon/level

Saving Throw: None

With this spell, the priest can bring Athasian water closer to its true elemental form. Impurities and imperfections are removed, making it more ef-



fective at quenching thirst and nourishing plant life. A creature requires only half as much cleared water as normal water for drinking. An active human, for instance, needs only $\frac{1}{2}$ gallon of cleared water per day to avoid dehydration.

When used to grow plants, cleared water can double the yield of fruit or grain bearing plants. This also applies to *trees of life* and magical fruit trees, but only if cleared water is used to nurture the trees for every day of their growing life.

The material component is a single drop of distilled water.

The reverse of this spell, *muddy water*, has exactly the opposite effect. Creatures must drink twice as much and plants yield half as much. The effects of *muddy water* are not readily apparent—creatures may think they are taking their fill of water but find themselves suffering from dehydration anyway; farmers may not realize until the crops are in and it's too late.

The material component of the reverse is a rotted seed.

Notes: Uncommon for priests from the DARK SUN setting.

Cloak of Bravery

(Conjuration/Summoning)

Reversible

Sphere: Charm

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: Special

Area of Effect: 1 to 4 creatures touched

Saving Throw: Neg.

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

The material component for the *cloak of brav-*

ery spell is the feather of an eagle or hawk.

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

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

The material component for the reverse is the tail feather of a vulture or chicken.

Notes: Common for clerics (PHB).

Cloak of Dark Power — Drow

(Alteration, Evocation)

Sphere: Necromantic

Level: 1

Range: 0

Components: V, S

Casting Time: 4

Duration: 3 rds. + 1 rd./level

Area of Effect: The caster

Saving Throw: None

This spell creates a dark aura of coursing, swirling power around the caster. The priest's body and anything worn or carried are protected by this aura from the effects of full sunlight, even under the open, daytime sky of the surface world. Arms and armor imbued with the radiations of the Underdark do not begin to lose their power, and the drow caster suffers no bright light combat penalties while under the effect of the cloak. A *continual light* spell cast directly against the *cloak of dark power* negates both spells.

A priest shrouded in a *cloak of dark power* functions as if one experience level higher in all dealings with undead. Arachnids (and others using arachnid forms) attack a *cloak*-wearer at penalty of -3.

Notes: Granted by the drow goddess Lolth.

Cloak of Fear

Reversed form, cloak of bravery. *This form is used by evil priests.*

Cloak of Gaer — Drow**(Necromancy)****Sphere:** Healing

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: Creature touched

Saving Throw: None

This powerful spell surrounds the protected creature with a faint magical aura. It takes effect (days or perhaps years later) when the being it is cast on must make a system shock survival roll, or when the being reaches 6 hit points or less. It can be cast on a just-injured being. When either of the triggering conditions occurs, the following happen:

- A system shock survival roll, if required, is automatically successful, regardless of the creature's Constitution.
- The creature *regenerates* severed or missing limbs or body extremities.
- The cloak *purges* the body of all poisons, diseases, insanity, *charms* and outside mental influences, *curses* and *geas* effects, possession or symbiotic life (even if friendly and desired), and *feble-mindedness*. It also cancels the effects of any *forget* spells previously cast on the being;
- The creature is restored to full wakefulness, alertness, sobriety, and a pain-free state.
- The cloak *heals* 4d8 hit points of damage.

If this spell is cast on an hurt creature within 2 rounds of an injury major enough to activate the cloak, the spell has the effects noted above, and allows a being who has failed a system shock survival roll a second chance. This roll is made at a +22% bonus. Failure means death occurs, but the *purge* and *regenerate* effects occur to the corpse.

If this spell is applied 3 to 9 rounds after a being has been stricken, it allows a second system shock survival roll, but without any bonus; other spell effects occur as noted here. If the spell is applied later, it only *purges* and *regenerates* (even on bodies).

The spell's material components are four drops each of holy water, the caster's blood, and dew. A *dispel magic* cannot end this spell if it has not been activated. This magic has enabled many dead drow to return and hunt down foes. Certain drow wizards are rumored to use a similar spell.

Notes: Granted by the drow goddess Lolth.

Cloud of Pestilence**(Alteration, Evocation)****Sphere:** Combat, Elemental Air

Level: 4

Range: 10 yds./level

Components: V, S

Casting Time: 7

Duration: 4 rds.

Area of Effect: 40-ft.-wide, 20-ft.-high, 20-ft.-deep cloud

Saving Throw: Special

This spell creates a billowing cloud of yellowish-green vapors that resembles the 5th-level wizard spell, *cloudkill*—but a *cloud of pestilence* cannot be moved by any known means (though *dispel magic* causes it to fade into nothingness); it sits motionless until the spell expires. The caster is unaffected by his or her own *cloud of pestilence*, as is any creature wearing or bearing a consecrated holy symbol of Talona. All other creatures caught in or entering the acrid, foul-smelling vapor cloud must make a saving throw vs. spell.

The first round of exposure to the vapors (or during initial exposure in the case of those who leave and reenter the area of effect), those who succeed at the saving throw are unaffected. Those who fail the saving throw take 1d4 points of damage and begin coughing violently. Spellcasting, normal speech, and tasks requiring dexterity, such as opening locks, writing, and the like, are impossible.

On the second round of exposure (or second exposure in the case of those who leave and reenter the area of effect), another saving throw is made. If successful, the victim continues to cough and suffers another 1d4 points of damage. If unsuccessful, the vapors inflict 3d4 points of damage, the victim is *slowed* (as the spell), the continues to cough, and suffers blurred vision, resulting in a -2 penalty to all attack rolls, difficulty in telling friend from foe when the two are near each other, and an increased possibility of tripping, bumping into things or people, and like effects.

On the third round of exposure (or third exposure to the same *cloud of pestilence*), another saving throw must be rolled. If successful, the victim takes 1d4 points of damage and the coughing continues. If unsuccessful, the victim sinks into unconsciousness and takes 4d6 points of additional damage.

On the fourth round (or fourth exposure), another saving throw must be rolled. If successful,

the victim takes 1d4 points of damage and suffers a coughing fit until the spell expires. If unsuccessful, the victim suffers 4d6 points of damage, coughing continues, and the victim is *slowed* for 1d4+1 rounds after the cloud dissipates and contracts a lung disease. This reduces movement rate by 1, makes facial muscles twitch and tremble from time to time, and steals 1 hit point every 2 days. The lost hit points cannot be restored until the disease is cured; loss continues at the rate of 1 hit point every 2 days until the disease is banished or the victim dies. The disease, known as *Talona's grimace* by the facial twitch it causes, is curable by magic and by the proper use of some herbal medicines, but not through simple rest.

Notes: Granted by Talona, Mistress of Disease, of the FORGOTTEN REALMS setting.

Cloud of Purification

(Evocation)

Sphere: Elemental Air, Elemental Water

Level: 5

Range: 30 yds.

Components: V, S

Casting Time: 5

Duration: 1 rd./level

Area of Effect: 20-ft. cube

Saving Throw: None

This spell creates a billowy cloud of magical vapors that moves with the prevailing wind at a rate of 20 feet per round. A strong wind (greater than 18 miles per hour) breaks it up in 4 rounds, and a greater wind (a *gust of wind* spell, for example) disperses it in one round, as does thick vegetation.

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 useful for cleansing a sewer or well.

This spell in no way affects magical creatures or any creature larger than a normal rat.

Notes: Uncommon for druids (*ToM*).

Cloud of Putrefaction

(Evocation)

Reversible

Sphere: Elemental Air, Elemental Water

Level: 5

Range: 30 yds.

Components: V, S

Casting Time: 8

Duration: Special

Area of Effect: 20-ft. cube

Saving Throw: None



This reverse of *cloud of purification* creates a billowy cloud of vile vapors that moves with the prevailing wind at a rate of 20 feet per round. A strong wind (more than 18 mph) breaks it up in four rounds, and a greater wind (a *gust of wind* spell, for example) disperses it in one round, as does thick vegetation.

The cloud transmutes pure water into organic filth and rotting garbage. Small animals (mice, squirrels, etc.) mutate into rats and rot grubs. Flies and other foul insects immediately rise from the mess. If cast over a sewer or garbage heap, the spell doubles the filth created. The cloud itself lasts for only one round per level, but the effects are nonmagical and permanent until magically purified or negated by time (though flowing water also tends to eliminate the effects relatively quickly). This spell can spoil a castle's water supply or foul a small river. Depending upon what the caster uses this spell for, it may well require a RAVENLOFT powers check.

Notes: Common on the Demiplane of Dread; used mostly by evil priests.

Cloudburst

(Invocation, Evocation)

Sphere: Elemental Air, Elemental Water, Weather

Level: 3

Range: 10 yds./level

Components: V, S, M

Casting Time: 6

Duration: 1 rd.

Area of Effect: 30-ft. diameter cylinder, up to 60 ft. high

Saving Throw: None

This spell precipitates a rush of water out of the air, instantly drenching everything in the area of effect. Normal fires are extinguished. Permanent

magical fires go out, but re-light in 1d2 rounds (weapons in 1 round). Fire-based spells of 1st or 2nd level are negated immediately.

Fire-based spells of 3rd level or higher are also negated, but create a steam cloud with a 120-ft. diameter. Those within the steam cloud are scalded for 1d3 points of damage per round (twice this for cold-based creatures). The steam cloud lasts 1d4+1 rounds, half that in a breeze, and but one round in a strong wind.

This spell has doubled effect in humid climates, causes a heavy dampness in arid climates, produces slush and sleet at temperatures near freezing, and creates up to 10 inches of snow if the temperature is below freezing.

Notes: Uncommon for druids (originally published in *Unearthed Arcana*). Granted by Istishia the Water Lord of the FORGOTTEN REALMS setting.

Cloudscape

(Alteration)

Sphere: Weather

Level: 5

Range: 120 yds.

Components: V, S

Casting Time: 8

Duration: 3 turns/level of caster

Area of Effect: 1,000 cu. ft./level of caster

Saving Throw: None

A character can cast *cloudscape* on a single cloud or part of a cloud bank, usually from a nearby mountaintop or while flying. It causes 1,000 cubic feet of cloud per level of the caster to become solid enough to support any weight. The solidified clouds remain airborne and feel like a thick carpet.

A creature that falls onto the magically strengthened cloud sustains falling damage. An animal or individual that flies into the solidified cloud falls, stunned, for a round, and must make a successful Dexterity check to recover. A creature flying through a cloud at the moment the cloud solidifies is allowed a saving throw vs. petrification. Success means the creature escapes; failure means the creature is trapped as the cloud solidifies around it. However, as the cloud is porous, such creatures can continue to breathe until the spell's duration elapses.

The solidified cloud itself continues to drift with the wind as usual. While the caster cannot use this particular spell to propel the cloud, a *control winds* spell can summon a great gust of air to turn

the *cloudscape* into a unique flying conveyance easily enough.

Notes: Uncommon for druids.

Clues of Ash

(Divination)

Sphere: Elemental Fire

Level: 2

Range: 0

Components: S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 10 ft./level radius

Saving Throw: NA



Casting this spell on a pile of ashes gives the caster a smoky vision of the scene before an item or creature was destroyed. The vision ends at the time the thing was ruined or killed and begins 1 round per level of the caster sooner. Thus, a 4th-level priest sees the last four minutes of a destroyed object's existence. *Clues of ash* reveals whether the thing was an item or a living creature, and whether it was destroyed by fire or by defiling magic. If the caster is examining vegetable matter destroyed by defiling magic, there is a 10% chance the priest can identify the spell that destroyed it.

Notes: Uncommon for priests from the DARK SUN setting.

Clutter Path

Reversed form, clear path.

Coalstone

Lost spell. This is reputed to allow the creation of a special stone, the known properties of which follow. (Updated from DRAGON magazine).

Coalstone: This magical stone—diamond-hard but black—burns as a glowing coal at the bearer's command. Even when cold, the stone has a dull, crimson glow deep within it. The *coalstone* gives a dim radiance within a 5-foot-radius circle, and burns anyone (including the bearer) for 1 point of damage per round held if no protection against fire is used. It burns out in time, crumbling into a fine black dust. The *coalstone* burns out after 1 year per level of the creator. It is created from a diamond, magically melded with a live coal.

A *coalstone* ignites any commonly flamma-

ble material in one round (oil, tinder, candles, torches, and so on). When dropped in a liquid, the stone is not extinguished; it can be used for cooking or can be carried in a fireproof container for warmth.

Coat of Mist

(Summoning)

Sphere: Elemental Air, Elemental Water

Level: 2

Range: 0

Components: V, S

Casting Time: 4

Duration: 1 rd./level

Area of Effect: Self

Saving Throw: NA



A priest can use this spell to create a magical mist about himself. The spell can be used only at night, during a rainstorm, or at any other time natural mists might be present. The *coat of mist* improves the caster's Armor Class by 2, and gives a +2 saving throw bonus against fire- or sun-based attacks. These modifiers are cumulative with other bonuses the priest might have, but the caster can benefit from only one *coat of mist* at a time.

Notes: Uncommon for priests from the DARK SUN setting.

Code of Secrecy

(Enchantment/Charm)

Sphere: Charm

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Varies

Area of Effect: 1 individual

Saving Throw: Neg.

A successful casting of this spell prevents the individual from any communication whatsoever about a topic forbidden by the caster. The spell can be cast only upon a creature with an Intelligence score of at least 3. Wisdom adjustments apply to the saving throw.

If the individual fails a saving throw vs. spell, all communication concerning the secret is blocked: speech, writing, hand signals, painting, symbology,

and so on. An attempt to break the *code of secrecy* communicates a completely unrelated matter: the menu at lunch, an opinion of the mayor's recent speech, and so on, as the DM decides.

During the casting, the priest exhorts the creature to remain silent about a certain fact. The more general the forbidden topic is, the shorter the spell's duration. For example, consider the various degrees of secrecy:

- **General Secret:** "A guild called Éla's Quick Fingers exists in Muden." Duration: 1 day/caster level.
- **Uncommon Secret:** "Éla's Quick Fingers guild works in conjunction with the temple of El(')a" Duration: 1 week/ caster level.
- **Specific Secret:** "Fulda spiritwalker leads both Éla's Quick Fingers guild and the temple of Éla. Duration: 1 month per caster level.
- **Exacting Secret:** "Behind a plaque of a black dagger in the east hall of the Basilica's basement level lies a secret door that will open up onto a staircase leading down into the Quick fingers guild's headquarters if one speaks the password correctly." Duration: 1 year/ caster level.

Each secret to be enforced requires a separate casting.

The spell's material component is a piece of animal tongue.

Notes: Known to priests of Éla's Temple. (Updated from *DRAGON* Magazine.)

Cold Hand

(Alteration)

Sphere: Combat, Elemental Water

Level: 5

Range: Touch

Components: V, S

Casting Time: 8

Duration: Instantaneous

Area of Effect: 1 touched creature

Saving Throw: None

Despite its name, this spell works through the entire body of the caster, not just a hand. The caster is unaffected by this magic (and can even undertake other spellcasting or activities for an indefinite period of time without disturbing the cast-and-waiting *cold hand* magic), but the first being touched suffers its effects. A successful attack roll is required in most situations, although this spell is sometimes used in rituals to harm a willing devotee of Auril, as a sign of the "cold favor of the goddess."

A *cold hand* touch causes 1 point of damage to any touched target, plus 1 point per level of its caster to a maximum of 21 points of damage. No saving throw is allowed against the magic, but natural or magical resistance to cold can reduce damage by as much as half (and in some exceptional cases to nothing).

Notes: Granted by Auril Frostmaiden of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Combine*

(Evocation)

Sphere: All

Level: 1

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: Special

Area of Effect: Circle of priests

Saving Throw: None

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

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

Notes: Common for priests (PHB).

Comforts of Home —Halfling

(Phantasm)

Sphere: Travelers

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 8 hrs.

Area of Effect: Creature touched

Saving Throw: None

This simple spell allows a willing recipient to pamper himself or herself with all the *comforts of home*. For the duration of the spell, even the most meager trail rations warm the belly like a favorite home cooked meal, the hard-packed ground feels like a soft, warm bed, upon awakening the recipient feels like he or she has bathed and changed into a fresh, clean set of clothes, etc. While this spell does not alter the reality of the recipient's current environment, it does alter his or her perception of that environment, mitigating the psychological rigors of travel.

This spell does provide one tangible benefit: Any night's sleep had while under the effects of this spell is equivalent to complete bed-rest, allowing the recipient of the *comforts of home* to regain 3 hit points for the day and be fully rested for the purpose of praying for spells.

The material components of this spell are the priest's holy symbol.

Notes: Granted by the halfling goddess Cyrrollalee.

Command

(Enchantment/Charm)

Sphere: Charm, Combat, Law

Level: 1

Range: 30 yds.

Components: V

Casting Time: 1

Duration: 1 rd.

Area of Effect: 1 creature

Saving Throw: None

This spell enables the priest to command another creature with a single word. The command must be uttered in a language understood by the creature. The subject will obey to the best of his/its ability only as long as the command is absolutely clear and unequivocal; hence, a command of

"Suicide!" is ignored. A command to "Die!" causes the creature to fall in a faint or cataleptic state for one round, but thereafter the creature revives and is alive and well. Typical commands are *back, halt, flee, run, stop, fall, go, leave, surrender, sleep, rest*, etc. No command affects a creature for more than one round; undead are not affected at all. Creatures with Intelligence of 13 (high) or more, or those with 6 or more Hit Dice (or experience levels) are allowed a saving throw vs. spell, adjusted for Wisdom. (Creatures with 13 or higher Intelligence and 6 Hit Dice/levels get only one saving throw.)

Notes: Common for clerics (*PHB*).

Command Another's Pet — Shaman (Enchantment/Charm)

Sphere: Animal

Level: 2

Range: 10 yds.

Components: V, S, M

Casting Time: 1

Duration: 1 turn/level

Area of Effect: 1 animal

Saving Throw: None



This spell allows the shaman to gain the immediate loyalty of any tame, normal animal, including giant varieties thereof. The animal views the caster as its true master, forgetting all previous loyalties. It obeys any commands that it has been trained to obey, but does not gain any special ability to understand the caster, and no additional intelligence; it also retains its natural instincts and character, likes and dislikes.

To cast this spell, the caster takes a piece of food suitable for the animal, and tosses it to the creature. This is the spell's material component, and cannot be reused. While most people know that dogs eat meat, for example, more exotic pets may baffle a shaman. To correctly deduce the diet of an unusual animal, the shaman must make a successful Animal Lore proficiency check.

Notes: Restricted to shamans, uncommon.

Option: The DM might exclude certain creatures from the effects of this spell, such as a familiar or a paladin's warhorse.

Command Earth

(Alteration)

Sphere: Elemental Earth

Level: 6

Range: Special

Components: V, M

Casting Time: 9

Duration: 6 turns + 1 turn/level

Area of Effect: Special

Saving Throw: Neg.

This spell grants the priest limited power over creatures from the elemental plane of Earth (earth elementals, galeb duhr, xorn, and so on). While the spell is in effect, such creatures cannot approach within five feet of or attack the priest.

The priest can forego this protection and attempt to *charm* one creature of elemental earth if desired. The creature receives a saving throw vs. spell at a -2 penalty. If the charm fails, the caster might be attacked by the creature. A charmed creature performs services for the priest for the spell duration, as normal for *charm* spells.

While the spell is in effect, the priest can communicate with creatures from the elemental plane of Earth, and their basic reaction to the priest is not hostile. This spell does not grant any ability to actually conjure or summon creatures.

The material components for the spell are a holy symbol and an opaque gemstone.

Notes: Granted by the goddess Ulaa, patron of miners of the WORLD OF GREYHAWK setting.

Command Forest — Treant

(Enchantment/Charm)

Sphere: Plant

Level: 5

Range: Touch

Components: V, S

Casting Time: 1 turn

Duration: 1 day

Area of Effect: Creature touched

Saving Throw: None

When cast on a treant noble, this spell allows the noble to reverse its rapport with the forest, sending out commands through the same process it normally receives information.

Because of the limited awareness trees have of the world around them and the time delay in communication, commanding a forest through this

rapport is unwieldy at best. Simply getting all the trees to start moving, stop moving, or change direction at the same time requires conscientious planning and several hours to execute (a minimum of one hour per mile the treant noble is from the farthest edge of the forest.) So, while trees commanded in this way theoretically have all the abilities of any other treant-animated trees, speaking practically they can be commanded only to move, and the full movement capability of the trees is rarely employed by the commanding noble. A forest charging full tilt across the countryside could get into trouble before the noble became aware there was a problem.

Notes: Very rare spell, known to treants. (Updated from *DUNGEON Magazine*.)

Command Monster

(Enchantment/Charm)

Sphere: Charm

Level: 6

Range: 60 yds.

Components: V

Casting Time: 1

Duration: 1 rd./2 levels

Area of Effect: 1 creature

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; those with a score of 0 cannot comprehend any order, no matter how the priest phrases it. Undead creatures are immune to this spell. Other creatures may be allowed a saving throw vs. spell to resist *command monster*, but only if their Intelligence is Exceptional (15) or better, or their Hit Dice or levels are equal to or greater than the caster's level.

Just like the 1st-level spell *command*, the subject obeys 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, a saving throw vs. spell is allowed, whether the subject was originally allowed one or not, to break free of the spell's power. Therefore, ordering a character standing at the edge of a cliff to "jump" creates an

opportunity for the subject to break free. A command to "die" or "sleep" renders the creature unconscious for the spell's duration.

Notes: Uncommon for clerics (*PO:SM*).

Commune

(Divination)

Sphere: All

Level: 5

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: Special

Saving Throw: None

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

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

Notes: Common for clerics (*PHB*).

Optional: Druids and nature priests receive *commune with nature*, instead of *commune*.

Commune With Earth — Dwarf**(Divination)****Sphere:** Divination

Level: 5

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: Special

Saving Throw: None

This spell enables a dwarven priest to become one with the surrounding earth. The priest is able to learn one fact about the surrounding area for each level of experience, in much the same manner as the druid's *commune with nature* spell. The caster can "know" facts—ahead, left, right, (and up, level or down) about the following subjects: the ground, minerals, bodies of water, people, general animal population, burrowing or subterranean creatures, fungi, and so on. The presence of powerful unnatural creatures can be detected, as can the general state of the earth. This spell is only effective in rocky hills, mountains, or underground caverns or mines.



The spell operates in a radius of one-half mile per level of the priest and to a depth of one-quarter mile per level. The DM may limit the casting of this spell to once per month.

The material components are the priest's holy symbol and a bit of earth, rock, or clay.

Notes: Restricted to dwarven priests. (Updated from *DRAGON* Magazine.)

Commune With Greater Spirit**(Divination)****Sphere:** Divination

Level: 5

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: Special

Saving Throw: None



This spell is similar to the *commune with lesser spirit* spell. The points of difference are that any type of spirit, including the shukenja's deity, can be contacted by this spell and the questions are limited to yes or no answers (although "maybe" and "I don't know" are also acceptable replies).

The material component for this spell is an offering of appropriate type and value to the spirit contacted.

Notes: Common for priests from an oriental setting; otherwise, very rare.

Commune With Lesser Spirit**(Divination)****Sphere:** Divination

Level: 2

Range: 10 ft.

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: Special

Saving Throw: None



By use of the *commune with lesser spirit* spell, the shukenja is able to contact any of the hundreds of local spirits that dwell in the land. Local spirits are those with limited range and power—lesser spirits (as listed in the *Monster* section)—the spirits of a particular tree, rock, or stream are typical lesser nature spirits. A spirit that haunts a single building or compound could also be contacted.

The spirit of a mountain or river is greater than a lesser spirit and is beyond the power of this spell. To contact the spirit, the shukenja must know its identity (which can be obtained through a trance spell) and must be within 10 feet of the area where the spirit is found.

Once the spirit is contacted, the shukenja can ask it one question for every level of experience he has gained. The questions must be specific and clearly worded, but are not limited to yes or no answers. The spirit answers questions literally and does not volunteer any information. The answers are always correct if the answer is known. Good spirits attempt to be as helpful as possible within the limits of the question, neutral spirits answer in riddling or roundabout ways, and evil spirits always try to distort the answer based on the wording of the question.

The spirit can only answer those questions concerning the immediate area it affects. Questions beyond the scope of the spirit are wasted. Thus, the spirit of a great tree in the village could not answer questions about events outside the village, and a ghost haunting a temple could not discuss events not related to the temple or its reasons for haunting it. The DM must decide if any question is within the realm of the local spirit. The DM can, if he chooses, limit the use of this spell to once a week (or even less) for any particular spirit, since they do not care to be disturbed by the trifling affairs of the material world.

The material components of this spell are incense and an offering appropriate to the nature of the spirit.

Notes: Common for priests from an oriental setting; otherwise, very rare.

Commune With Nature

(Divination)

Sphere: Animal, Plant

Level: 5

Range: 0

Components: V, S

Casting Time: 1 turn

Duration: Special

Area of Effect: Special

Saving Throw: None

This spell enables the caster to become one with nature in the area, thus being empowered with knowledge of the surrounding territory. For each level of experience of the caster, he can

“know” one fact—ahead, left, or right, about the following subjects: the ground, plants, minerals, bodies of water, people, general animal population, woodland creatures, and so on.

The presence of powerful unnatural creatures can also be detected, as can the general state of the natural setting. The spell is most effective in outdoor settings, operating in a radius of one-half mile for each level of the caster. In natural underground settings—caves, caverns, etc.—the range is limited to 10 yards per caster level. In constructed settings (dungeons and towns), the spell will not function. The DM may limit the casting of this spell to once per month.

Notes: Common for druids (PHB).

Communicate

(Divination)

Sphere: Divination

Level: 6

Range: Unlimited

Components: V, S, M

Casting Time: 3 rds.

Duration: 1 turn + 1 rd/level

Area of Effect: Caster and one individual

Saving Throw: None

Via this spell, a priest can communicate with another individual anywhere on the Prime Material Plane. The individual to be contacted must be known to the priest, and cannot be within any type of force field like a *cube of force*, *minor ward*, *major ward*, *major* or *minor globe of invulnerability*, etc., nor under the protection of a *mind blank* spell or a psionic defense like *tower of iron will*. The other, if asleep, will awaken upon making a successful saving throw vs. spell (a new saving throw is allowed every other melee round).

Once contact is established, if the subject is willing, the priest can see and hear, whatever that subject can see and hear, and vice versa.

The *communication* link is so strong that the priest can cast a curing spell of any type upon the person being contacted. Casting such a spell breaks the link immediately. Further, the priest can cast no further spells for one full day plus one additional day for each level of the cure spell cast.

If contact is established while the subject is occupied (for example, casting a spell or involved in melee), the subject must stop any current activity to accept the communication. As the priest can only look in on and communicate with a willing recipient, such refusal ends the spell immediately, leaving

the caster no information about the recipient.

The spell requires a mirror as a focus.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Compel

(Enchantment/Charm)

Sphere: Charm

Level: 3

Range: 30 yds.

Components: V

Casting Time: 1

Duration: 2 rds.

Area of Effect: 1 or 2 creatures

Saving Throw: None

This spell enables the caster to command one or two creatures with a single word. For the spell to be effective, it must be uttered in a language understood by any creature to be affected. Like the 1st-level priest spell *command*, the subjects obey to the best of their ability if and only if the command is clear and unequivocal. Similar to the *command* spell, a compulsion to "Die!" causes a two-round cataleptic state, not death. Typical compulsions are back, halt, flee, run, stop, fall, go, leave, surrender, sleep, and rest.

Undead are unaffected by this spell, but any two living creatures within range who are seen and mentally selected by the caster as the spell is cast are subject to its effects. Beings having either an Intelligence of 15 or greater or 8 or more Hit Dice or experience levels (or both) are allowed a saving throw vs. spell that is *not* adjusted for Wisdom. If this saving throw is successful, they are unaffected by the magic.

A *compel* governs two consecutive rounds. If the caster desires, a second, different *compulsion* can be uttered in the second round. If this is not done, the initial command is followed for both rounds. Torm regards use of this spell to render foes defenseless so they can be slain on the spot to be a sin of the gravest sort. No priest would dare to do so; the penalty is a special *flame strike*. In addition to the normal effects of that spell, the miscreant is stripped of all spells and cast out of the faith.

Notes: Rare spell granted by the deity Torm in the FORGOTTEN REALMS setting.

Compel — Shukenja

(Abjuration)

Sphere: Charm

Level: 7

Range: 60 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.



By means of this spell, the shukenja attempts to correct the behavior of another by causing an alignment change. The shukenja points to the creature to compel it to change its behavior. The creature is allowed a saving throw vs. death. A creature with fewer Hit Dice or levels than the shukenja has a -4 penalty applied to this roll. Those of equal through 150% more Hit Dice or levels have a normal saving throw. Those with greater than 150% have a +4 bonus.

A successful saving throw means the spell has no effect. Failure means creature's alignment immediately becomes whatever the shukenja states. Accompanying this change of alignment is a change in the creature's behavior to match its new worldview. Thus a lawful evil NPC changed to lawful good alignment immediately gives up his evil ways, disassociates from his less-than-savory companions, and tries to atone for his past misdeeds.

If the change is outside the alignments allowed by the subject's current class, the individual does not lose any class-based abilities and can still advance in level. This is a special case, since the deity has seen fit to make the alteration through its shukenja servant. It is quite likely, however, that the individual will use such abilities in a manner quite different from the norm. A ninja changed to good alignment would use her ninja powers against those seeking to cause evil or harm, often doing so without pay or reward.

The material components for this spell are the shukenja's holy symbol and a set of coarse white robes to be given to the subject once the spell has taken effect.

Notes: Common for priests from oriental settings; otherwise, very rare.

Compulsive Order**(Enchantment/Charm)****Sphere:** Law

Level: 4

Range: 10 yds.

Components: V, S, M

Casting Time: 5

Duration: Permanent

Area of Effect: 1 creature

Saving Throw: Neg.

A being affected by *compulsive order* is compelled to place everything encountered into perfect order. For example, treasure will be divided into tidy piles or into containers of silver, gold, and copper. Reluctant to enter a dungeon because it is a messy place, once inside, the creature is obsessed with cleaning it. A creature under the power of this spell might 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, or insists that the party organize themselves alphabetically, then by size, and then by age. While the spell does not affect a creature's abilities, the overwhelming desire for order impairs its usefulness in most adventures.

When an individual afflicted by this spell attempts to undertake a new action (begin a battle, haggle with a merchant, and so on), the player must rationalize the action on the basis of the character's compulsion for order. Thus, a character cannot simply attack a goblin; the player must announce a condition, such as attacking the tallest goblin and fighting his way down according to size. Once the condition stated, the character must follow through with the plan.

If the player cannot conceive a rationale for the character's behavior, the character's action is delayed for 1d6 rounds, with this time spent in preparation for the subsequent action. For example, the character might spend time arranging spell components artistically, deciding how to hold a sword, cleaning his weapon, and so on.

Those affected by a *compulsive order* spell may become violent if prevented from being neat. They do what is necessary make the world around themselves more orderly. If allowed to organize the surroundings, they quickly calm down again. They constantly petition those around them to be neat and organized.

The target creature is allowed a saving throw to avoid the effects of the spell. A successful *dispel magic* spell counters the effect.

The material component is a perfect cube made of metal.

Notes: Common for priests with access to the sphere of Law.

Conceal*Reversed form, reveal.***Conceal Fire***Reversed form, watchfire.***Conceal Item — Drow****(Illusion/Phantasm)****Sphere:** Protection

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 1 turn + 1 rd./level

Area of Effect: 1 item

Saving Throw: None

This magic enables the caster to render a single item utterly undetectable. The item can be any nonliving thing smaller than the caster's total body mass, as long as the caster carries or touches it. The spell conceals even magical and alignment auras, and shows *true seeing* a blank, wavering area of white fog where the item is.

This spell is usually used to conceal a carried magical item or weapon. Priests of Vhaeraun typically use it to hide holy symbols (when cast on any holy symbol, spell duration is tripled). Developed by a priestess of Lolth, this spell has been requested of Vhaeraun by most of his priests and granted to them, also.

Its material component is a small handful (about 2 ounces) of the dust of any powdered gemstone (cheap stones, such as quartz, work fine).

Notes: Granted by the drow powers Lolth and Vhaeraun.

Conceal Lifeforce — Vedic**(Abjuration)****Sphere:** Divination

Level: 5

Range: Touch

Components: V, S

Casting Time: 5

Duration: 1 day/level

Area of Effect: 1 creature

Saving Throw: None

This spell hides a being's life force (*shakti*) from detection, preventing spells like *karma sight* and *reincarnation sight* from working on the creature. It can also prevent a creature from being *reincarnated*, at least temporarily. By casting *conceal life force* on a creature within an hour of its death, the creature's self (*atman*) is hidden from the divine agents who attend to reincarnation.

This spell allows the subject to be *raised* or *resurrected*. (According to *Legends & Lore*, this is the only way *raise dead* or *resurrection* can be used on a character from this culture more than a day after death.) Using this spell to prevent *reincarnation* is a violation of the cosmic order and may trigger divine wrath.

Notes: Common for priests from a vedic (Indian) culture; otherwise very rare. (Updated from *DRAGON Magazine*.)

Conceal Motivation

Reversed form, know motivation.

Conceal Riches — Dwarf

(Illusion/Phantasm)

Sphere: Charm

Level: 4

Range: 80 yds.

Components: V, S

Casting Time: 1 rd.

Duration: Permanent

Area of Effect: 1 being or a 20-ft. cube

Saving Throw: Special

The *conceal riches* spell makes all items worn or carried by one being or within an area up to 20 × 20 × 20 feet look worthless. Fine clothes look shabby and new, expensive, or luxurious items appear old and worn. This illusion is used by priests of Abbathor to disguise themselves or their treasure hoards and abodes (or those of others, for a fee) to thwart robbery attempts. They also use this spell to avoid being detained or molested when traveling with great wealth. The effect is permanent until successfully dispelled or until it is dismissed by the caster.

Notes: Granted by the evil dwarven god Abbathor.

Conformance

Quest spell, see appendix in Vol. 3.

Confusion

(Enchantment/Charm)

Sphere: Charm

Level: 7

Range: 80 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 40-ft. cube

Saving Throw: Special

This spell causes confusion in one or more creatures within the area, creating indecision and the inability to take effective action. The spell affects 1d4 creatures, plus one creature per two caster levels. Thus, seven to ten creatures can be affected by a 12th- or 13th-level caster, eight to 11 by a 14th- or 15th-level caster, and so on. These creatures are allowed saving throws vs. spell with -2 penalties, adjusted for Wisdom. Those successfully saving are unaffected by the spell. *Confused* creatures react as indicated on the table (roll 1d10 each).

D10

Roll Reaction

- | | |
|-----|---|
| 1 | Wander away (unless prevented) for duration of spell |
| 2-6 | Stand <i>confused</i> one round (then roll again) |
| 7-9 | Attack nearest creature for one round (then roll again) |
| 10 | Act normally for one round (then roll again) |

The spell lasts one round for each level of the caster. Those who fail their saving throws are checked by the DM for actions each round, for the duration of the spell, or until the "wander away for the duration of the spell" result occurs.

Wandering creatures move as far from the caster as possible in their most typical mode of movement (characters walk, fish swim, bats fly, etc.). This is not panicked flight. Wandering creatures also have a 50% chance of using any special innate movement abilities (*plane shift*, burrowing, flight, etc.). Saving throws and actions are checked at the beginning of each round. Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

The material component is a set of three nut shells.

Note: If there are many creatures involved, the DM may decide to assume average results. For example, if there are 16 orcs affected and 25% could be expected to successfully roll the saving throw, then four are assumed to have succeeded, one wanders away, four attack the nearest creature, six stand confused and the last acts normally but must check next round. Since the orcs are not near the party, the DM decides that two who are supposed to attack the nearest creature attack each other, one attacks an orc that saved, and one attacks a confused orc, which strikes back. The next round, the base is 11 orcs, since four originally saved and one wandered off. Another one wanders off, five stand confused, four attack, and one acts normally.

Notes: Common for clerics (*PHB*).

Conjure Air Elemental

(Conjuration/Summoning)

Reversible

Sphere: Elemental Air, Summoning

Level: 7

Range: 40 yds.

Components: V, S

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

A caster who performs this spell summons an air elemental to do his or her bidding. The 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). Furthermore, the caster needs but to command it, and it does as she or he desires, for the elemental regards the caster as a friend to be obeyed. The elemental remains until destroyed, dispelled, sent away by a *dismissal* or *holy word* spell (see the 6th-level priest spell *conjure fire elemental*), or the spell duration expires.

Notes: Common for druids (*PHB*). Granted by the wind god Akadi of the FORGOTTEN REALMS setting. Granted by the elven goddess Aerdrie Faenya.

Conjure Air or Water Elemental

See *conjure air elemental* (7th) and *conjure water elemental* (6th) (*PO:SM*).

Conjure Animals

(Conjuration/Summoning)

Sphere: Summoning

Level: 6

Range: 30 yds.

Components: V, S

Casting Time: 9

Duration: 2 rds./level

Area of Effect: Special

Saving Throw: None

The *conjure animals* spell enables the priest to magically create one or more mammals to attack his opponents. The total Hit Dice of the mammals cannot exceed twice his level, if the creature conjured is determined randomly. If a specific animal type is conjured, the type cannot exceed his level. The DM selects the type of animal that appears if it is randomly called. Thus, a priest of 12th level could randomly conjure two mammals with 12 Hit Dice each, four with 6 Hit Dice each, six with 4 Hit Dice each, eight with 3 Hit Dice each, 12 with 2 Hit Dice each, or 24 with 1 Hit Die each. Count every +1 hit point added to a creature's Hit Dice as $\frac{1}{4}$ of a Hit Die. Thus, a creature with 4+3 Hit Dice equals a $4\frac{3}{4}$ Hit Dice creature. The conjured animals remain for two rounds for each level of the conjuring priest, or until slain, and they follow the caster's verbal commands. Conjured animals unflinchingly attack the priest's opponents, but resist being used for any other purpose—they do not like it, become noticeably more difficult to control, and may refuse any action, break free, or turn on the caster, depending on the nature of the creature and the details of the situation. The conjured animals disappear when slain.

Notes: Common for clerics (*PHB*).

Conjure Aurumvorax — Gnome

(Conjuration/Summoning)

Sphere: Animal, Summoning

Level: 5

Range: 30 yds.

Components: V, S, M

Casting Time: 8

Duration: 2 rds./level

Area of Effect: Special

Saving Throw: None

The *conjure aurumvorax* spell enables the priest to magically create an aurumvorax to attack his op-

ponents. The conjured creature remains for two rounds for each level of the conjuring priest, or until slain, and it follows the caster's verbal commands. A conjured *aurumvorax* unfailingly attacks the priest's opponents, but resists being used for any other purpose aside from consuming gold. If an *aurumvorax* conjured by means of this spell is directed to act otherwise, it becomes noticeably more difficult to control and may refuse any action, break free, or turn on the caster, depending on the details of the situation. A conjured *aurumvorax* disappears when slain or when the spell expires.

The material components of this spell are the priest's holy symbol and a solid gold carved figurine of an *aurumvorax* worth at least 100 gp. The latter is consumed in the casting.

Notes: Granted by the gnome god, Garl Glittergold.

Aurumvorax: AC 0; MV 9, Br 3; HD 12; THAC0 9; #AT 1; Dmg 2d4; SA Jaw lock and rake; SD half damage from blunt weapons and magical fire, immune to normal fire, poison, and gases; AL N; SZ S 3'; Int Animal; ML Fearless (19–20); XP 9,000.

Jaw Lock and Rake. When the bite hits, the jaws lock, inflicting 8 points of damage per round until the *aurumvorax* or foe is dead. Once its jaws lock, it rakes with 2d4 paws per round. Each paw that hits inflicts 2d4 points of damage.

Conjure Earth Elemental

(Conjuration/Summoning)

Reversible

Sphere: Elemental Earth, Summoning

Level: 7

Range: 40 yds.

Components: V, S

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

A caster who performs a *conjure earth elemental* spell summons an earth elemental to do his bidding. The elemental is 60% likely to have 12 Hit Dice, 35% likely to have 16 Hit Dice, and 5% likely to have 21 to 24 Hit Dice (20 + 1d4). Furthermore, the caster needs but to command it, and it does as desired, for the elemental regards the caster as a friend to be obeyed. The elemental remains until destroyed, dispelled, sent away

by dismissal or a holy word spell (see the *conjure fire elemental* spell), or the spell duration expires.

Notes: Common for druids (PHB).

Conjure Elemental

(Conjuration/Summoning)

Sphere: Elemental

Level: 5

Range: 80 yds.

Components: V, S

Casting Time: 5 rds.

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None



In DARK SUN campaigns, there is no 6th-level *conjure fire elemental* or 7th-level *conjure earth elemental* spell for priests. Instead this spell allows the caster to open a special gate to any elemental plane to which he has major access and summon an elemental to step through. The Hit Dice of the elemental are determined randomly.

Roll	Hit Dice
01–65	8
66–90	12
91–00	16

The elemental will not turn on the caster, so concentration need not be maintained. The elemental summoned remains for maximum of one turn per level of the caster, or until it is slain or magically banished.

Notes: Restricted to priests from a DARK SUN campaign setting; replaces other elemental conjuring spells, uncommon.

Conjure Fire Elemental

(Conjuration/Summoning)

Reversible

Sphere: Elemental Fire

Level: 6

Range: 80 yds.

Components: V, S

Casting Time: 6 rds.

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

Upon casting a *conjure fire elemental* spell, the caster opens a special gate to the elemental plane of



Fire, and a fire elemental is summoned to the vicinity of the spellcaster. It is 65% likely that a 12 Hit Dice elemental appears, 20% likely that a 16 Hit Dice elemental appears, 9% likely that two to four salamanders appear, 4% likely that an efreeti appears, and 2% likely that a huge fire elemental of 21 to 24 Hit Dice appears. The conjuring caster need not fear that the elemental force summoned will turn on him, so concentration upon the activities of the fire elemental (or other creatures summoned) or protection from the creature is not necessary. The elemental summoned helps the caster however possible, including attacking the caster's opponents. The fire elemental or other creature summoned remains for a maximum of one turn per level of the caster, or until it is slain, sent back by a *dispel magic* spell, the reverse of this spell (*dismiss fire elemental*), or similar magic.

Notes: Common for druids (*PHB*).

Conjure Greater Elemental

(Conjuration/Summoning)

Reversible

Level: 7

Range: 60 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: Summons 1 greater elemental

Saving Throw: None

This spell allows the caster to summon a single greater elemental from an elemental plane. The *conjure greater elemental* spell is actually four spells, each of which can be cast only by a priest with access to the appropriate sphere. The power of the conjured greater elemental depends on the level of the caster. Only one greater elemental can be conjured in a day.

Greater elementals are both more powerful and more intelligent than common elementals summoned by lesser spells. While they can be forced to serve in the same manner as lesser elements, a conjured greater elemental can be bargained with, if the caster can show how its actions will further Elemental Plane concerns. The caster must offer suitable inducements, or the greater elemental is 10% likely to depart to its home plane.

The material component of the spell (besides a great quantity of the element at hand) is a small amount of one of the following:

Air Elemental: Burning incense

Earth Elemental: Soft clay

Fire Elemental: Sulphur and phosphorus

Water Elemental: Water and sand

Special protection from elementals is available by means of a *protection from evil* spell.

Caster Level	Elemental Hit Dice*	Weapon to Hit
14	12	+2
18	16	+2
24+	21	+2

* Any casting is 5% likely to summon the next more powerful elemental. The greater elemental is 1% likely per Hit Die to be free-willed. A 24th-level caster will summon a greater elemental of demipower status, at least 24 Hit Dice and immune to weapons of less than +3 enchantment.

Free-willed elementals of these power levels can be negotiated with, but tend to be more hostile

and less tractable. Spells such as *exaction* and *oathbinding* might be useful.

Notes: Common for elemental specialty priests; otherwise rare.

Conjure Greater Elemental

(Conjuration/Summoning)

Reversible

Sphere: Elemental

Level: 7

Range: 30 yds.

Components: V, S

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None



This spell allows the caster to summon a single greater elemental from, in the case of priests, their sphere of major access, or, in the case of wizards and templars, from any plane. The Hit Dice of the elemental are determined randomly.

D100 Roll	Hit Dice of Elemental
01-65	10
66-90	14
91-00	18

This spell is otherwise identical to the 5th-level priest spell *conjure elemental*.

Notes: Common for priests and druids from the DARK SUN setting, barred to templars; otherwise, very rare.

Conjure Jungle Minions

(Alteration)

Sphere: Animal

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: 2 rds./level

Area of Effect: 1 minion/3 levels

Saving Throw: None



By means of this spell, the caster can change baby common crocodiles or alligators (one for every three experience levels of the priest) into lesser segarrans. Thus, a 9th-level priest can change three crocodiles into lesser segarrans. Of course, the crocodiles must be at hand for this spell to func-

tion. Further, they must be touched by the priest during the casting. These minions attack as commanded by the priest for the duration of the spell (two rounds per level of experience of the caster).

Lesser segarrans are compelled by the spell to devour the flesh of enemies who fall in combat, a process taking 1-3 rounds depending upon the victim's size. During this time, the creature cannot attack or follow the caster's commands. If the conjured segarrans do not kill and devour at least one victim before the spell expires, then the caster must make a saving throw vs. spell or be affected by a *bestow curse* as a sign of Ragarra's displeasure.

The material component is fresh water, specially blessed for use in this spell. The water is poured on the crocodiles at the time of casting. This spell has no effect if cast on a giant crocodile.

Notes: Granted by Ragarra, a jungle god found in arabian settings.

Segarran, Lesser: AC 1; MV 9; HD 5+5; THAC0 16; #AT 1; Dmg weapon +2 or 2d8 (bite); SA Fights/saves as 5th-level fighter; MR 10%; AL CE; Int Ave (8-10); SZ M (6' tall); ML Fearless (20); XP 1,400.

Conjure Lesser Elemental

(Conjuration/Summoning)

Reversible

Sphere: Elemental (All)

Level: 3

Range: 30 yds.

Components: V, S, M

Casting Time: 3 rds.

Duration: 1 turn +1 round/level

Area of Effect: Special

Saving Throw: Special



With this spell, a priest can freely summon a lesser elemental from his own elemental sphere. The lesser elemental will do anything within its power to aid the caster. A priest cannot summon an elemental from an opposing sphere (that is, a water priest cannot summon a fire elemental). Only clerics and druids can cast this spell; templars cannot conjure lesser elementals.

Once cast, there is a 50% chance for one to three 2 Hit Die elementals to appear; a 25% chance for one or two 4 Hit Die elementals; and a

25% chance that one 6 Hit Die elemental will appear. The lesser elemental can be sent back by the caster, one at a time or all at once, at any time. It automatically returns to its home plane when the spell ends.

Conjured lesser elementals must be controlled by the priest; otherwise, it will simply assume a defensive posture until it returns to its plane. Lesser elementals won't attack the priest when uncontrolled. Lesser elementals can be controlled up to 30 yards away per level of the caster. Lesser water elementals are destroyed if they are ever more than 30 yards from a large body of water.

This spell requires a handful of material representative of the elemental being's home plane:

- Lesser Air Elemental: Breath of the caster
- Lesser Earth Elemental: Dirt, dust, or other earth
- Lesser Fire Elemental: Any burning object
- Lesser Water Elemental: Liquid, water, sweat, spit, and so on.

Notes: Common for clerics and druids from the DARK SUN setting, barred to templars.

Conjure Nature Elemental

(Conjuration/Summoning)

Reversible

Sphere: Plant

Level: 7

Range: 100 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: Special or 24 hrs.

Area of Effect: 1 mi.

Saving Throw: None

Upon the casting of this spell, the caster opens a direct link with Chauntea and a portion of her essence forms a nature elemental from the uncivilized and uncultivated portions of the priest's current surroundings.

A caster of 16th level or less must make a saving throw vs. breath weapon. If the saving throw fails, the caster provides the spirit portion of the elemental's essence (it is composed of earth, air, fire, water, and spirit) and departs the Prime Material Plane when the elemental disperses at the end of the spell's duration. The caster is then dead, but his or her body remains intact (it is, oddly, not restructured like the environment) and can be raised or resurrected.

Priests must be above 17th level to inscribe this spell onto a scroll, and then only someone who is in touch with nature (druids, clerics or specialty

priests of nature powers, or rangers above 5th level) can read the scroll. When reading from a scroll, a caster does not need to make a saving throw.

Nature elementals are summoned to return the spell's area of effect to an uncultivated state. All signs of civilization and all humans or humanoids within the area of effect are obliterated. The only people immune to the elemental's fury are the caster and up to 10 people per the caster's level within a 100-yard-radius who are designated upon casting the spell. The elemental disperses into its environmental components when a 1-mile radius is renovated or after 24 hours, whichever occurs first.

Unlike other elementals, nature elementals cannot be controlled. Their duties and the area in which they are to perform them are set at their summoning. If the area a nature elemental is summoned into is free of signs of civilization, the creature disperses. Nature elementals are not affected by *protection from evil* spells and like magics that hold extraplanar creatures at bay.

This spell is granted only by Chauntea to her clergy members after great consideration upon the damage it will inflict when used. (The only other church known able to cast a similar spell is that of Rillifane Rallithil, and he has refused its usage for over a century.)

The reverse of this spell, *dismiss nature elemental*, disperses a summoned nature elemental.

The material components for this spell are burning incense, soft clay, sulfur, phosphorus, water, sand, and a duly consecrated holy symbol.

Notes: Restricted to priests of Chauntea in the FORGOTTEN REALMS setting; possibly available to priests of Rillifane Rallithil (not known to be granted in over a century). Optionally available to nature priests.

Conjure Water Elemental

(Conjuration/Summoning)

Reversible

Sphere: Elemental Water

Level: 6

Range: 80 yds.

Components: V, S

Casting Time: 6 rds.

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

Upon casting a *conjure water elemental* spell, the caster opens a special gate to the elemental

plane of Fire, and a water elemental is summoned to the vicinity of the spellcaster. It is 65% likely that a 12 Hit Dice elemental appears, 20% likely that a 16 Hit Dice elemental appears, 9% likely that two to four water weards appear, 4% likely that an marid appears, and 2% likely that a huge noble water elemental of 21 to 24 Hit Dice appears. The conjuring caster need not fear that the elemental force summoned will turn on him, so concentration upon the activities of the water elemental or other creatures summoned or protection from the creature is not necessary. The elemental summoned helps the caster however possible, including attacking opponents of the caster. The water elemental or other creature summoned remains for a maximum of one turn per level of the caster, or until it is slain, sent back by a *dispel magic* spell, the reverse of this spell (*dismiss water elemental*), or similar magic.

Notes: Common for druids. Istishia of the FORGOTTEN REALMS setting and the sea elf god Deep Sashelas have a version that differs only in that the water weards are replaced by varrdig (elemental vermin from the elemental plane of Water).

Consequence

(Divination)

Sphere: Numbers, Divination

Level: 5

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

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 is truthful.

For example, a priest and her party are on a holy quest to retrieve an item of power. On the way

to 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 casting within this period gives the same message as the first, regardless of the true situation. A second priest who casts the spell within 24 hours of another casting receives an accurate reading.

The spell requires 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.

Notes: Common for priests with major access to the sphere of Numbers, uncommon for priests with major access to the sphere of Divination (ToM).

Contact Home Power

(Conjuration/Summoning)

Sphere: All

Level: 2

Range: Unlimited

Components: V, S, M

Casting Time: 1 turn

Duration: 1 wk.

Area of Effect: The caster

Saving Throw: None



This spell establishes a tenuous link through the Astral Plane between the caster's present location and that of the patron power. This link permits the priest to regain spells as if the god is recognized and venerated within the crystal sphere.

Distance has no effect upon the priest's attempt to contact the home power, but dimensional gates, antimagic fields, and the effects of *dispel magic* will prevent the use of the spell. Also, the spell will not function in areas from which the power has been specifically banished (whether from death of an avatar, banishment by spell, or some voluntary action of the god). A priest attempting to link with

his or her patron power in such locations become aware that contact with the god is not possible, but will not know the reason.

The duration of the spell is one week, as long as the priest remains in the same crystal sphere in which the spell was cast. Passage into another plane (even the ethereal) breaks the spell, as will a successful *dispel magic*. This spell cannot be cast in the phlogiston.

The material component of this spell is a small horn. When winded, the horn calls the attention of the deity to its servant (it also attracts the attention of others within earshot).

Notes: Common for priests from a spelljamming culture; otherwise, very rare.

Contain Spirit — Shaman

(Enchantment/Charm)

Sphere: Summoning

Level: 2

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 spirit

Saving Throw: Neg.



This spell allows the caster to trap any one spirit within a bottle, gourd, or other container.

For the spell to work, the spirit must be within ten yards of the caster, the caster's level must be equal to or greater than the spirit's Hit Dice, and the caster must be holding or touching an appropriate receptacle. On completing the incantation, the shaman seals the receptacle, and unless the spirit makes a successful saving throw vs. paralysis, it is trapped. The shaman cannot speak to, coerce, or destroy an ensnared spirit without casting further spells.

The spell is, theoretically, permanent. As long as the receptacle remains sealed, the spirit is trapped and unable to use any of its powers. However, if the container is ever opened or broken, the spirit is immediately freed.

Further, if the spirit's Hit Dice exactly equal the caster's level, then it can attempt to force its way out. Once per week the spirit is allowed a saving throw vs. paralysis, and if successful, the spirit forces the container open and breaks free.

Shamans wishing to prevent powerful spirits from escaping can use specially prepared receptacles, inscribed with elaborate charms. As a rule, if the con-

tainer is worth 10 gp, the spirit suffers a -1 penalty to save; if it is worth 100 gp the penalty is -2; a 1,000 gp receptacle gives a -3 penalty, and so on. The shaman needs 2d6 days to prepare such a receptacle.

The spell requires a container in which the spirit is to be trapped.

Notes: Restricted to shamans, uncommon.

Contaminate Water

Reversed form, purify water. This form is used by evil priests.

Continual Darkness

Reversed form, continual light. This form is used by evil priests.

Continual Faerie Fire

(Alteration)

Sphere: Weather

Level: 3

Range: 120 yds.

Components: V, M

Casting Time: 6

Duration: Permanent

Area of Effect: 25 sq. ft./level, within a 70-ft. radius

Saving Throw: None

This spell is most often used to illuminate temples or temporary places of worship. *Continual faerie fire* allows a priest to cover an area with a pale, glowing light. This radiance can be of any color desired by the caster. Amber, green, red, ale-brown, and purple, in that order, seem the most popular. Crafty spellcasters sometimes employ blue-white or specific aura hues to simulate magical auras. The spell's area of effect can be of any size up to the limit imposed by the priest's level, but it must be continuous. A row of patches of light the size of coins would require a row of spells, whereas a ribbon or circle of light in the same area could be created with a single spell.

When in contact with the lit area, all beings and objects are outlined with a slightly more intense light than their surroundings. Invisible creatures are also surrounded with a nimbus and revealed if in contact with *continual faerie fire*, but noncorporeal, ethereal, or gaseous creatures are unaffected. Undead creatures, however disguised, display an aura of blackness when in contact with *continual faerie fire*.

All creatures and objects possessing or under the current influence of cast magic that is not part of their

essential nature radiate an additional flickering white aura. (The magic that animates some undead creatures is part of their essential nature; they would not cause a white aura unless they also bore some special magical item or cast *dweomer*.) Spellcasting or activating a magical item while in contact with the radiance of continual faerie fire is accompanied by tiny, winking white motes of light. (A flickering white aura is not displayed by beings that have only memorized spells and not yet cast them.) The white aura concentrates around magical items and surrounds beings under a *dweomer*. In other words, a magical sword or potion flask would display this flickering white aura, and the entire person of a polymorphed being would glow. The whole of any illusion also glows with this flickering white aura. Aura effects are cumulative: An undead creature imbued with spell ability or disguised by an illusion would have a black aura haloed with a flickering white one.

The radiance does not harm undead or creatures that dwell in darkness and doesn't approach the intensity of sunlight, but creatures with normal vision can attack and function as in normal light. The radiance does not alter or damage objects or creatures within its area of effect in any way. Moving objects and creatures retain a glowing outline for one round after they leave the area lit by the spell.

Continual faerie fire operates independently of magical light and darkness, functioning as if neither existed. Within areas of bright light, the winking white lights of magical outlines are hard to see, and the colored outlines around beings and objects appear as a faint fuzziness around the perceived edges of their outlined forms.

The material components of this spell are a piece of foxfire, a drop of water, a pinch of ashes, and pinch of bone dust.

Notes: Uncommon for priests in the FORGOTTEN REALMS setting.

Continual Light

(Alteration)

Reversible

Sphere: Creation, Guardian, Sun

Level: 3

Range: 120 yds.

Components: V, S

Casting Time: 6

Duration: Permanent

Area of Effect: 60-ft.-radius globe

Saving Throw: Special

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

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

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

The reverse spell, *continual darkness*, causes complete absence of light (pitch blackness), similar to the *darkness* spell but of greater duration and area.

Notes: Common for priests and druids (PHB).

Continual Shadow

(Alteration)

Sphere: Sun

Level: 3

Range: 120 yds.

Components: V, S

Casting Time: 6

Duration: Permanent

Area of Effect: 60-ft.-radius globe

Saving Throw: Special

This spell is similar to a *continual light* or *continual darkness* spell, except it creates an area of perpetual shadow and gloom and lasts until negated by magical light, magical darkness, or a successful *dispel magic* spell. Creatures with penalties or bonuses in areas of shadow receive them in this spell's area of effect. As with the *continual light* and *continual darkness* spells, this spell can be cast into the air, onto an object, or at a

creature. In the third case, the *continual shadow* affects the space about 1 foot behind a creature that makes a successful saving throw vs. spell; a failed saving throw means the *continual shadow* is centered on and moves with the creature. If the spell is cast on a small object that is then placed in a light-proof covering, the spell effects are blocked until the covering is removed.

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

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

Notes: Granted by the Chultan god Eshowdow of the FORGOTTEN REALMS setting.

Contract of Nephthys — Old Empire (Enchantment/Charm)

Sphere: Charm

Level: 4

Range: Touch

Components: V, S, M

Casting Time: Special

Duration: 1 year

Area of Effect: 2 beings

Saving Throw: None

A *contract of Nephthys* binds two individuals into a mutually acceptable agreement, the breaking of which carries severe consequences.

During the casting, the priest must recite all the terms of the contract, down to the most exacting detail (thus the variable casting time). The spell fails if either party is not a willing participant, is under the effects of a *charm* spell (or similar effect or ability), or is not in their right mind, as adjudicated by the DM.

If either party fails to meet the terms of the contract due to factors beyond their control and despite their best efforts, the contractor finds the hand of Nephthys rests heavy on his or her business. Any attempt to earn a profit that would normally succeed, either for a business or for personal use, suffers the whims of fate and results in no net gain. (All losses are fully realized and breaking even can also occur.)

If either party deliberately chooses to not meet the terms of the contract, Nephthys's heel grinds the erring contractor's wealth into dust. In a short period of time, the whims of fate inexorably drive that party into bankruptcy, destroy his or her business, and separate the contractor permanently from any remaining wealth.

Any penalties imposed by this spell cease one year after the creation of the contract, regardless of when the contract was violated. Lost wealth is regained only through renewed effort, however. The *contract of Nephthys* can be negated (through a short ritual statement) by the original caster with the willing agreement of both parties before its duration expires, provided a forfeiture price is paid to the caster. The caster decides what forfeiture price is sufficient, but impoverishing the contractors is not desirable or allowed. If the original caster has died, a contract can be negated by a higher level priestess of Nephthys in the same manner.

The use of this spell is standard practice in important business dealings in Mulhorand. Temples of Nephthys typically demand 1% to 5% of both parties' profit on any contract enforced by the magic of this spell, plus the cost of the gold dust material component. Failure to pay for the spell's casting has the same effect as deliberately violating the contract.

The material component of this spell is a hair from each participant and a handful of gold dust worth at least 100 gp that is thrown in the air over both contractors.

Notes: Granted by the Mulhorandi god Nephthys of the FORGOTTEN REALMS setting.

Control Animal

(Enchantment/Charm)

Sphere: Animal

Level: 3

Range: 60 yds. + 10 yds./level

Components: V, S

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 1 animal

Saving Throw: Neg.

A priest casts this spell to force an animal to do his bidding. The creature is allowed a saving throw vs. spell; if it fails, the caster can direct it with simple commands to act in any fashion desired. Sample commands include "Attack," "Run," "Fetch," etc. Suicidal or self-destructive com-

mands allow 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 foe 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 (2+2 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 huge (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 trying to direct it to do something it normally wouldn'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 never use this spell.

Notes: Uncommon for priests with access to the Animal sphere; barred to druids.

Control Aratha

See control giant insect.

Control Death Tyrant — Beholder

(Necromancy)

Sphere: Necromantic

Level: 4

Range: 0

Components: V

Casting Time: 7

Duration: 1 day

Area of Effect: The caster

Saving Throw: None.

This spell enables an elder orb to control any death tyrant within one mile per current Hit Die of the elder. This control is like a *charm person* influences humans. The elder orb can simultaneously control one death tyrant per point of Intelligence it currently possesses. If faced with more tyrants that its control limit, it can drop control of one in one

round and assume control of another the next. The tyrants involved will do nothing during those two rounds. Death tyrants cannot rebel against this control, which overrides and always supersedes their directives.

Only an elder orb or an evil priest of 18 or greater Intelligence can use this spell.

Notes: Restricted to elder orbs (common) and evil priests or 18 or better Intelligence (very rare).

Control Giant Insect

(Enchantment/Charm)

Sphere: Animal

Level: 4

Range: 100 yds./level

Components: V, S, M

Casting Time: 7

Duration: 1 turn + 1 rd./level

Area of Effect: 1 giant insect

Saving Throw: Neg.

This spell works on any giant or magically enlarged insect that fails a saving throw vs. spell. Only one insect can be controlled per spell. The insect cannot be used as a steed by the caster because of the particular nature of the magic, which enables the caster to precisely control the insect from afar. This involves the caster making movements that are imitated as precisely as possible by the insect (given differing body types). Thus, a priest could force a beetle to follow a complex route, pull a lever, push chess pieces about on a board, and perform other complex tasks, to the limits its body allows.

This spell (originally known as *control aratha*) was developed by the priests of the Dawnspire in Myth Drannor to enable them to control local giant killer beetles, or *arathas*, and force them to serve as temple guardians.

The material component is a scale, piece of chitin, or body part of the same type of insect. This can be a dried husk or remnant, and can be from any size of related insect (for example, a giant wasp can be controlled using the wing of a normal wasp).

Notes: Common for priests of Lathander of the FORGOTTEN REALMS setting; otherwise, uncommon to very rare.

Control Lycanthropes

(Enchantment/Charm)

Sphere: Charm

Level: 6

Range: 60 yds.

Components: V, S, M

Casting Time: 3

Duration: Special

Area of Effect: Special

Saving Throw: Neg.

One werebear or weretiger, 1–2 wereboars, 1–3 werewolves or wolfweres, 1–4 wererats, or 1 jackalwere can be controlled by means of this spell. Control of only one type of lycanthrope can be attempted with a single use of this spell. If the lycanthrope is in human form, the druid need not say what type of lycanthrope is affected, but if lycanthropes of more than one type are present in human form, only those of one type (druid's choice or choice at random on basis of lycanthropic Hit Dice) is affected. Control lasts as long as the lycanthropes continue to fail their saving throws. A new check is made every night during the week of the full moon (seven nights); between full moons, control is automatic. The effects of the spell are like those of the 4th-level wizard spell, *charm monster*. The caster can force controlled lycanthropes into and out of wereform by means of a simple command.

Notes: Very rare for druids. (Updated from *DRAGON Magazine*.)

Control Temperature, 10' Radius

(Alteration)

Sphere: Weather

Level: 4

Range: 0

Components: V, S, M

Casting Time: 7

Duration: 4 turns + 1 turn/level

Area of Effect: 10-ft. radius

Saving Throw: None

When this spell is cast, the temperature surrounding the caster can be altered by 10° F., either upward or downward, per level of experience of the spellcaster. Thus, a 10th-level caster could raise or lower the surrounding temperature from 1 to 100 degrees. The spell can be used to ensure the comfort of the caster and those with him in extreme

weather conditions. The party could stand about in shirt sleeves during the worst blizzard (although it would be raining on them) or make ice for their drinks during a scorching heat wave.

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

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

Notes: Common for druids (*PHB*).

Control Vapor

(Alteration, Conjuration/Summoning)

Sphere: Elemental Air, Elemental Water

Level: 5

Range: 40 yds.

Components: V, S, M

Casting Time: 8

Duration: 1 rd./level

Area of Effect: 10-ft./level-radius sphere

Saving Throw: None

By means of this spell, the caster can alter the movement rate and direction of natural or magical smokes and vapors, including *incendiary clouds*, *smoke ghosts*, gaseous breath weapons, *fog cloud*, and *cloudkill*, as well as the smoky effects of *pyrotechnics* and creatures in gaseous form. Within the area of effect, wind effects are negated, even if of magical origin, and the caster can hold a vapor stationary or move it up to 10 feet per level each round in any desired direction. If the vapor passes out of the stationary area of effect, control is lost.

Creatures in gaseous form (such as vampires) and those *wind walking* receive no saving throw against the spell. A vapor cannot alter its form, be altered in form, nor be split into several vapors unless the caster so wills; however, creatures normally able to alter their nongaseous form into another form (such as a corporeal one) can do so whether the caster desires them to or not. The process of changing form takes twice as long as usual while they are affected by *control vapor*. Clouds of insects and similar insubstantial or

amorphously formed but nongaseous creatures are not affected by this spell.

The drow of the Underdark are reputed to use a parallel form of this spell in one or more of their faiths.

The material component is the priest's holy symbol (which is not destroyed in casting the spell) and a bean or pea.

Notes: Granted by the god Eldath of the FORGOTTEN REALMS setting.

Control Weather

(Alteration)

Sphere: Weather

Level: 7

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: 4d12 hrs.

Area of Effect: 4d4 sq. mi.

Saving Throw: None

The *control weather* spell enables a priest to change the weather in the local area. The spell affects the weather for 4d12 hours in an area of 4d4 square miles. It requires one turn to cast the spell, and an additional 1d4 turns for the effects of the spell to be felt. The current weather conditions are

decided by the DM, depending on the climate and season. Weather conditions have three components: *precipitation*, *temperature*, and *wind*. The spell can change these conditions according to the weather chart.

The upper-case headings represent existing weather conditions. The lower-case headings below each upper-case heading are the new conditions to which the caster can change the existing conditions. Furthermore, the caster can control the direction of the wind. For example, a day that is clear, warm, and with moderate wind can be controlled to become hazy, hot, and calm. Contradictions are not possible—fog and strong wind, for example. Multiple control weather spells can be used only in succession.

The material components for this spell are the priest's religious symbol, incense, and prayer beads or similar prayer object. Obviously, this spell functions only in areas where there are appropriate climatic conditions.

If Weather is a major sphere for the priest (as it is for druids), duration and area are doubled, and the caster can change the prevailing weather by two places (for example precipitation can be changed from partly cloudy to heavy sleet, temperature from cool to arctic, and wind from calm to strong).

Notes: Common for druids (PHB).

Precipitation	Temperature	Wind
CLEAR WEATHER Very clear Light clouds or hazy	HOT Sweltering heat Warm	CALM Dead calm Light wind Moderate wind
PARTLY CLOUDY Clear weather Cloudy Mist/Light rain /small hail Sleet/Light snow	WARM Hot Cool COOL Warm Cold	MODERATE WIND Calm Strong wind STRONG WIND Moderate wind Gale
CLOUDY Partly cloudy Deep clouds Fog Heavy rain/large hail Driving sleet/heavy snow	COLD Cool Arctic cold	GALE Strong wind Storm STORM Gale Hurricane-typhoon

Control Winds

(Alteration)

Sphere: Elemental Air, Weather

Level: 5

Range: 0

Components: V, S

Casting Time: 8

Duration: 1 turn/level

Area of Effect: 40-ft./level radius

Saving Throw: None

By means of a *control winds* spell, the caster is able to alter wind force in the area of effect. For every three levels of experience, the caster can increase or decrease wind force by one level of strength. Wind strengths are given on the table.

Wind Force	Miles Per Hour
Light Breeze	2-7
Moderate Breeze	8-18
Strong Breeze	19-31
Gale	32-54
Storm	55-72
Hurricane	73-176

Winds in excess of 19 miles per hour drive small flying creatures—those eagle-sized and under—from the skies, severely affect missile accuracy, and make sailing difficult. Winds in excess of 32 miles per hour drive even man-sized flying creatures from the skies and cause minor ship damage. Winds in excess of 55 miles per hour drive all flying creatures from the skies, uproot trees of small size, knock down wooden structures, tear off roofs, and endanger ships. Winds in excess of 73 miles per hour are of hurricane force.

An "eye" of 40-foot radius, in which the wind is calm, exists around the caster. Note that while the spell can be used in underground places, the eye shrinks one foot for every foot of confinement, if the spell is cast in an area smaller than the area of effect. For example, if the area of effect is a 360 foot radius, and the space only allows a 350 foot area, the eye shrinks by 10 feet to a 30-foot radius; a space under 320 feet in radius would eliminate the eye and subject the spellcaster to the effects of the wind.

Once the spell is cast, the wind force increases or decreases by 3 miles per hour per round until the maximum or minimum speed is attained. The caster, with one round of complete concentration, can stabilize the wind at its current strength, or set

it to increase or decrease. However, the rate of the change cannot be altered. The spell remains in force for one turn for each level of experience of the caster. When the spell is exhausted, the force of the wind wanes or waxes at the same rate, until it reaches the level it was at before the spell took effect. Another caster can use a *control winds* spell to counter the effects of a like spell up to the limits of his own ability.

Notes: Common for druids (*PHB*).

Converse — Shaman

(Invocation)

Sphere: Animal, Plant, Elemental (All)

Level: 5

Range: 15 yds.

Components: V, S

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Caster

Saving Throw: None



Converse allows a shaman to hold a brief conversation with the natural world. Instead of asking a single question of all within range, the shaman picks a single target (a tree, a bird, a stream, etc.) and asks a single question of the spirit that dwells within it. The thing then replies, and the shaman can continue to ask subsequent questions of the same or another thing within the range of the spell. A total of 2d6 questions (rolled in secret by the DM) can be asked. The spirits will answer to the best of their abilities.

The objects of which questions are asked must be natural, living things with spirits in them. Dead or artificial objects (like a felled tree or a sword) cannot be questioned.

The spirits' answers are imperceptible to any others present at the casting, and the same concentration and silence are required to hear the words of the natural world. When asking questions the shaman can sing (to the wind), make animal noises (to the animals), or sit in silence (asking the earth), as seems appropriate.

Notes: Restricted to shamans, uncommon.

Converse with Sea Creatures

(Alteration)

Sphere: Animal, Divination

Level: 3

Range: 0

Components: V, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 10-yd. radius/level

Saving Throw: None

This spell allows the caster to communicate with any sea creature of Animal intelligence or greater. The caster can understand such creatures and respond in the correct tongue. Conversation with some or all of the sea creatures within the area of effect is possible, even if they are of different races and do not speak each other's languages.

Like the 2nd-level priest spell, *Speak with Animals*, this spell does not guarantee that the sea creatures will be friendly toward the caster; they are free to forgo speech and attack him if they wish. Nor does this spell allow the caster to breathe underwater. Furthermore, conversation is still subject to any hearing limitations imposed by the environment.



The material component of this spell is a small trumpet made of shell (which is destroyed in the casting) and the caster's holy symbol.

Notes: Uncommon for aquatic or seagoing priests; otherwise, rare

Corpse Whisper

(Necromancy)

Sphere: Necromantic

Level: 3

Range: 60 ft.

Components: S, M

Casting Time: 3

Duration: Special, up to 1 day

Area of Effect: 1 undead creature

Saving Throw: None



This spell enables the caster to transmit a message to an undead creature. The message forms silently in the mind of the corpse in the natural voice of the caster. The caster does not need to be within line of sight of the undead creature, if it is one he currently controls. The caster is not privy to the mind or thoughts of the undead creature.

The undead recipient is forced to obey only if it is not a self-willed undead (zombies and skeletons) and not under the current control of the caster. Self-willed undead can do as they please, but fear of their master may be enough to spur them into immediate obedience.

The spell establishes a link with the undead creature that enables up to half as many one-round, one-sentence messages to be sent as the caster has levels, rounded down. For example, a 9th level caster could send four messages to an undead creature that received this spell, each message requiring a single round to send and consisting of a single sentence. Even if no commands are sent, the spell wears off after a day.

Although the creature must be within 40 feet of the necromancer when the spell is cast, after that the creature can travel up to a mile away and still receive commands'. As you might expect, the spell will not function if the caster and undead minion are in different domains and the borders of either domain (or any intervening domain) are closed.

The material component of this spell is the tongue of a dead man. Casting this spell requires a Ravenloft powers check.

Notes: Common for priests on the Demiplane of Dread; otherwise, known mostly by necromancer-priests.

Corrupt

(Alteration, Necromancy)

Sphere: Necromantic

Level: 4

Range: 5 yds./level

Components: V, S

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: Special

Saving Throw: None

This spell enables a priest to contaminate pure water or substances, create a weak spot or irregularity (handhold or visible mark) in a wall of solid stone or surface of armor plate, and otherwise modify substances harmfully. Magical potions affected by a *corrupt* spell are reduced in the healing they bestow by 1d4 points; if no hit points are involved in their effect, their durations are reduced by 1d4 rounds. Holy water becomes merely water, but unholy water is doubled in efficacy (harmful effects). Normal drinking water remains drinkable, but it tastes tainted and does not cleanse things washed with it. Corrupted items have all their item saving throws against harm reduced by 3 points, unless they are magical. In addition, if an item is used as a weapon, the damage it inflicts is reduced by 2 points per attack for 1d3 turns. All magical functions and properties of enchanted items cease for 1d3 turns, though their own item saving throws are unaffected.

The caster of this spell must choose a single nonliving item or body of liquid to be affected by the spell. The magic does not affect all of a solid item larger in volume than the caster's body. In such cases, only a localized area is affected. For instance, a priest trying to contaminate a lake or large pool would succeed only in harming the water closest to the chosen area of effect that equals his body volume, not all the water). The *corrupt* spell creates a momentary flickering green radiance over the spot or item to be affected, but operates silently.

If three *corrupt* spells are cast on a single nonmagical item or on a specific spot in a large item (for instance, a place on a wall), the item must succeed at an item saving throw vs. acid or shatter/collapse/fall away, causing a hole at that location. Minor breakage in large items (in other words, a hole or cavity reaching a few inches into a thick stone wall) can be expanded by casting additional trios of *corrupt* spells. Thus, an imprisoned

priest of Myrkul could, over time, breach a cell wall or cause manacles to fail.

Notes: Granted by the Myrkul, Lord of the Dead, of the FORGOTTEN REALMS setting.

Council Of Spirits — Shaman

(Divination)

Sphere: Summoning

Level: 7

Range: Special

Components: V, S, M

Casting Time: 1 day

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None



The casting shaman stakes out an area up to 100 feet across, marking the boundaries with the skulls of animals, sacred fires, and posts engraved with depictions of the spirits. At dusk, the shaman sacrifices fifty cattle (or their gp equivalent), and waits.

A single group of spirits can be called to this *council*—all the tribe's heroes for example, or all the ancestors; or the spirits who are the villains of the tribe's legends, or all the totem spirits. If the spirits have reason to distrust the shaman, they may refrain from attending, but usually all those called arrive within one turn after the spell is completed.

Thereafter, the *council* is convened, the most respected spirit taking the lead in organizing the discussion. The spirits ask the shaman why he or she called them, and debate the issues put before them: Only important matters affecting the tribe's well-being, ancient evils, and epic quests are considered worthy of a *council*, and the spirits may punish shamans who call them to resolve petty, routine, or personal problems.

Once the *council* has begun, the shaman (as a mere mortal) is relegated to the sidelines, and is wise to be quiet unless the spirits (as his betters) ask for an opinion or information. The whole discussion often has a dreamlike quality—voices echoing, mists swirling, space and time becoming confused—and when the duration expires, the whole *council* simply fades away, leaving the shaman alone.

The material components of the spell are the markers that identify the spell's area, which crumble when the spell expires. Although they are not valuable, it takes several days or more to assemble them, and the cooperation of other members of the tribe is usually required (groups of hunters stalk-

ing rare animals whose skulls are needed, for example). The only other requirements for the spell are that there are no mortals besides the shaman present, and that the area chosen be on the tribe's own territory.

Notes: Restricted to shamans, uncommon.

Courage

A 1st-level spell of the sphere of War. See appendix in Vol. 3.

Crawling Darkness

(Invocation/Evocation)

Sphere: Protection

Level: 6

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

This spell brings into being a shroud of dark, writhing tentacles around the caster, extending 3 feet in all directions from the caster's body. The caster can see, move, cast spells, and otherwise act normally (including engaging in hand-to-hand combat). Others can no longer see the caster's real body, and are hampered by the semi-solid, thrashing tentacles. Thus, the caster cannot be identified (except by *true seeing* or other prying spells), gains an Armor Class bonus of +4, and also receives a bonus of +2 on all attack rolls.

The crawling darkness moves with the caster, and confers the following additional benefits: *Feather fall* whenever needed; *water walk* whenever desired, and *slay insect* (any number or size, including monster insects). This last power operates against all insects in contact with the shroud. It is effective against *creeping doom*, *insect plague*, and other magically summoned or controlled insects, and exhausts the spell—in other words, it slays all insects in contact with it and then vanishes (providing no protection against other insects that may have accompanied those it destroyed but that were outside its area of effect). The *crawling darkness* spell can be ended instantly at any time by the caster's will.

The material components of this spell are a strand of spider web, a pinch of soot or pitch, and a tentacle of any size from an octopus, cuttlefish, jellyfish, or other marine life form.

Notes: Granted by Shar, Mistress of the Night, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Create Air

(Alteration)

Reversible

Sphere: Elemental Air

Level: 1

Range: 30 yds.

Components: V, S, M

Casting Time: 2 rds.

Duration: Instantaneous

Area of Effect: 1 creature/2 levels

Saving Throw: None



By means of this spell, a priest can generate a bubble of fresh, breathable air around a creature. This air drives out the stale air and restores it to the "fresh" state. It also replaces befouled air, including air that is poisoned or tainted by a *cloudkill* or *stinking cloud* spell.

In cases of individuals adrift in space, this permits another check to determine the duration of the fresh air. Within a larger envelope of air (such as the deck of a spelljamming ship or the atmosphere of a planet), the freshened air will drift off, combining with the existing air.

For every two levels over first, the priest can create sufficient air for an additional person. A 3rd-level priest can create air for two man-sized creatures, a 5th-level priest sufficient air for five, and so on. Creating additional air around a single individual does not create a larger envelope; the excess air simply drifts off. The caster can refresh the air within his own personal air envelope and that of others within the range of the spell, without needing to touch those individuals.

The reverse of this spell, *destroy air*, immediately reduces the air around one creature to *fouled* (-2 penalty to attacks and ability checks).

If the *create air* spell is used within a gravity field, inside otherwise hostile surroundings (such as inside a *cloudkill* or *stinking cloud*), it allows the recipient a single clean breath before the created air bubbles to the surface.

The material component for the spell is a small, stoppered flask.

Notes: Common for priests from a spelljamming culture; otherwise, very rare.

[A note about air in space follows.]

Air in Space: An air pocket around an individual remains *fresh* for 2d20 rounds. Then it becomes *fouled* through round 30; attacks and ability checks have a -2 penalty. At round 31, the air becomes *deadly*. Each turn requires a saving throw vs. death to avoid passing out. An individual who loses consciousness continues making saving throws, with a failure indicating death by suffocation. An unconscious individual will revive if exposed to fresh (or fouled) air.

Create Ancient Dead — Old Empire

(Necromancy)

Sphere: Necromantic

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 preserved corpse

Saving Throw: None

This spell defiles the corporeal body of the carefully preserved and sanctified dead and animates the deceased corpse as a mummy, with all the abilities thereof, as specified in the *MONSTROUS MANUAL* tome.

If the defiled corpse was the body of someone with a predilection toward evil or who did not live in accordance with the principles of *maat*, the corpse becomes a fully aware, free-willed mummy as its *ba* (the life force of the deceased, but not his or her personality), driven to a crazed and insane state, reanimates the corporeal body and the *ka* (the personality spirit of the deceased) flees its final home in the Outer Planes and returns to the corporeal body. This effect is permanent until the mummy is destroyed.

If the defiled corpse was the body of someone true to the principles of *maat*, the corporeal body is temporarily possessed by the spirit of a divine minion of Set and is animated as a mummy under the control of the spellcaster for 1 turn per level of the caster. When the spell expires, the body is restored to the control of its *ba* and walks or crawls to its place of eternal rest (if possible—or as close as it can get) to collapse to the ground, lifeless again.

The material components for this spell are the priest's holy symbol and scrap of the burial shroud of a free-willed mummy.

Notes: Granted by the evil Mulhorandi god Set of the FORGOTTEN REALMS setting.

Create Atmosphere

(Alteration)

Reversible

Sphere: Elemental Air

Level: 7

Range: 10 yds./level

Components: V, S

Casting Time: 4 turns

Duration: Special

Area of Effect: 1 cu. mi./level

Saving Throw: Special



This difficult spell creates not merely air, but a magically self-renewing atmosphere that survives for one standard (28-day) month per level of the caster. It lasts until exhausted or until countered by the reverse; *dispel magic* has no effect.

The *create atmosphere* spell can be cast on an object of any size, and remains with it regardless of the object's gravity or state (for example, if a ship is destroyed, the spell remains centered on the largest chunk, or a random fragment, as the DM desires). This created atmosphere replenishes the atmosphere of another ship it encounters if their combined atmospheres are within the spell's volume limit, at the rate of 1 ship-ton per turn (that is, the atmosphere of a 24-ton ship can be renewed completely in 1 day). This spell cannot be cast on a creature of any sort.

This spell requires a small, stoppered flask and a drop of water. One hit point is permanently drained from the caster each and every time this spell is cast (a *limited wish* or *wish* can restore a hit point lost in this manner).

The reverse, *destroy atmosphere*, does not destroy an existing atmosphere, but alters it from *fresh* to *foul* (or from *foul* to *deadly*). This alteration can quench flames or lessen fiery damage in some cases. Note that the reverse differs from the wizard's version.

Notes: Common for priests from a spelljamming culture; otherwise, very rare.

Create Baneguard

(Necromancy)

Sphere: Necromantic

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 9

Duration: Special

Area of Effect: 1 skeletal body

Saving Throw: None

The casting of this spell transforms one inanimate skeleton of size M or smaller into a Baneguard, a skeletal undead creature gifted with a degree of malicious intelligence. The Baneguard is capable of using its abilities the round following creation and needs no special commands to attack.

The material components of this spell are the holy symbol of the priest and at least 20 drops of the blood of any sort of true dragon.

Notes: Granted by the death god Bane of the FORGOTTEN REALMS setting.



Baneguard: AC 7; MV 12; HD 4+4; THACO 15; #AT 1; Dmg By weapon or 1d6; SA *magic missile* (1 missile/3 rds. to 70 yds.); SD *blink*, half damage from S or P weapons, immune to *charm*, *hold*, *sleep*, and *cold*-based attacks, turned as wight; AL NE; Int Ave (8-10); SZ M (5'-6' tall); ML Steady (11-12); XP 975.

Create Campsite

(Conjuration/Summoning)

Reversible

Sphere: Travelers

Level: 3

Range: 0

Components: V, S, M

Casting Time: 3

Duration: Special

Area of Effect: 50-ft. radius

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 people the campsite is to accommodate, up to three per 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 might be noticed by 50%. Campfires, loud noises, and other activities can negate this. The entire process takes 4d4 rounds to complete.

The servants make camp with the gear and equipment provided for them; otherwise, they improvise with materials available in the immediate area (within 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 4d4 rounds to complete. When completed, all traces of the campsite are eliminated. The material components are the same as those for create campsite.

Notes: Common for priests with access to the sphere of Travelers (*ToM*).

Create Crypt Servant

(Necromantic)

Reversible

Sphere: Necromantic

Level: 7

Range: Touch

Components: V, S

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 corpse

Saving Throw: None

This spell animates a corpse as a crypt servant. The corpse must be in reasonably good condition, and many are prepared in advance of their master's death. The spell must be cast in the tomb in which the creature is to serve. A crypt servant cares for its deceased master and all the rooms and possessions in the master's tomb: cleaning and repairing, polishing valuables, lighting candles, and guarding the tomb from intruders.

A successful *dispel magic* ends the crypt servant's animation, while *destroy crypt thing* (the reverse of *create crypt thing*) annihilates the crypt servant if it fails a saving throw vs. death magic.

Notes: Very rare spell, found only in arabian settings.

Crypt Servant: AC 5; MV 12; HD 6; THACO 15; #AT 1 or 2; Dmg by weapon or 1d4/1d4; SA Nil; SA call crypt servants; SD immune to piercing weapons and *charm*, *hold*, and *sleep*; AL LN; Int Low (5-7); SZ M (4'-7' tall); ML Fearless (20); XP 650. A crypt servant engaging in combat calls all crypt servants in the tomb; these arrive in 1d6 rounds. Once the master's possessions or body have been disturbed, the crypt servant fights with mindless fury, concentrating on the most recent offender.



Create Crypt Thing

(Necromantic)

Reversible

Sphere: Necromantic

Level: 7

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: Permanent

Area of Effect: 1 corpse

Saving Throw: None

This spell enables the caster to cause a single dead body to animate and assume the status of a crypt thing. This spell can be cast only in the tomb or grave area the crypt thing is to protect; the spell requires that the caster touch the skull of the subject body. Once animated, the crypt thing remains until destroyed. Only one crypt thing can guard a given tomb.

A successful *dispel magic* spell returns the crypt thing to its original unanimated state. Attempts to restore the crypt thing before this is done fail for any magic short of a *wish*.

The reverse of this spell, *destroy crypt thing*, utterly annihilates any one such being as soon as it is touched by the caster. The crypt thing receives a saving throw vs. death magic to avoid destruction.

Notes: Very rare spell, used only by evil priests.

Crypt Thing: AC 3; MV 12; HD 6; THACO 15; #AT 1; Dmg 1d6; SA teleport; SD +1 or better weapons to hit, immune to *charm*, *hold*, and *sleep*, cannot be turned; AL N; Int Very (11-12); SZ M (6' tall); ML Fanatic (17-18); XP 975. The first attack of the crypt thing is to simultaneously teleport each individual member of the intruding group to a random location: 20% each chance of 1d10 × 10' north, south, east, or west; 10% each chance of 1 level up or down. Creatures displace to the nearest open area out of the crypt thing's lair if blocked.

Create Death Tyrant — Beholder

(Necromantic)

Sphere: Necromantic

Level: 7

Range: 2 yds.

Components: V, S, M

Casting Time: 3 Turns

Duration: Special

Area of Effect: 1 dead beholder

Saving Throw: None

This spell imbues a dead beholder with energy from the Negative Material Plane, permanently transforming it into a death tyrant. In addition, the spell allows the priest to instruct the death tyrant as to how it will receive orders in the future. The death tyrant will obey the caster for 1d6 rounds plus 1 round for every level of the caster. After that, the caster must use the *control death tyrant* spell in order to maintain control.

Good-aligned priests suffer great punishment for using this spell (decided by the DM).

The creation of a death tyrant requires an elaborate ritual. The cost of the material components is about 3,000 gp.

Notes: Restricted to elder orbs (common) and evil priests or 18 or better Intelligence (very rare).

Create Direguard

(Necromancy)

Sphere: Necromantic

Level: 7

Range: Touch

Components: V, S, M

Casting Time:

Duration: Special

Area of Effect: 1 skeletal body

Saving Throw: None

The casting of this spell transforms an inanimate skeleton of size M or smaller into a direguard, gifted with a degree of malicious intelligence. Only one direguard can be created at a time using this spell. The direguard is capable of using its abilities the round following creation, and needs no special commands to attack.

The material components are the holy symbol of the priest and at least 20 drops of the blood of any sort of true dragon.

Notes: Granted by the evil death god Cyric of the FORGOTTEN REALMS setting. The spell is jealously guarded by the clergy of Cyric.

Dire Guard: AC 6; MV 12; HD 4+4; THACO 15; #AT 1; Dmg By weapon or 1d6; SA *magic missile* (1 missile/3 rds. to 70 yds.); SD *detect invisible, blink*, half damage from S or P weapons, immune to *charm, hold, sleep*, and *cold*-based attacks, turned as wraith; AL NE; Int Ave (8-10); SZ M (6' tall); ML Steady (11-12); XP 1,200.

Create Food & Water

(Alteration)

Sphere: Creation

Level: 3

Range: 10 yds.

Components: V, S

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 cu. ft./level

Saving Throw: None

When this spell is cast, the priest causes food and water to appear. The food thus created is highly nourishing if rather bland; each cubic foot of the material sustains three human-sized creatures or one horse-sized creature for a full day. The food decays and becomes inedible within 24 hours, although it can be restored for another 24 hours by casting a *purify food and water* spell upon it. The water created by this spell is the same as that created by the 1st-level priest spell *create water*. For each experience level the priest has attained, one cubic foot of food or water is created by the spell. For example, a 3rd-level priest could create two cubic feet of food and one cubic foot of water.

Notes: Common for clerics (PHB).

Create Holy Symbol

See holy symbol.

Create Ibrandlin

(Abjuration)

Sphere: Guardian

Level: 6

Range: Special

Components: V, S, M

Casting Time: 7 hrs.

Duration: Permanent

Area of Effect: 1 fire lizard egg

Saving Throw: None

Ibrandlin are created by magically altering fire lizard eggs to create the trainable monster lizards. Those who cast this spell must prepare themselves with a tenday of prayer and fasting before attempting the casting. The spellcaster must then coat a fertilized, living fire lizard egg with a mixture of holy oil and diamond dust and perform a seven-hour ritual prayer dance around the egg. Each hour of the dance, the spellcaster must make a Constitution check. Failure of any Constitution check results in the complete failure of the spell. The spell can be attempted once again one tenday later on the same egg with new material components. A second failure kills the unhatched fire lizard in the egg, rendering it useless. When *create ibrandlin* is successfully cast, the material components are absorbed into the egg and an untrained hatchling ibrandlin emerges from the egg one tenday later.

This spell was developed centuries ago by priests of Ibrandul to facilitate the creation of fearsome guardians for the temple of Ibrandul located in the Underdark. Since the Time of Troubles, ibrandlin have begun to breed true. As a result, this spell is likely to lapse into relative disuse, given the expense of the spell components.

The material components of this spell are Ibrandulin holy oil and 3,000 gp worth of diamond dust.

Notes: Granted by Ibrandul, the Skulking God, of the FORGOTTEN REALMS setting.

Ibrandlin: AC 3; MV 9, Cl 5; HD 10; THAC0 11; #AT 5; Dmg 1d8/1d8/1d8/1d8 (claws)/2d8 (bite); SA fire breath, pinning, throw items (see below); SD immune to fire-based attacks, disease, poison, rot grubs, and other parasites; MR 40%, AL LN; Int Semi- (4); SZ G (40 feet or more long); ML Fearless (19); XP 7,000. Ibrandlin can pry open doors and carry prey or objects. While not smart enough to wield magical items, they can duplicate actions they have observed. They sleep 50% of the time. They respect and obey those dressed as priests of Ibrandul, can understand brief commands, and instinctively protect their lair (usually a temple of Ibrandul).

SA—Serpentine bodies enable ibrandlin to rear up on their tails and attack with all four claws while biting or breathing fire. *Breath weapon:* Ibrandlin breathe fire every fifth round in a cone 5 feet wide at the mouth, 10 feet wide

at the end, and 15 feet long for 2d6 points of damage, save vs. breath weapon for half. While they cannot bite while breathing, an attack roll is made when breathing; if successful, the foe directly in front of the breath weapon takes maximum damage (12 points) with no saving throw. *Pinning:* With a successful attack roll, an ibrandlin can pin a foe beneath its body in lieu of three claw attacks. A pinned foe who continues to fight (using spells with verbal-only components or at an attack and damage roll penalty of -3), will be crushed for 1d4 points of damage per round. A single ibrandlin can pin up to five man-sized creatures. Escaping a pin requires successful Strength and Dexterity checks in the same round, even if the ibrandlin is dead. Escaping from beneath a held or paralyzed ibrandlin is at a -10 penalty to the ability checks. *Throwing:* Ibrandlin hurling or throwing objects attack at a -3 penalty; misses land 1d10 feet from the intended target.

Create Jungle Minions

(Alteration)

Sphere: Animal

Level: 5

Range: 5 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: Permanent

Area of Effect: 1 creature/3 levels

Saving Throw: Neg.

This spell permanently changes common crocodiles or alligators (one for every three experience levels of the caster) into lesser segarrans. Unlike *conjure jungle minions*, this spell can also transform humans, demihumans, and humanoid creatures. Those to be affected by this spell need only be within sight and range of the caster. Willing creatures are transformed; unwilling creatures receive a saving throw vs. spell to avoid the effect. Those who change must make a successful system shock roll to survive the transformation. Minions attack as commanded by the priest. The spell is permanent, unless reversed by a successful *dispel magic*.

Lesser segarrans are compelled to devour the flesh of enemies who fall in combat, a process taking 1-3 rounds, depending upon the victim's



size. During this time, the segarran cannot attack or follow the caster's commands. If the segarrans do not kill and devour at least one victim slain in the encounter, then the caster must make a saving throw vs. spell or be affected by a *bestow curse* as a sign of Ragarra's displeasure.

The material components are the powdered claws of an alligator or crocodile, which are scattered in the direction of the recipients at the time of casting.

Notes: Granted by Ragarra, a jungle god found in arabian settings.

Segarran, Lesser: AC 1; MV 9; HD 5+5; THAC0 16; #AT 1; Dmg weapon +2 or 2d8 (bite); SA Fights/saves as 5th-level fighter; MR 10%; AL CE; Int Ave (8-10); SZ M (6' tall); ML Fearless (20); XP 1,400.

Create Machine* — Dwarf

(Conjuration/Summoning)
Sphere: Creation

Level: 6
Range: 20 yds.
Components: V, S, M
Casting Time: 1 hr.
Duration: Special
Area of Effect: Special
Saving Throw: None

This spell is used to finish the process of fabricating magical machines and constructs, such as magical automatons. With this spell, dwarven priests can create a variety useful devices, such as mining machines, pumps, elevators, water wheels, load-carrying carts, and similar machines.

The machine must be made from the finest materials. Then, a circle of dwarven priests linked by *combine* spells must cast *commune*, *prayer*, *animate object*, and finally, *create machine*, upon the device. A period of prayer, fasting, and meditation must be observed until the machine is enchanted, just as with any other magical items fabricated by priests (see the *DMG*).

The machine is nonintelligent and, when created, can be programmed to follow up to 10 simple orders (such machines are typically controlled by manual controls rather than by verbal commands).

A device created by this spell functions without fail or error for centuries, never requiring major repair other than common-sense maintenance unless it has been severely damaged. Armor Class and hit point values for the machine are assigned by the DM. These vary with function and the materials used to construct the device: Armor Class 4 to Armor Class 1 and 30-50 hit points are typical. The cost of a machine is usually between 1,000 and 4,000 gp per hit point.

The power and range of abilities of any machine must be strictly regulated by the DM, just as with any other magical item created for the campaign. A machines comparable in power to an artifact can be created only by NPCs of legendary status. No machine with obvious military function can be made with this spell. An enchanted waterwheel that runs forever or an underground mining machine can be created, but not a magical siege machine or armored attack vehicle. Such powerful military machines come under the heading of artifacts, and so are usually beyond this spell's power and effects.

Notes: Very rare spell, granted by some dwarven gods. (Updated from *DRAGON* Magazine.)

Create Mask — Shaman**(Enchantment/Charm)****Sphere: Summoning**

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 wk.

Duration: Permanent

Area of Effect: 1 Object

Saving Throw: None



With this spell, a shaman creates a mask to be used when dealing with a specific spirit or spirit type. Examples would include masks designed to be used for a specific spirit, the ancestors of a single tribe, or all guardian spirits. Generally, a mask affects either a single powerful spirit (6 or more Hit Dice), or a group of less notable spirits.

The caster must create the mask without the aid of others (and thus must have a proficiency in carpentry, pottery, or a similar field) and casts the spell as work progresses. The finished product must resemble the spirit it is designed for use with (at least symbolically), and is generally decorated with rare feathers, shells, bones, and similar materials. At the DM's discretion, a mask may require specific, rare decorations that may cost more, or even require the shaman to undertake a quest.

When worn, the mask provides a -1 bonus to most rolls made by a shaman while interacting with the spirit or spirits for which the mask was designed. That means a +1 bonus for shamanic rituals, Charisma checks when using persuasion or guile, etc. It does not affect saving throws against powers wielded by the spirit.

The mask can only depict a spirit of the same alignment as the spirit that granted the shaman this spell. For example, if the casting shaman gained the spell from a lawful neutral spirit, he or she could only create masks designed to affect lawful neutral spirits.

Furthermore, the spirits inevitably hold shamans responsible if the masks that they create are misused. Thus, most shamans create them only for their own use or the use of their tribe, and guard them well.

The material components are those items incorporated into the finished mask. These materials cost the creator at least 50 gp.

Notes: Taught to shamans by specific spirits.

Create Minor Helm**(Enchantment/Charm)****Sphere: Creation**

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: 1 turn/level

Duration: 1 wk./level

Area of Effect: 1 item

Saving Throw: None



By casting this spell, the priest can transform a normal chair or seat into a minor spelljammer helm suitable for powering a ship through space. This spell does not replace the need for a permanent magical helm onboard, and is used primarily as a back-up system or in emergency situations. Casting this spell ages the caster one year.

The *minor helm* can power a ship of no more than twice the caster's level in tonnage; a 20th-level priest can therefore create a helm capable of powering a 40-ton ship. In operation, a *minor helm* created in such a fashion is identical to a regular, permanent spelljammer helm, with one exception. If a helm created by this spell is successfully *dispelled*, it disappears and must be created anew.

The spell requires a chair, stool, or other seat suitable for use as a helm.

Notes: Uncommon for priests from a spelljamming culture; otherwise, very rare.

Create Mirage**(Illusion)****Reversible****Sphere: Elemental Sun**

Level: 2

Range: 60 yds. + 10 yds./level

Components: V, S, M

Casting Time: 5

Duration: Concentration

Area of Effect: Cube, 10-ft./level

Saving Throw: Special



Under the heat of the sun, a priest can cause an illusory image exactly like the 1st-level wizard spell *phantasmal force*. The spell can be cast only in bright sunlight. It creates the illusion of any object, creature, or force within the boundaries of the spell's area of effect. This is a cube, 10 feet on a side per level of the caster. Thus, a 3rd-level priest can create a mirage in a 30-foot by 30-foot area with a height of 30 feet as

well. The illusion is visual; the spell does not create sound, smell, or temperature. The mirage instantly disappears if touched, or if the caster ceases concentration. The mirage can be moved by the caster within the area of effect.

The reverse, *reveal mirage*, reveals things as they really are, negating natural or magical mirages.

Notes: Uncommon for priests of the DARK SUN setting; otherwise, very rare.

Create Oasis

Athasian Dragon King magic; psionic component renders this 8th level spell uncastable by priests.



Create Sanctuary

(Abjuration)

Sphere: Animal

Level: 4

Range: 100 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: Special

Saving Throw: None

A shaman who casts this spell designates an area of up to 100 square yards to become a personal sanctuary.

The spell is cast by sacrificing a small, normal animal and muttering the correct invocation. (The ceremony requires a single shamanic ritual proficiency check.) Every animal of the species sacrificed, within one mile of the caster, is then drawn to the site. They are thenceforth bound to the shaman, recognizing the shaman as their leader. Within one mile of the site, these creatures gain a higher-than-normal intelligence (+1 Intelligence to their normal scores), though their natures remain unaltered (mice are timid, cats are curious, and so on). Offspring of such animals are similarly bound to the caster and endowed with these faculties.

The shaman gains the ability to communicate with the creatures, but only while within the sanctuary. He or she can understand their grunts, squeaks, etc., and they can understand his human speech.

Each of the creatures can act as a guard for the sanctuary, or a spy for the shaman (see *animal spy*), with certain limitations: Creatures with animal intelligence cannot convey details of a situation effectively. For example, two hundred heav-

ily armored soldiers might be reported as "lots of people, making clanking sounds." Further, such creatures cannot understand human conversation or recognize social interaction. Nonetheless, these animals can serve as an early warning system for the shaman.

The animals are not made suicidally or slavishly loyal by this spell, but merely see the shaman as their leader—a rank that may confer responsibilities as well as privileges: A pack of dogs, for example, might expect their pack leader to organize their hunting and the division of the kills, and might desert a leader who fails in these duties.

The spell's duration is effectively permanent, but the sanctuary is destroyed if the shaman recasts the spell in a second location. Each shaman can have only one sanctuary. The sanctuary also fades upon the caster's death, unless the shaman chooses to inhabit it as a ghost. Any strong supernatural presence might also *dispel* the sanctuary (such as the entrance of a powerful extraplanar being, or sprinkling the area with copious quantities of holy or unholy water).

Typical spiritualist shaman sanctuaries include sewers and cellars (where hundreds of rats may breed), graveyards (often accompanied by a pack of dogs), or ruined towers (housing bats, crows, or cats).

Casting this spell requires a successful Shamanic Ritual check, as a sacrifice is made as part of the casting (this is the material component). The sacrifice is received by the totem spirit of the animals who are to make up the sanctuary's guardians. Shamans who maltreat their animals may have to answer to the totem spirit of their kind.

Notes: Restricted to shamans, uncommon.

Shamanic Ritual proficiency (1 slot, Wis +1).

Every shamanic activity that requires a sacrifice also requires a successful shamanic ritual proficiency check. The failure of this check negates any spell for which the check is made. Nonshamans only receive understanding from this proficiency.

Create Shrine

(Invocation)

Sphere: Elemental (All)

Level: 7

Range: Special

Components: V, S, M

Casting Time: 3 mo.

Duration: Permanent

Area of Effect: Special

Saving Throw: NA



An elemental priest of Athas who finds a power conjunction will often begin the magical process of turning it into an elemental shrine. The entire process takes about 3 months and requires a substantial investment of time and energy.

The first requirement of the spell is to find a natural area where the priest's patron element is strong.

Shrines of rain must be in special places where natural rainfall is common. Sun priests may build their shrines on high mountains. Shrines to the lords of fire require more effort. First, the priest must create an eternal flame. Atop this fire, the priest must place an item of great value to himself. When the blaze finally dies to the size of a campfire, the priest begins the *create shrine spell*, and the flame burns forever. The item is sacrificed to the lords of fire and destroyed in the conflagration.

Once the area has been prepared and any threats removed from it, the priest sits and meditates on the nature of his element. This continues for at least eight hours every day for the next three months. Any time missed negates the spell, and the priest must begin again from scratch.

When three months have passed, the shrine grants the caster a number of special, temporary hit points, equal to 12 times the caster's level. These are good only while the priest is actually at the shrine, and can be used only to absorb damage from defiling magic.

Also, while on the grounds of the shrine, the priest can exercise his ability to ignore the elements an unlimited number of times per day. The power continues if the priest leaves the shrine, but then it expires normally. This counts as a use for that day, so the priest can only exploit this ability again by returning to the shrine.

There is no limit to the number of priests who can benefit from being at a shrine, and none can be affected by spells of that element while there.

The priest is under no obligation to remain at

the shrine after it is created, but many do, insuring its protection.

Notes: Uncommon for elemental priests in the DARK SUN setting; virtually unknown elsewhere.

Create Smoke

(Conjuration)

Reversible

Sphere: Elemental Air, Elemental Fire

Level: 3

Range: 10 yds. + 10 yds./
level

Components: V, M

Casting Time: 6

Duration: 4 rds.

Area of Effect: 90-ft. radius

Saving Throw: Special



By igniting even a tiny spark of flame, the priest creates a dense plume of smoke that obscures vision in 90-foot radius and makes breathing in the area difficult. Any air-breathing creature within the cloud must make a saving throw vs. death magic. Failure means the creature can only retreat from the cloud, coughing and rubbing its eyes. Such creatures have a -4 penalty to their attack rolls for 4 rounds after they leave the cloud. Those who make their saving throws can remain in the cloud, but fight at a -4 penalty while there. Those who make the saving throw and leave the cloud suffer no further ill effects. The smoke cloud lasts for 4 rounds and then dissipates. Strong winds will reduce the duration by half and gale force winds dissipate the smoke immediately.

The reverse of the spell, *dissipate smoke*, clears smoke from the area for the duration of the spell. It affects only smoke, not mists, fog, vapors, or other visible gases.

Notes: Uncommon for priests of the DARK SUN setting.

Create Spiritknife—Shaman

(Necromancy)

Sphere: Summoning

Level: 2

Range: 15 ft.

Components: V, S, M

Casting Time: 1 turn

Duration: Permanent

Area of Effect: 1 weapon

Saving Throw: Neg.



A *spiritknife* is created by binding a spirit within range—any spirit, free or bound—into a weapon made of a natural material. The purpose of such weapons is to cause damage to spirits on the Prime Material Plane.

The spell generally only works on spirits with 1 Hit Die. A spirit that does not wish to be bound is allowed a saving throw vs. spell to avoid the effect. More powerful spirits can be bound with their own consent, and usually demand assurances that they are to be freed after a certain period of time.

Bound spirits retain full use and control of all powers they had before bound (it can attack the *knife's* creator or wielder if it wishes, even if bound); it is wise to use a compliant or harmless spirit. Many shamans prefer to take only willing spirits for these knives, and may rescue dying spirits from trees ravaged by fire, or streams drying in a drought, for use in these weapons.

Any spirit hit by a *spiritknife* (normal attack roll, with adjustments for invisibility applied as normal) takes 2d4 points of damage for each Hit Die of the spirit bound within the weapon. Spirits currently possessing objects or people, and spirits in the spirit world, are invulnerable to this damage (although the base damage of the weapon will still be inflicted on the vessel, if appropriate).

Spiritknives must be slashing weapons (usually knives or daggers). The material from which a *spiritknife* is made cannot have been contaminated, purified or altered, though the maker may change the shape of the material. Thus, metals (extracted from ores) cannot be used, but stone, bone, and wood are acceptable. Most *spiritknives* are made from flint or wood, though obsidian, marble and other substances are usable.

The material component for this spell is the weapon itself, which is not destroyed on casting.

Notes: Restricted to shamans, uncommon.

Shamanic Ritual proficiency (1 slot, Wis +1). Every shamanic activity that requires a sacrifice also requires a successful shamanic ritual proficiency check. The failure of this check negates any spell for which the check is made. Nonshamans only receive understanding from this proficiency.

Create Spring

(Alteration)

Reversible

Sphere: Elemental Water

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Permanent

Area of Effect: Special

Saving Throw: None



This spell causes a spring of fresh water to bubble forth at the shukenja's command. The spring can appear only from natural rock or earth, never from creatures, plants, or man-made constructions. The spring puts forth one gallon of water per level per turn. The water is fresh, clear, and cool.

The reverse of this spell, *dry spring*, causes any natural or created spring to lessen its flow by the same amount.

The material component for this spell is a bamboo cane.

Notes: Common for priests from an oriental setting; otherwise, very rare.

Create Thassaloss

(Necromancy, Alteration)

Sphere: Necromantic

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 hr.

Duration: Instantaneous

Area of Effect: 1 skeleton

Saving Throw: None

This spell enables a priest of Iuz to meld a basic matrix of magic into a skeletal form, for the specific purpose of animating a thassaloss and rendering the creation permanent. A skeleton with two extra sets of arm bones is so enchanted. For creation of a lesser thassaloss, the body fluids of a ghoul are mixed with the oil and resin instead. If no additional wizard spells are cast into the thassaloss within 24 hours of the casting of the *create thassaloss* spell, the creature becomes simply an animated skeleton with 1 Hit Die and an Armor Class of 2.

A priest who wishes to create a greater thassaloss must also mix into the bones a vial of wraith

dust together with the oils and resins.

Notes: Granted by Iuz the Evil of the WORLD OF GREYHAWK setting.

Thassaloss, Lesser: AC 2 (base); MV 6; HD 6; THAC0 15; #AT 4; Dmg 1d6+1 each; SA gaze (paralyzation, 10 yd. range, for 2d8 rds.); SD Immune to illusions, mind-affecting spells, poison, paralyzation, *hold*, and *sleep*, vorpal attacks only eliminate gaze, half damage from edged weapons other than hewing weapons such as axes, half damage from cold; MR 5%; AL N; Int Non- (0); SZ M (6' tall); ML Fearless (19-20); XP 2,000.

Thassaloss, Greater: AC 0 (base); MV 9; HD 10+20; THAC0 9; #AT 4; Dmg 1d8+4 each; SA gaze (*feblemind*, 10 yd. range, for 2d10 rds.); SD Immune to illusions, mind-affecting spells, poison, paralyzation, *hold*, and *sleep*, vorpal attack reduces Int to 0 and loses gaze, half damage from edged weapons other than hewing weapons such as axes, half damage from cold; MR 25%; AL NE; Int Ave (8); SZ M (7' tall); ML Fearless (19-20); XP 9,000.



Creating a Thassaloss

To create a lesser thassaloss, a wizard of at least 14th level must next cast the following spells into the prepared thassaloss matrix: *paralyzation*, *permanency*, *limited wish*. To create a greater thassaloss, a wizard of at least 16th level must cast the following spells into the thassaloss matrix: *feblemind*, *geas*, *permanency*, *strength*, *limited wish*. These spells must be cast within 24 hours of the *create thassaloss* spell.

While only a *limited wish* need be used, a full *wish* allows the following: A simple magical weapon can be dispersed into the matrix so that its lowest basic attack and damage bonuses become part of the thassaloss' basic attack and damage rolls; any special ability is lost. Likewise, a magical shield can be used improve the base Armor Class.

Create Treant

(Alteration, Invocation/Evocation)

Sphere: Plant

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 day/level

Area of Effect: One twig, bough, shrub,
or living tree

Saving Throw: None

This spell temporarily transforms the basic material into a treant that serves the caster with utmost loyalty until destroyed or the spell expires. When the spell ends, the treant dwindles to nothingness and is gone. The type of material component determines the size of the created treant: Twigs produce 7-HD treants, boughs create 8-HD treants, shrubs 9- or 10-HD treants, and trees 11- or 12-HD treants. Since the material component is consumed, priests of Mielikki use this spell sparingly.

Notes: Granted by Mielikki, Lady of the Forest, of the FORGOTTEN REALMS setting and the elven god Rillifane Rallathial. Most druids use *changestaff*.

Create Tree of Life

(Alteration, Enchantment)

Sphere: Cosmos

Level: 6

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 tree

Saving Throw: None



By means of this spell a priest of Athas can enchant a living sapling to become a magical *tree of life*, a magical item of tremendous power. Any tree less than one year old will suffice; it cannot be cast on an older tree. The sapling must have already sprouted from the ground, though the priest can transplant such a sapling before casting the spell. The sapling grows to its full size in only one week, but has its full powers and capabilities immediately after the spell is cast.

The material component is a piece of copper wire formed in the shape of a tree.

Notes: Usable only on Athas (the DARK SUN setting), where it is common. The basic DARK SUN setting has full details of the *tree of life* in the magical item section.

Create Undead Minion

(Alteration, Necromancy)

Sphere: Necromantic

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: Creature touched

Saving Throw: Neg.

The caster of this spell creates a form of undead. The type of undead created depends upon the level of the caster and the condition of the subject. The spell can be cast on a living or a dead human, demihuman, or humanoid of small to man-size. The individual must have died within 24 hours, and the body must be in good shape. Only a ghoul can be created from a dead subject.

Living subjects become more powerful undead minions, transforming into a type of undead given on the table, depending on the casting priest's level. A caster can create any type of undead on the

table, up to the level limit. Thus, a 18th-level priest can create a ghoul or a ghastr as easily as a wraith. A undead creatures created by this spell does not retain character abilities.

Priest Level Type of Undead

14th Ghoul

15th Ghast

16th Ju-ju Zombie

17th Wight

18th Wraith

19th Spectre

20th Vampire

The transformation into an undead creature takes the full turn of the casting time to be complete. A living subject receives a saving throw vs. death magic negate the spell. If the spell is interrupted or dispelled before the casting is complete, the subject is rendered unconscious for a turn and returns to normal at the end of that turn. The undead creature created is under the complete control of the caster. If the controlling priest is later killed, the undead minion must make a successful saving throw vs. death magic or perish as well. Surviving undead become free-willed.

The components of this spell are the holy symbol of the caster, dirt from a graveyard, and the fingernail of one of the forms of corporeal undead listed on the table above.

Notes: Granted by death gods such as Bane and Cyric of the FORGOTTEN REALMS setting.

DM Note: The DM should treat the casting of this spell with respect to living creatures as a ritual transformation performed by an evil priest to turn a helpless victim into a minion, not as a spell cast in combat against an active and resisting foe.

Create Water

(Alteration)

Reversible

Sphere: Elemental Water

Level: 1

Range: 30 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: Up to 27 cu. ft.

Saving Throw: None

When the priest casts a *create water* spell, up to four gallons of water are generated for every experience level of the caster (for example, a 2nd-level priest creates up to 8 gallons of water, a 3rd-level priest up to 12 gallons, etc.). The water is clean and drinkable (it is just like rain water). The created water can be dispelled within a round of its creation, otherwise its magic fades, leaving normal water that can be used, spilled, evaporated, etc.

The reverse of the spell, *destroy water*, obliterates without trace (no vapor, mist, fog, or steam) a like quantity of water. Water can be created or destroyed in an area as small as will actually contain the liquid, or in an area as large as 27 cubic feet (1 cubic yard).

The spell requires at least a drop of water to create, or a pinch of dust to destroy water.

Note that water can neither be created nor destroyed within a creature. For reference purposes, water weighs about 8½ pounds per gallon, and a cubic foot of water weighs approximately 64 pounds.

Notes: Common for clerics and druids (PHB).

Creature of Darkness

(Alteration, Illusion/Phantasm)

Sphere: Sun

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell creates a mobile, upright, vaguely human-shaped, bipedal field of magical *darkness*. The shadow quenches magical light and *continual light* on contact without itself being affected. The priest can control it to a distance of 10 yards per caster level, float it at MV 12, and send it into areas where the caster cannot go. The caster then perceives the shadow creature's surroundings dimly, as if seeing through eyes the creature does not in fact possess—this vision is not sufficient to read by, see expressions, or recognize the features of a being. This shadow creature cannot carry solid objects or convey touch attacks, though rumors persist that the most powerful Sharran priests employ an improved version of this spell that can do both those things. The shadow creature can be used to lure, to warn (pointing to beings, objects, or even

markings on a map), or to conceal. Living beings can attack or freely pass into, out of, and through a *creature of darkness* without dispelling it.

A living being walking within the *creature of darkness* is completely cloaked, concealing its identity; the magic expands as necessary. The cloaked being can see as if the gloom of the shadow creature did not exist. A caster within his or her own *creature of darkness* can its magic to *levitate* for up to four consecutive rounds or as a *feather fall*. Either use ends the spell.

The material components are a bit of black or gray fur or down from any flying creature, a pinch of soot, and a strand of spider web.

Notes: Granted by the Shar, Mistress of the Night, of the FORGOTTEN REALMS setting.

Creeping Doom

(Conjuration/Summoning)

Sphere: Animal

Level: 7

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: 4 rds./level

Area of Effect: Special

Saving Throw: None

When the caster utters the spell of *creeping doom*, he calls forth a mass of from 500 to 1,000 ($[1d6 + 4] \times 100$) venomous, biting and stinging arachnids, insects, and myriapods. This carpet-like mass swarms in an area 20 feet square. Upon command from the caster, the swarm creeps forth at 10 feet per round toward any prey within 80 yards, moving in the direction in which the caster commands. The creeping doom slays any creature subject to normal attacks, as each of the small horrors inflicts 1 point of damage (each then dies after its attack), so that up to 1,000 points of damage can be inflicted on creatures within the path of the creeping doom. If the creeping doom goes more than 80 yards away from the summoner, it loses 50 of its number for each 10 yards beyond 80 yards (e.g., at 100 yards, its number has shrunk by 100). There are a number of ways to thwart or destroy the creatures forming the swarm. The solutions are left to the imaginations of players and DMs.

Notes: Common for druids (PHB).

Crocodile Tears — Old Empire**(Enchantment/Charm, Illusion)****Sphere: Charm**

Level: 2

Range: 0

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: 120-ft. radius

Saving Throw: Neg.

This spell makes the priest appear weak, sick, injured, and emotionally distressed so as to engender a sympathetic response in anyone encountering the priest. It effectively disguises any unusual physical characteristics of the caster that might be taken to be menacing (fangs or claws, for example) and makes any drawn weapons or worn armor appear to be non-menacing objects or heavy, but tattered, clothing (such as making a sword appear to be a walking staff). While this spell is in effect, any creature of Low intelligence or greater (Intelligence 5+)—except a crocodile or werecrocodile—that enters the area of effect must make a successful saving throw vs. spell or immediately move to the priest's side at its full normal movement rate or faster to offer assistance. Weapons and shields are dropped in the haste to provide aid unless already sheathed or strapped on. Should the priest choose to attack as would-be benefactors approach, the latter are automatically surprised, and the priest has a +4 attack bonus during the round of surprise.

This spell lasts for up to 1 hour per level of the priest. Any attack by the priest instantly ends the spell. Those who observe the priest cast the spell are also immune to its effects.

The material component of this spell is a handful of water splashed on the face.

Notes: Granted by the Mulhorandi god Sebek, Lord of Crocodiles, of the FORGOTTEN REALMS setting.

Crown of Brilliance — Archon**(Invocation/Evocation)****Sphere: Sun**

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 9

Duration: 1 rd./2 levels

Area of Effect: Special

Saving Throw: None



This spell turns a piece of headgear into a blazing source of golden light as soon as the wearer engages in hand-to-hand combat. All opponents in hand-to-hand combat with the caster must make a successful saving throw vs. spell or be blinded for 1d4 rounds (-4 to attack rolls). If not blinded, the opponent suffers a -2 penalty to attack rolls against the wearer due to the dazzling brilliance of the headgear.

Creatures with an aversion to sunlight or a penalty when fighting in bright light are affected more severely (drow, derro, duergar, goblins, many undead, etc.). Those within a 30-foot radius must save vs. spells or flee. Those who do not flee will suffer their usual penalty for fighting in bright light. Undead other than skeletons or zombies take an additional 1d6 points of damage each round they stay within the affected area.

The spell must be cast on some piece of headgear (hat, crown, helm, tiara, circlet, etc.). The headgear must be properly worn or the spell will not function. The spell effect is triggered as soon as the wearer strikes a blow in melee. The effect lasts one round for every two levels of the caster (round up).

This spell was developed on Mount Celestia with the aid of the archons. It is frequently used by priests of good deities, and the archons are more than happy to share the spell with them.

The material component is an opal worth at least 100 gp, carried on the caster's person. It shatters upon the completion of the spell (if it is shattered prematurely, the spell ends).

Notes: A planar priest spell, uncommon for good priests who traffic with archons; otherwise, very rare.

Crown Of Flame — Archon**(Invocation/Evocation)****Sphere: Sun**

Level: 5

Range: 0

Components: V, M

Casting Time: 8

Duration: 1 turn/level

Area of Effect: The caster

Saving Throw: None



The *crown of flame* makes the caster a blazingly hot beacon of the powers of good, burning all innately evil creatures within 10 feet for 2d6 points of damage per round. This includes fiends, undead, evil spirits, and evil faeries, but not merely

evil individuals. The *crown of flame* is part of the magic used when enchanting a *helm of brilliance*. The spell is often seen among the sword archons, who invoke it before going into battle.

The material component is the priest's holy symbol and a small circlet appropriate to the priest's specific power (branches for a god of nature, iron for a war god, and so on).

Notes: A planar priest spell, uncommon for good priests who traffic with archons; otherwise, very rare.

Crown Of Glory — Archon

(Invocation/Evocation)

Sphere: Sun

Level: 7

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: Caster

Saving Throw: Neg.



This spell temporarily bestows the aura of planar authority on the caster, inspiring *awe* in all lesser creatures with the priest's terrible perfection and righteousness. The aura so affects creatures with fewer than 6 Hit Dice that they cease whatever they are doing and turn to face the caster. When the caster speaks, his or her words are treated as a *suggestion* spell and are telepathically understood by the listeners, even if the caster does not speak any language intelligible to the listening creatures.

Creatures making a successful saving throw vs. spell are not awed by the caster and can continue their actions normally. Creatures with more than 6 HD are immune to the effect of the spell.

This spell was developed by the archons of Mount Celestia, but it more widely used now.

The material component is an opal worth at least 200 gp, carried on the caster's person. It shatters upon the completion of the spell (if it is shattered prematurely, the spell ends).

Notes: A planar priest spell, uncommon for good priests who traffic with archons; otherwise, very rare.

Crumble

(Alteration)

Sphere: Elemental Earth, Elemental Water

Level: 5

Range: 10 yds./level

Components: V, S

Casting Time: 8

Duration: Instantaneous

Area of Effect: 1 cu. ft./level

Saving Throw: None



The *crumble* spell instantly reduces an inanimate object's water content to zero. Up to one cubic foot of clay, rock, soil, or other solid per level of the caster can be desiccated to the point that it loses cohesion, cracks, and crumbles. A 7th-level priest could affect 7 axes, or a stone of 7 cubic feet or less.

Nonliving organic materials such as hide, leather, bone, and wood split and crumble into dust when affected by this spell. Liquids disappear instantly and fruit-potions turn to withered husks. Permanent magical items receive a saving throw vs. spell equal to that of the original creator (assume 12th level if this is unknown).

Metals, living organic material, and silicates such as glass are entirely unaffected. Mindless corporeal undead like zombies and skeletons take 1d6 points of damage for every 3 levels of the caster.

Notes: Uncommon for priests of the DARK SUN setting.

Crush Of The Depths — Sahuagin

(Alteration)

Sphere: Combat

Level: 4

Range: 20 yds.

Components: V, S, M

Casting Time: 6

Duration: Instantaneous

Area of Effect: 20-ft. cube

Saving Throw: Neg.

Crush of the depths momentarily increases the air or water pressure within its area of effect. Everything within the area experiences a pressure of 1,000 pounds per square inch (equivalent to that found at more than 2,000 feet beneath sea). All creatures in the area of effect are allowed a saving throw vs. spell. Creatures that fail the saving throw can't perform any action more complex than

normal movement or speech for 1d4 rounds. During this time, affected creatures suffer a -4 penalty to all saving throws, and attack rolls made against them have a +4 bonus. Creatures unable to dive to a depth of 2,000 feet also suffer 2d4 points of damage if the saving throw is failed. This spell has no appreciable effects when cast at depths greater than 1,500 feet.

Notes: Common for sahuagin.

Crushing Walls

(Enchantment)

Sphere: Wards

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: Special

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-foot × 26-foot 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 try to stop the wall, the highest Strength score is used as a base score; one point is added for each creature assisting. Thus, a creature with 16 Strength assisted by three creatures could try 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 for a round. If the object holds for three consecutive rounds, the surface returns to its original position and the spell ends. The DM should use discretion in determining which types of objects can brace the wall.

- A *dispel magic* or a similar spell effect is used to negate the *crushing wall* spell.

If the wall is not stopped, creatures can avoid being crushed by using a potion of *diminution*, potion of *gaseous form*, or similar devices or spells. The crushing wall almost never touches the opposite wall; it is usually stopped by debris. A gap of two inches or more between the walls is common.

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 ends.

The material components are a 1-inch iron cube and a walnut shell.

Notes: Common for priests with major access to the sphere of Wards (*ToM*).

Crypt Ward — Dwarf

(Abjuration)

Reversible

Sphere: Wards

Level: 4

Range: Special

Components: V, S, M

Casting Time: 1 hr.

Duration: Special

Area of Effect: 100 sq. ft.

Saving Throw: None

This spell is cast over a dwarven tomb or crypt. If the tomb is larger than the spell's area of effect, additional castings can ensure that the entire crypt complex benefits from the spell. Otherwise, it is effective only within its 100-square-foot area.

Once the *crypt ward* is in place it causes the dwarven remains interred therein to animate temporarily in order to protect the tomb from grave robbers. When an intruder enters the spell's area of effect, the dwarven bones contained therein rise and attack. The bones attack as fighters equal to one-third of the caster's level at the time the *crypt*

ward was set up (fractions dropped) and possess 5 hit points per one-third level of the caster. Thus, a *crypt ward* cast by a 12th-level priest produces 4th-level bones that possess 20 hit points each. The bones are not undead creatures; the effect is similar to animated weapons. The dwarven bones do not animate and attack if the intruders are other dwarves, so long as the visitors do not attempt to plunder the tomb. Other races will be attacked if not accompanied by a dwarf.

In any case, the dwarven bones animated by this spell cannot leave the area of effect. If intruders flee that area, the dwarven bones return to their resting places until the next intrusion. If the animated dwarves are slain, the remains have been destroyed.

Dispel magic cannot negate a *crypt ward*, but a *limited wish*, *wish*, or *remove crypt ward* can. The destruction of all the dwarven bones in the tomb complex also negates the spell.

The reverse of this spell *remove crypt ward*, enables the caster to negate a *crypt ward*. In most dwarven enclaves, *remove crypt ward* is reserved for those rare times when dwarven remains must be transported to a new site. A priest attempting to remove the *crypt ward* must be of equal or greater level than the caster who set the spell in place.

This spell is available to priests of all dwarven religions, but is typically reserved for the priests of Dumathoin, who are generally regarded as the keepers of the dead. It is said that the dwarven priests of old were far stronger than those of today, so it is likely that, in truly ancient dwarven strongholds, there are *crypt wards* that cannot be removed by modern priests.

The material components for both versions of this spell are the casters holy symbol and the ritual sacrifice of 10,000 gp worth of precious metals and minerals.

Notes: Restricted to dwarven priests; typically granted by Dumathoin.

Crystallize

(Alteration)

Sphere: Elemental Water

Level: 2

Range: 30 yds.

Components: V, S

Casting Time: 5

Duration: Instantaneous

Area of Effect: 1 cu. ft./level

Saving Throw: None



This spell turns 1 cubic foot of water per level of the caster into ice, or forms a 1-inch thick layer of ice over an existing pool of water. Many of the people and creatures of Athas have never seen ice, and may consider it a treasure, even if told it will last only for a short time. Of course, the priest doesn't have to tell them the ice will melt. Anyone walking on a patch of ice must make a successful saving throw vs. paralysis to remain standing. If failed, the individual falls and spends the rest of the round trying to stand up.

Notes: Uncommon for priests of the DARK SUN setting.

Crystallomancy — Elf

(Alteration)

Sphere: Divination

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 gemstone

Saving Throw: None

This spell causes a clear or translucent crystalline gemstone to serve as a scrying device. The spell does not function unless the priest is in good standing with Corellon Larethian. The gemstone becomes similar to a *crystal ball*. For every 1,000 gp value of the gemstone, the priest can scry for one round, up to a maximum of 1 hour.

For every three levels of the priest about 7th, it is possible to cast a single divination spell of 4th level or less through the gemstone into the area under observation (thus, one at 10th, two at 13th, three at 16th, etc.). Only detection spells, such as *detect magic* and *detect evil/good*, can be so cast, as adjudicated by the DM.

The spell requires the priest's holy symbol and a crystalline gemstone, which must be of at least 1,000 gp value. Neither is consumed in the casting of this spell.

Notes: Granted by the elven god Corellon Larethian.

Cure Blindness

A 3rd-level *shukenja* spell, replaced with cure blindness or deafness.

Cure Blindness or Deafness

(Abjuration)

Reversible

Sphere: Healing, Necromantic

Level: 3

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: Special

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

Its reverse, *cause blindness or deafness*, requires a successful touch (successful attack roll) on the creature. If the creature rolls a successful saving throw, the effect is negated. If the saving throw is failed, a non-damaging magical blindness or deafness results.

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

Notes: Common for clerics and druids (PHB).

Cure Critical Wounds

(Necromancy)

Reversible

Sphere: Healing

Level: 5

Range: Touch

Components: V, S

Casting Time: 8

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

The *cure critical wounds* spell is a very potent version of the *cure light wounds* spell. The priest lays his hand upon a creature and heals 3d8+3 points of damage from wounds or other damage. The spell does not affect creatures without corporeal bodies, those of extraplanar origin, or those not living.

The reversed spell, *cause critical wounds*, operates in the same fashion as other *cause wounds* spells, requiring a successful touch to inflict the 3d8+3 points of damage. Caused wounds heal as do wounds of other sorts.

Notes: Common for clerics (PHB).

Cure Disease

(Abjuration)

Reversible

Sphere: Healing, Necromantic

Level: 3

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

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

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

- **Debilitating:** The disease takes effect in 1d6 turns, after which the creature loses 1 point of Strength per hour until his Strength is reduced to 2 or less, at which time the recipient is weak and virtually helpless. If a creature has no Strength rating, it loses 10% of its hit points per Strength loss, down to 10% of its original hit points. If the disease also affects hit points, use the more severe penalty. Recovery requires a period of 1d3 weeks.
- **Fatal:** This wasting disease is effective immediately. Infected creatures receive no benefit from *cure wound* spells while the disease is in effect; wounds heal at only 10% of the natural rate. The

disease proves fatal within 1d6 months and can be cured only by magical means. Each month the disease progresses, the creature loses 2 points of Charisma, permanently.

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

Notes: Common for clerics and druids (PHB).

Cure Insanity

(Necromancy)

Reversible

Sphere: Necromantic

Level: 5

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

The *cure insanity* spell, if administered while the patient is exhibiting symptoms of the affliction, immediately counters the affliction. For example, the spell can heal a conscious victim of the effects of hallucinatory spores and repair psychic trauma, such as that resulting from a *mindwipe* or other psionic assault. It counters the effects of spells such as *confusion*, *chaos*, *contact other plane*, *feeblemind*, *symbol of insanity*, *prismatic spray*, *prismatic wall*, and *prismatic sphere* and such magical items as an *elixir of madness* or a *scarab of insanity*. However, the spell does not counter aberrant behavior caused by lycanthropy, undeath, or powerful *curses*, *geas*, or *quest*. Finally, at the DM's discretion, *cure insanity* may temporarily calm the demented behavior of certain extraplanar creatures such as slaad.

The reverse, *cause insanity*, drives insane a victim who fails a saving throw vs. spell. The DM can consult the table or choose another form of insanity. For example, an exaggerated fear of dying (requiring the creature to make a saving throw vs. paralysis to avoid the effect of a *fear* spell whenever encountering a cadaver, human bones, a graveyard, or even an open coffin). On the other hand, the victim might become convinced that all corpses were undead, waiting to rip him or her to shreds. In a combat situation, an opponent can be neutralized with an incapacitating form of insanity, such as *confusion* or *feeblemind*. The insanity is permanent and cannot be dispelled except by casting *cure insanity*, *heal*, *restoration*, or *wish*.

Notes: Rare spell. The reverse is common for necromancer-priests, for whom it is 4th level.

INSANITY RESULTS

Roll 1d6 for each affected creature to determine the nature of the affliction.

Roll	Insanity Type
1	Enraged Maniac
2	Melancholic
3	Hallucinating
4	Hebephrenic
5	Homicidal
6	Catatonic

Enraged Maniac: This condition strikes suddenly (1 in 6 chance per turn, lasts 2d6 turns then 1 in 6 chance per turn to return to normalcy). The character becomes maniacally enraged, having an effective Strength of 18/75 if human or demihuman (nonhumans are adjudicated by the DM). The character may shriek, rave, and behave in a violent manner. Unreasoning when spoken to, the character possesses great cunning and will desire to take or avoid action according to the situation at hand (though not necessarily an appropriate act). When the state passes the individual won't remember his actions, nor believe accounts of them by others.

Melancholic: The individual is given to black fits of brooding and feelings of hopelessness. The character is 50% likely to ignore any given situation due to the manifestation of a fit of melancholia.

Hallucinating: The individual sees, hears, and otherwise senses things that do not exist. The more stressful the situation, the more likely the manifestation. Common delusions include: ordinary objects that do not exist, people nearby or passing where there are none, voices giving information or instructions, abilities or forms the individual does not really have (Strength, sex, wings etc.), threatening creatures appearing from nowhere, and so on. Normal behavior is 50% likely until stimulated or under stress. Hallucinations last 1–20 turns after the initial stress passes.

Hebephrenic: The individual wanders aimlessly, talks to himself, giggles, mutters, and acts childishly; the character may sometimes attempt to

play childish games with others. If sufficiently irritated by someone nearby, the character is 75% likely to become maniacally enraged. If this does not occur, then he will become catatonic for 1d6 hours then revert to hebephrenic behavior.

Homicidal: The individual appears absolutely normal, except for an occasional unique interest in weapons, poisons, and other lethal devices. At 1- to 4-day intervals, the being will try to kill a member of his own race. If prevented, the frustrated individual will attack the first intelligent creature seen, wildly seeking to slay. After this, the character will fall into melancholy for 1d6 days before turning to a homicidal state once more.

Catatonic: The character completely withdraws from reality. The individual can be led, moved, fed, and so on; but undertakes no activity on his own. If continually provoked and irritated to get a response, the character has a 1% cumulative chance per round of becoming homicidal. When provocation ceases catatonia returns.

Cure Intermediate Wounds

Replaced by cure moderate wounds.

Cure Light Wounds

(Necromancy)

Reversible

Sphere: Healing

Level: 1

Range: Touch

Components: V, S

Casting Time: 5

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

When casting this spell and laying his hand upon a creature, the priest causes 1d8 points of wound or other injury damage to the creature's body to be healed. This healing cannot affect creatures without corporal bodies, nor can it cure wounds or creatures not living or of extraplanar origin.

The reverse of the spell, *cause light wounds*, operates in the same manner, inflicting 1d8 points of

damage. If a creature is avoiding this touch, an attack roll is needed to determine if the priest's hand strikes the opponent and causes such a wound.

Curing is permanent only insofar as the creature does not sustain further damage; caused wounds will heal—or can be cured just as any normal injury.

Notes: Common for clerics and druids (PHB).

Cure Madness — Elf

(Abjuration)

Sphere: Necromantic

Level: 2

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

This spell enables the caster to cure most diseases that affect the mind by placing his hand upon the mad creature's brow. The affliction rapidly disappears thereafter, making the cured creature whole and well in from one turn to 10 days, depending upon the type of insanity and the state of advancement when the cure took place. (The DM must adjudicate these conditions.) The spell is also effective against the aftereffects of psionic abilities that damage the target's mind and in countering *feeblemind*. This spell does not prevent reoccurrence of a form of insanity if the recipient again succumbs to madness, nor does it exorcise a possessing spirit.

Notes: This spell is granted as a special boon only by the elf deity Sehanine. Other priests have access to the 4th-level spell, *cure insanity*.

Cure Moderate Wounds

(Necromancy)

Reversible

Sphere: Healing

Level: 2

Range: Touch

Components: V, S

Casting Time: 5

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

Somewhat less common than the well-known *cure light wounds* and *cure serious wounds*, the *cure*

moderate wound spell is similar. By laying his hand on a creature's body, the priest can heal 1d10+1 points of damage. This healing cannot affect creatures without corporal bodies, nor can it cure wounds or creatures not living or of extraplanar origin.

The reverse of this spell, *cause moderate wounds*, requires the priest to successfully touch the victim and inflicts 1d10+1 points of damage.

Notes: Uncommon spell for clerics and druids (PO:SM).

Cure Rot

(Alteration)

Sphere: Plant

Level: 5

Range: 30 yds.

Components: V, S, M

Casting Time: 8

Duration: Special

Area of Effect: Special

Saving Throw: None

This spell is a more powerful version of the *prevent rot* spell. If cast upon a wooden object affected by a *wood rot* spell, this spell completely cures the wood rot at a rate of 1 cubic foot per round until the object is restored to its original condition. At least part of the original wood must be intact for this spell to cure the rot; an object that has totally rotted into dust cannot be cured.

This spell also cures any rotting, decay, or damage to living trees or plants caused by natural disease or parasites. Damage is cured at a rate of 1 cubic foot of wood per round, or 1 square yard of plant growth per round. At least part of the original plant life must remain intact for the spell to take effect. This spell can cure up to one acre of plant life, so the spell can treat a small grove of diseased trees or a garden plot partly destroyed by insects.

The material components for this spell are mistletoe and a dead woodborer beetle.

Notes: Uncommon for priests from a seafaring culture; otherwise very rare. (Updated from DRAGON Magazine.)

Cure Scurvy

(Abjuration)

Reversible

Sphere: Healing, Necromantic

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: Instantaneous

Area of Effect: 1 creature/level

Saving Throw: None

This spell cures scurvy, a disease common among sailors and caused by a vitamin deficiency. It works only on scurvy, not other diseases.

The material components of this spell are the priest's holy symbol and the salt-encrusted pit of a fruit.

The reverse of this spell, *inflict scurvy*, afflicts a single target with scurvy. The range of *inflict scurvy* is 90 yards. *Inflict scurvy* has no effect on targets who succeed at a saving throw vs. spell. Targets who fail the saving throw feel extremely weak and their Strength and Constitution ability scores drop to one-third of their current value. They suffer 1d3 points of damage immediately and 1 point per day thereafter due to painful, bleeding gums and bleeding beneath the skin.

These effects of *inflict scurvy* can be ended immediately with a *cure disease* spell or similar incantation. Otherwise, the afflicted can recover only with a huge daily intake of fresh fruit. Each day triple the normal diet of fruit is eaten, they recover 1 point each of Strength and Constitution, and no additional damage is taken from the disease. The disease ends when Strength and Constitution have returned to their original values.

Notes: Granted as a special boon by Valkur, Captain of the Waves, of the FORGOTTEN REALMS setting. Other priests have access to *cure disease*.

Cure Serious Wounds

(Necromancy)

Reversible

Sphere: Healing

Level: 4

Range: Touch

Components: V, S

Casting Time: 7

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

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

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

Notes: Common for clerics (PHB).

Curse

Reversed form, bless (1st level). This form is used by evil priests.

Curse

See bestow curse, (4th level). This form is used by evil priests.

Curse of Black Sand/Silt

(Alteration)

Sphere: Elemental Earth

Level: 3

Range: 10 yds.

Components: S

Casting Time: 6

Duration: 1 day/level

Area of Effect: 1 creature

Saving Throw: Neg.



When this curse is cast and a save vs. spell fails, the victim leaves black, oily, footprints in the earth or on silt. The prints are easily tracked, and cannot be erased or destroyed until the spell expires. They can be covered, but not by earth. A giant leaf, for example, could hide a few footprints, but this would be a temporary measure at best. A creature that flies or takes to the trees leaves no footprints until returning to the ground.

In silty areas, a black streak resembling a slow current follows the cursed creature whenever it touches the surface. This includes wading, swimming, or walking on the silt via spell or magical device. It does not affect those who fly or use teleportation.

A priest who casts several of these spells on different creatures can tell the trails apart, even if they cross or overlap.

The trail disappears when the spell expires.

Notes: Uncommon for priests of the DARK SUN setting.

Curse of the Choking Sands

(Alteration)

Sphere: Elemental Water

Level: 4

Range: 30 yds.

Components: V, S

Casting Time: 7

Duration: 1 day/level

Area of Effect: 1 creature

Saving Throw: Neg.



Priests of elemental water use this spell only against those who have truly angered them, for it transforms good water into lifeless sand.

When cast on a creature that fails a saving throw vs. spell, the creature is unable to drink liquids for one day per level of the caster. Liquids turn to sand as they touch the victim's lips. Every 8 hours under the curse, the victim must make a successful Constitution check or lose 2 points of Strength. Constitution checks are made with a cumulative -1 penalty (-1 the first period, -2 the second period, -3 the third period, and so on). Death occurs when Strength is reduced to 0. A victim who has not died from dehydration when the spell ends can begin to drink normally. Liquids turned to sand by the curse remain sand.

A *remove curse* spell ends the *curse of the choking sands* immediately. Overloading the spell by completely immersing the cursed creature in water also terminates the curse.

Notes: Uncommon for priests of elemental Water from the DARK SUN setting.

Curse of the Everbleeding Wounds — Gnome

(Necromancy)

Sphere: Necromantic

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: 1 turn

Area of Effect: Creature touched

Saving Throw: Neg.

This spell inflicts a curse similar to the effects of a *sword of wounding*. If the creature fails a saving throw vs. spell, all wounds suffered during the next full turn cannot be regenerated or cured by any sort of potion, spell, or other magic, short of a *remove*

curse, limited wish, or wish. Such wounds must heal naturally. The creature suffers an additional point of damage each round after a wound (of type P or S) is inflicted, until the wound is bandaged or the spell expires. Multiple wounds are cumulative. A *periapt of wound closure* provides complete protection from this damage, as may other spells or magical items that prevent ongoing bleeding.

A round of tending a particular wound, with no other actions taken or enemy interference is sufficient to bandage an everbleeding wound and halt its ongoing damage. Those with the healing proficiency who succeed at a proficiency check can bandage a second wound in the same round.

The *curse of the everbleeding wound* requires the caster's holy symbol, and a small knife or sharp item the is used to nick the creature for 1 point of damage as the priest's hand comes in contact with the creature.

Notes: Granted by the evil gnome god Urdlen.

Curse of the Revenancer — Drow

(Necromancy)

Sphere: Necromantic

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: Special

Area of Effect: 1 living creature

Saving Throw: Neg.

This spell *curse*s a single creature to be haunted by the vengeful spirits of the dead. The priest must make a successful touch attack within three rounds of casting this spell or it dissipates harmlessly. A victim touched in this time can avoid the effects with a successful saving throw vs. spell; otherwise, nothing short of a *wish* or a *remove curse* cast by a 14th-level spellcaster can end the *curse of the Revenancer*.

Once the *curse of the Revenancer* is successfully laid on a victim, any foe killed by the subject has a 5% chance of rising from the grave as a revenant, regardless of ability scores. If the foe's Constitution is at least 18 and either Intelligence or Wisdom is 17 or greater, the chance is 30%. If the foe is a follower of Kiaransalee the chance is 50%, and if the foe is the priest who cast the *curse*, the chance is 100%.

The effects of the *curse of the Revenancer* become more pronounced the more deaths the

victim of the *curse* is responsible for. Thus, someone who kills a large number of creatures shortly after the *curse* is laid might awaken an army of revenants seeking vengeance before the presence of the *curse* is realized. For the purposes of this spell, the victim is deemed to have killed a foe if he or she delivers the killing blow via magical, psionic, or physical assault, or by poison.

The material components of this spell are a pinch of dirt from a freshly dug grave and the priestess's holy symbol.

Notes: Granted by the drow goddess Kiaransalee.

Curse of Tongues

(Alteration)

Sphere: Elemental Air

Level: 1

Range: 5 yds./level

Components: V, M

Casting Time: 4

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: None



This minor spell makes its target's speech completely unintelligible by distorting the airwaves that project the voice and dispersing them. This interrupts and prevents any spell casting requiring verbal components.

The material component is a piece of string or cord tied in a knot.

Notes: Uncommon for priests of the DARK SUN setting.

Curse of Yondalla

(Abjuration, Alteration)

Sphere: Time

Level: 7

Range: 20 yds.

Components: V, S, M

Duration: Special

Casting Time: 1 rd.

Area of Effect: 1 creature

Saving Throw: Neg.

The *curse of Yondalla* is reserved for creatures that have done something horrible to offend Yondalla—for example, destroying a halfling community completely or killing innocent and defenseless halflings, such as the aged or children. A

creature afflicted by the *curse of Yondalla* is stunned and unable to act offensively if it fails a saving throw vs. spell. It then returns to infancy over the period of a turn, growing younger slowly at first and then rapidly until it is once again an infant of its species. No system shock survival roll is required. The infant has no memory of its previous life. Commonly, a halfling community or the priest then raises the infant to respect halflings and the ways of Yondalla. An infant of a species inherently unsafe to raise (say, a troll or a dragon), it is placed with a foster parent of a species able to properly raise it in a positive moral and ethical fashion.

An undead creature of less than divine status that fails its saving throw is destroyed by this spell, but a creature of extraplanar origin is merely cast back to its home plane and unable to return to the Prime Material Plane for 10d10 years. A creature with magic resistance has it reduced by a -25% penalty against the effects of a *curse of Yondalla*. A creature that successfully saves still suffers 3d8+3 points of damage or half its remaining hit points in damage, whichever is less.

The bestowed *curse of Yondalla* cannot be dispelled, though it can be removed by a *remove curse* cast by the same priest of Yondalla who cast it or by any good priest whose level exceeds the original caster's level; it can also be negated by a full *wish*. When the curse is removed, the creature returns to its normal age over the course of 1 turn (requiring no system shock survival roll). It remembers events that took place during its second youth in addition to those of its previous older life. Destroyed undead creatures can be restored or extraplanar creatures can be allowed to return before the end of the allotted time only by a full *wish* or divine intervention.

Priests of Yondalla do not cast this spell lightly. Yondalla's divine servitors or Yondalla herself are said to watch over its use and prevent it from being successfully cast if they feel its use is an abuse of the divine privilege.

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

Cyrrollalee, Seal of

See seal of Cyrrollalee.



Dance of Life* — Old Empire

(Enchantment/Charm)
Sphere: Healing

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

This spell is a form of cooperative faith magic, a spiritual renewal that invigorates the old, heals the sick, banishes pestilence, and nourishes the stomach.

Like all faith magic, this spell is preceded by the casting of the 4th-level focus spell, and its casting must begin within 1 turn of the completion of the focus spell, or the casting fails. The dance of life can be cast only in a community, and at least 90% of the female inhabitants of that community must participate for it to have any effect. Male members of a community are welcome to participate, as are outsiders, but nonresidents cannot number more than 5% of the participants. A dance of life cannot be performed more than once per year in a community.

All participants dance in a ring in a leaping, chaotic, free-form dance for an hour, at which point they collapse exhausted and exhilarated. Even the old, crippled, and the infirm find they can participate, magically invigorated by the deity's power.

This spell affects the general health of the community as well as the participants. Everyone participating in the dance is cured of all diseases (with the exception of magical diseases such as mummy rot or lycanthropy) and receives the benefit of a cure light wounds spell and a neutralize poison spell. At the conclusion of the dance, the participants find themselves fully nourished and full. Those who have suffered a decline in their physical abilities (Strength, Constitution, or Dexterity) due to aging find themselves restored to the vigor of youth for the remainder of the day. The community is cleansed of any pestilence and morale is raised to at least 12 (Steady) or increased by 2 if already at 12 or above (maximum 20).

This spell has been employed by priestesses of Hathor in the villages of Mulhorand for centuries. The requirement for female participation, however, effectively prevents its use in the cities of Mulhorand.

The material component of this spell is several gallons of milk spilled on the ground at the center of the dance before beginning the spell.

Notes: Granted by the Mulhorandi god Hathor, in the FORGOTTEN REALMS setting.

Dance of Pain

(Alteration, Necromancy)
Sphere: Necromantic

Level: 3
Range: Touch
Components: V, S
Casting Time: 6
Duration: 4 rds.
Area of Effect: 1 creature (size L or smaller)
Saving Throw: Special

This spell affects only a recently injured creature (defined as having lost some hit points within the preceding 24 hours). It is wasted if cast on a healthy, unharmed being, or a creature larger than size L, the spell cannot form around larger beasts. When the caster successfully touches the subject, a spiral of illusory blades whirls around the creature, marking the boundaries of a field of sharp-edged, invisible lines of force that cut and buffet it. If free to move, a creature subjected to this spell is jerked about in an uncontrollable dance that causes a -2 penalty to its attack rolls, worsens its Armor Class by 4 points, and makes intricate tasks (such as opening locks or casting spells) impossible. The unseen cutting edges slice and slash for 2d4+4 points of damage per round. Restrained or immobile creatures simply suffer damage.

A creature affected by this spell is allowed a saving throw vs. spell each round. Success means the creature takes only 2 points of damage on that round and can manage at least one semi-intricate task (such as hurling a missile weapon, getting an item from pouch or belt and readying it for use, and so on), but still cannot cast spells.

Notes: Granted by the evil goddess Loviatar of the FORGOTTEN REALMS setting.

Dance of the Fallen

(Evocation, Necromantic)

Sphere: Guardian, Necromantic

Level: 6

Range: 30 yds.

Components: V, S, M

Casting Time: 9

Duration: 3 rds./level

Area of Effect: 5-ft. to 60-ft.-diameter cylinder, 5- to 20-ft. high

Saving Throw: Special

Dance of the fallen is often used to capture, disarm, or force to flee foes to whom the caster has no wish to do lasting harm. *Dance of the fallen* a whirling cloud of severed limbs, some bony and some still bearing flesh, but all curiously bloodless. These remains are said to be summoned from recent battlefields, and they rotate at high speed around a central point, forming an immobile barrier. The plane of rotation of the body parts can be horizontal, vertical, or any angle in between the two. The area of effect of the *dance of the fallen* is set mentally by the caster upon casting the spell (from as little as a 5-foot-diameter cylinder that is 5 feet tall or thick to as large as a 60-foot-diameter cylinder that is 20 feet tall or thick) and cannot be altered thereafter.

Any creature trying to pass through the barrier suffers 4d6 points of damage and must make a Constitution check to avoid being struck senseless. Fragile worn or carried items must make a successful item saving throw vs. crushing blow or be destroyed. Beings trying to move through the *dance of the fallen* require 1d3+2 rounds to cross the area of effect, taking damage and making Constitution checks each round.

Beings within the barrier's area of effect when it forms must make a saving throw vs. spell. If the saving throw succeeds, they escape the barrier by the most direct route and suffer no damage. If they saving throw fails, they suffer the full damage of the *dance of the fallen*. Any other intended action than leaving the area when the barrier is formed—such as a charge toward the caster—invites the full effects of the *dance of the fallen*.

Only 25% of the damage done by *dance of the fallen* is permanent; the rest is temporary and returns after 1d4 hours are spent resting. Beings reduced to 0 hit points or lower by this spell are rendered unconscious and ejected from the area of effect. They regain consciousness in 1d6 turns or

more quickly (1d6 rounds) if a successful healing proficiency check is made upon them. The cloud of limbs remains until the spell expires and then fades silently away. It can be dismissed instantly by the caster at any time.

The material component of this spell is a handful of bone shards or hair of any type.

Notes: Granted by the god war god Tempus of the FORGOTTEN REALMS setting.

Dance of the Unicorns

(Alteration)

Sphere: Combat

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: 6 rds.

Area of Effect: 1 sentient being

Saving Throw: None

This spell is a priestly variant of the 7th-level wizard spell *teleport without error* and the 3rd-level wizard spell *blink*. Once per round, by silent act of will, the recipient can *teleport without error* with a range of 360 yards. The recipient can take a maximum weight of 250 pounds plus 150 pounds for each level of the casting priest above 10th.

The teleportation effect can occur at the end of the round or at a random time during the round. In the latter case, the spell operates identically to a *blink* spell, but the range and direction are chosen by the spell recipient.

The material components for this spell are a small vial of clear fresh water from a river or stream stirred by a unicorn with its horn, and the priestess's holy symbol.

Notes: Granted by Lurue, the Unicorn Queen, of the FORGOTTEN REALMS.

Dark Aura

(Alteration, Invocation/Evocation)

Sphere: Combat

Level: 4

Range: 0

Components: V, S

Casting Time: 7

Duration: 1 rd./level

Area of Effect: 20 ft. diameter/level

Saving Throw: Special

This spell creates a spherical miasma of gloom and menace centered on the caster. Within this area of visible (but not vision-clouding) dimness, all evil-aligned beings attack at a +1 bonus to their attack and damage rolls, all good-aligned creatures strike at a -1 penalty to their attack and damage rolls. Further, the caster is personally empowered to strike at with +3 bonus to attack and damage rolls. Neutral-aligned beings (with respect to good and evil) are unaffected by this spell. Once cast, the spell moves with the caster; no concentration is required to maintain it. (The caster also receives the bonuses from the *dark aura* whenever these are relevant in spells cast subsequently.)

Good-aligned creature are allowed a saving throw vs. spell at a -2 penalty to avoid the detrimental effects of the *aura* for the current round. This saving throw is made each round, regardless of the results of previous rounds.

The spell outlines all good-aligned beings within it in amber (lawful), orange (neutral), or scarlet (chaotic) auras that serve only to identify their alignment and do no harm.

Notes: Granted by the death god Cyric of the FORGOTTEN REALMS setting.

Dark Embrace — Drow

(Conjuration/Summoning)

Sphere: Combat

Level: 4

Range: 10 yds. + 10 yds./level

Components: V

Casting Time: 7

Duration: Special

Area of Effect: Special

Saving Throw: Special

This spell manifests as a dark shadow that flits about the spellcaster for a few moments before coalescing into a half-mask of black velvet on the spellcaster's face. Vhaeraun's *dark embrace* lasts for at most 1 turn plus 1 round per level of the spellcaster before dissipating into nothingness.

Once clad by the black half-mask created by the *dark embrace*—although not in the same round in which the *dark embrace* is cast—a priest can unleash another memorized spell of 3rd level or less with a single word of power; that is, with a casting time of 1. Such a spell must be either a touch-delivered or an area-effect spell that has no physical manifestation. For example, *cause light*

wounds and *hold person* can delivered by a *dark embrace* spell, but a *flame strike* cannot.

Upon the utterance of the command word, the black half-mask dissolves once again into a dark shadow that then moves to envelop the intended target. The *dark embrace* acts as a carrier of the second spell: No saving throw or magic resistance check is allowed against it. Instead, the target creature receives magic resistance checks and saving throws only against the spell delivered. Such magic resistance checks are made with a 10% penalty, and any saving throw is made with a -3 penalty. Only the target creature is affected by the transferred spell, even if it is normally an area-effect spell.

If the carried spell requires the caster's holy symbol as a material component, the black half-mask created by the *dark embrace* serves as such.

Notes: Granted by the drow god Vhaeraun.

Dark Fire

(Alteration)

Sphere: Travelers

Level: 2

Range: Touch

Components: S, M

Casting Time: 2

Duration: 1 hr. + 1 hr./level

Area of Effect: Special

Saving Throw: None

The *dark fire* spell provides a small, lightless campfire when cast on a bronze brazier. This fire puts out heat and burns, but emits no light in the normal visible spectrum, nor does it create smoke. Objects set ablaze by the dark fire burn normally, emitting both smoke and light. The area of effect is equal to the size of the brazier, to a maximum diameter of one foot per level of the caster.

The material components is a small piece of charcoal. A bronze brazier is also required.

Notes: Very rare spell (Updated from *POLYHEDRON Newszine*.) Not to be confused with *darkfire*.

Dark Path

(Alteration)

Sphere: Sun, Travelers

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 3 hrs./level

Area of Effect: Special

Saving Throw: None

This spell enables willing recipients to move in complete darkness without hindrance or risk. The night sky is not usually considered complete darkness, but a cave lined with luminescent lichens is. This spell works for blinded creatures as well. Those affected suffer no penalties for darkness or blindness. While affected creatures are completely aware of all natural and unnatural hazards and creatures that they could perceive in fully illuminated conditions, the spell does not allow the detection of invisible or magically silenced creatures or hazards.

Although this spell can be cast only on a single creature, any living creature in physical contact with the recipient when the spell is cast (or part of a chain of creatures in physical contact with each other and the recipient) receives the benefit of the *dark path* as well while contact is maintained. Creatures not in the chain when the spell is cast cannot receive the spell's benefits later. Such creatures later entering a chain break it; cutting off those after them until the chain is rearranged.

Relying on chains of contact is dangerous during combat, since the benefit of the spell stops immediately for any creature losing physical contact with the spell recipient—the effects stop as well for anyone further down the chain. Reestablishing contact reestablishes the *dark path* if the spell has not ended.

If the recipient or chain member enters an area of illumination (that is, comes within 15 feet of a lit torch, within an appropriate distance of another light source such as a lamp or lantern, or enters the area of a *light* or *continual light* spell), the *dark path* spell ends immediately, and those affected by the *dark path* spell must make a successful saving throw vs. spell or be stunned for 1 round and blinded for 1d6 rounds.

The material component of this spell is a small piece of luminescent lichen and the priest's holy symbol.

Notes: Granted by the Ibrandul, the Skulking One, of the FORGOTTEN REALMS setting.

Dark Promise

(Enchantment/Charm)

Sphere: Charm, Necromantic

Level: 5

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: Permanent

Area of Effect: 1 creature

Saving Throw: Neg.

This spell sets in motion a set of circumstances that an affected creature must follow to the letter (a promise, of sorts). The *dark promise* must serve the interests of the caster's patron Power, but cannot be suicidal for the creature. *Dark promises* such as "Never eat," "Never breathe," and "Never wear armor" fail. Functional *dark promises* include: "Do not return to (name of place)" or "Never again attack a priest of Bane." A target creature that makes a successful saving throw vs. spell is not affected.

If the promise is violated, the affected creature permanently loses 1 hit point per violation (it can lose hit points in this way until it dies). Curing and other means of recovering hit points do not restore damage inflicted by this spell; these hit points are permanently gone (short of a *wish* spell). The *dark promise* can be lifted by the original caster, by a *wish* spell, or by a *remove curse* spell cast by a good priest of higher level than the original caster.

Only one *dark promise* can affect a being at one time. Any *dark promise* spell cast against a creature already subject to one fails.

The main components of a *dark promise* spell are the name of the recipient a carefully worded promise statement.

The *dark promise* spell was used exclusively by priests of Bane centuries ago to make sure their hidden cults, temples, and covert members were protected from the bias of the general populace. As Bane's power grew to a point where Banites were no longer hunted, the spell was no longer needed, and its use has since dwindled away.

Notes: Granted by death gods such as Bane and Cyric of the FORGOTTEN REALMS setting.

Dark Road

(Alteration)

Sphere: Elemental Earth

Level: 6

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

This spell serves as an unerring direction finder underground or in darkness, to an item, chosen during the casting, that the caster has handled before. Once during the course of the spell, if the direction to the object lies through a wall, including the natural rock of a cavern, the caster can touch the wall and create as passage much like the 5th-level wizard spell, *passwall*.

The object sought must be a specific, portable item, well known to the caster, typically a spare holy symbol, undergarment, memento, or even a nondescript stone that the priest keeps hidden in his abode. The spell points to it even if the item has moved for any reason, and thus a priest can be deceived when using this spell to learn directions. Conversely, when the item is being carried on a known journey, the priest can use multiple *dark road* spells to trace the progress of the carrier.

A *dark road* spell operates correctly even when miles underground, in areas of strong natural or magical radiations, and through most known magical barriers.

The *passage* power creates a temporary opening four feet wide, six feet high, and 20 feet deep, through solid stone, earth and rocks, mud, sand, wood, plaster, metal, and even magical barriers created by spells of 6th level or less. The tunnel can slope and curve, changing its grade or shifting one foot for each foot of its run. (Up or down and left or right, but never changing its direction to zigzag, or to rise and then fall. Only one change in gradient or shift in direction from the straight is possible.) The passage lasts for one round per level of the caster, and cannot be ended at will. It can be traversed by any being or thrown item regardless of the caster's will, and can be combined with other *dark road* spells to create a longer passage. When it closes, the passage expels items and beings within it; there is no known way to entomb a creature or object by closing a *dark road* tunnel upon it. *Dark road* tunnels are unaffected by *dispel*

magic spells, but *limited wish* (and stronger magics) prevail against them.

The material components of a *dark road* spell are a straight bone that has been touched to the item sought, and a preserved eye (or tears from the eye) of any burrowing or earth-phasing creature, from a mole to a xorn.

Notes: Granted by the Shar, Mistress of the Night, evil goddess of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Dark Way

(Invocation/Evocation)

Sphere: Creation

Level: 6

Range: 20 yds.

Components: V, S, M

Casting Time: 9

Duration: 4 rds.

Area of Effect: 2 ft. wide × 1 inch thick × up to 20 ft. long × the caster's level

Saving Throw: None

This spell instantly brings into being a ribbon-like, weightless but unbreakable black bridge. The matte black strip of force is straight, 2 feet wide, an inch thick, has no side rails, and can be as long as 20 feet per caster's level. Its length may be only inches, or it may stretch to the maximum allowed by the spell range but the *dark way* must be created so that both ends are anchored to stationary, stable, solid objects such as roofs, walls, or cliff faces, not dirt slopes or tree branches. It cannot bend, but can climb or dip if the caster desires.

A *dark way* spell need not span a chasm, but can be created inches above the floor of a room (running from wall to wall) to allow its caster to take advantage of its other properties.

Once created, the *dark way* is immobile, and withstands all known spells and attacks. It cannot be destroyed (even by will of the caster) before the spell ends. It can be traversed by all creatures and does not conduct electricity, heat, or magical effects. The caster cannot fall from or be struck or swept from the *dark way* (though he can deliberately jump), and while in contact with any part of the way, can lift, carry, and wield any weight (of beings, items, or both) as if they weighed nothing.

This allows a caster to stand on the way in defiance of gale-force winds or even elude attacks by walking on the edges or bottom of its span. The

"weightless" property of the span has been used by some priests to dupe others into thinking that the caster possesses mighty strength (lifting a horse, for instance, while standing on a *dark way* hidden behind an altar).

This property does not apply to other creatures. Any being who overloads the way (stepping onto it with a total burdened weight half again as much as the caster's burdened body weight at the time of casting) falls through the *dark way*, even though it remains solid to all other creatures. In other words, if the caster of *dark way* plus what the caster is wearing and carrying weighs 100 pounds, and he flees along the span, a pursuing monster who weighs 150 pounds or more plunges through it. Obviously, creatures other than the caster can fall from the way, as they could from any narrow bridge.

The material components of a *dark way* spell are one of the caster's hairs, some spiderweb, and a shard of black glass (man-made or obsidian).

Notes: Granted by the god Mask of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Darkbolt

(Invocation/Evocation)

Sphere: Combat

Level: 4

Range: 5 yds./level

Components: S,

Casting Time: 7

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: Special

This spell unleashes a 4-inch beam of darkness in a straight line from the caster's hand. The beam ends whenever it strikes a creature within range. One *darkbolt* can be hurled per round until the spell expires or the caster works another spell. A *darkbolt* chills living creatures for 2d4 points of damage and acts as a one-round *hold* spell on undead creatures. (A successful saving throw vs. paralyzation negates this effect on undead.) Struck creatures are also afflicted with magical *silence* lasting 1d4 rounds; a creature making a successful saving throw vs. spell is not silenced, but only takes damage if living.

Notes: Granted by the Shar, Mistress of the Night, evil goddess of the FORGOTTEN REALMS setting.



Darkfire

Aka darkfire of Beshaba.

Darkfire — Drow

(Alteration)

Sphere: Elemental Fire

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 2 rds./level

Area of Effect: 1 fire source

Saving Throw: Special

Darkfire flames give no light at all, although creatures with infravision see a signature brighter than normal flame. Contact with a brazier or hand-lamp of *darkfire* typically inflicts 2d4 points of damage; flammable items or garments require item saving throws vs. magical fire.

In battle, *darkfire* can be cast to emanate from one of the caster's hands. It does not harm the caster at all, except to burn away clothing it touches. A blow from a flaming hand inflicts 1d8 points of fire-based damage.

Darkfire from the hand can be willed into handfuls and thrown. One ball of flame can be hurled up to 10 feet, as if the caster was attacking directly. Thrown *darkfire* inflicts 1d3 points of damage plus 1 additional point per caster level, to a maximum of 1d3+10 points of damage at 10th level. The DM should use the grenadelike missile table to determine where misses land—such misses have the usual incendiary effect and the *darkfire* itself rages for 1d2 rounds before burning out.

This magic was developed for use in rituals of worship to Lolth, but has since been adapted into an offensive battle spell. This spell transforms a normal fire or ignites unlit fuel with *darkfire*.

Notes: Granted by the drow goddess Lolth.

Darkfire of Beshaba

(Necromancy)

Sphere: Combat, Necromantic

Level: 2

Range: 0

Components: V, S, M

Casting Time: 5

Duration: Instantaneous

Area of Effect: Touch or 1 creature within 15 ft.

Saving Throw: None

This spell enables the caster to emit a jet of black flame from his hand or eyes. The flame is oily, cool to the touch, and has no effect on flammable materials—it harms only living things. If the flame comes from the caster's hand, a touch (successful attack) by the caster inflicts 1d4 points of damage, plus 1 additional point per level (1d4+10 points maximum). If the flame jets from the caster's eyes, it has a range of 15 feet. A successful attack roll is required to inflict damage, which is only half as much as a successful touch (round up).

An undead is restored by *darkfire* and regains lost hit points equal to the damage the spell inflicts upon living things. This spell can also knit together severed undead body parts, restoring them to a functioning whole. The parts must be brought into contact and properly assembled before the *darkfire* is applied, and the spell must manifest across the breakage. Only one break per level of the caster can be rejoined by this means. Severed skeletal limbs often involve multiple bone breakages.

The material component is a pinch of ash from a cremated mammal.

Notes: Granted by Beshaba, the Maid of Misfortune, of the FORGOTTEN REALMS setting.

This spell is found only in a few exceptionally rare tomes.

Darkness

Reversed form, light. This form is used by evil priests.

Day In The Life, A

See a day in the life.

Daydream — Halfling

(Phantasm)

Sphere: Creation

Level: 1

Range: 20 yds. + 10 yds./level

Components: S, M

Casting Time: 4

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

This spell causes the subject's thoughts to drift away from the task at hand, diminishing his or her chances to notice anything unusual. For the duration of the *daydream* effect, small clues or discrepancies are blithely ignored, and only obvious events are noted, as adjudicated by the DM. A successful saving throw vs. spell negates the *daydream*. If the casting of the *daydream* was done discreetly, regardless of whether the saving throw was made or not, the target creature may not even realize that a spell was cast.

An affected creature is penalized by 10% on any checks related to perception or observation. Thus checks for surprise are made with a -1 penalty, thief skill checks to Move Silently and Hide in Shadows are made with a +10% with respect to the subject of the *daydream*, Intelligence checks to notice or observe anything unusual are made with a -2 penalty, etc. If and when the creature does notice anything unusual, the *daydream* ends immediately.

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

Notes: Granted by the halfling god Brandobaris.

Dead Magic Shield

(Alteration)

Sphere: Protection

Level: 5

Range: 0

Components: V, S

Casting Time: 8

Duration: 1 rd./level

Area of Effect: Creates shield, 2-ft. diameter

Saving Throw: None

This spell creates a shimmering disc-shaped shield of force 2 feet in diameter affixed to the left or right forearm of the caster as chosen during casting. If the caster is not wielding a weapon two-handed, carrying a shield, or casting a spell, the *dead magic shield* can be used to block magical attacks. If the caster wields a weapon in his or her other hand, the priest can attack with a melee weapon while employing the *dead magic shield*.

A *dead magic shield* does not have any effect on Armor Class or physical attacks. However, if successfully interposed between the caster and a spell or a spell-like power, it harmlessly dissipates the spell. Area-of-effect spells can be blocked from affecting the caster and anyone physically shielded by him or her. Touch spells can be dissipated as well by forcing the attacker to bring his or her hand into contact with the *dead magic shield*.

To block a spell, the caster must make a successful saving throw vs. spell with a +1 bonus to the roll for every three experience levels of the spellcaster, rounding up, to a maximum of +5. Even if a spell is not blocked (in other words, the saving throw is failed), if the spell normally allows a saving throw against its effects, the *dead magic shield* wielder is still allowed a saving throw with a +2 bonus.

Notes: Granted by the lesser god Shaundakul of the FORGOTTEN REALMS setting.

Dead March

(Alteration, Necromancy)

Sphere: Necromantic

Level: 4

Range: 5 yds./level

Components: V, S, M

Casting Time: 7

Duration: 1 hr./level

Area of Effect: 10 corpses or body parts

Saving Throw: None

This spell animates multiple corpses or body parts without making them undead. Up to 10 once-living objects per level of the caster can be raised up from 1 to 14 feet above the ground and sent in a single direction so that they drift along in a straight line on the indicated route at MV Fl 10 (E). The caster can redirect them at any time by concentrating, so as to allow them to follow a winding road or simply to change direction. The spell is not ended, nor contact lost, if the caster engages in other spellcasting. The spell works underwater, so that the animated army of the dead can march down into a river, across its bed, and up the far bank. The magic is not broken by long falls; an animated band that marches over a cliff continues on its way at the bottom.

The animated corpses can be dressed in uniforms to deceive observers or be used as light transport by strapping pouches or weapons to them, but the spell cannot keep single items that weigh even a trifle over 200 pounds aloft, so pack trains of the animated dead are impractical. The spell can be ended before it expires if the caster so wills. At the spell's end the dead fall abruptly to the ground or sink gently down, as the caster desires. The animated dead have no sentience or hostile intent and cannot be affected by magic that affects or controls undead creatures, neither can they be turned.

The material components for this spell are a miniature or full-size drum stick or a chicken leg bone and a thread.

Notes: Granted by the god Kelemvor, Judge of the Damned, of the FORGOTTEN REALMS setting.

Deaden Sensation

Reversed form, intensify sensation.

Deadly Dance

(Alteration)

Sphere: Combat

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: 4 rds.

Area of Effect: 1 four-limbed, bipedal creature

Saving Throw: None

This spell affects the caster, another touched four-limbed bipedal creature (such as a human), or a creature currently using such a form. It fades,

wasted, if used on another type of creature or if the recipient being changes its form to something other than a four-limbed biped.

The recipients of a *deadly dance* spell moves with fluid grace. Remaining still takes a conscious effort; its wants to move. For the duration of the deadly dance, the Dexterity of the recipient is increased by 2 points and balance is perfect, allowing him or her to leap about and land with pinpoint precision—for example, on tiny ledges—and cast spells, catch or throw things, or launch attacks in mid-leap. In each round of the *deadly dance*, the recipient either can attack with a +3 bonus to attack rolls or take double the usual number of normal attacks.

The material components of this spell are a bit of rubber and a scrap of silk.

Notes: Granted by Lliira, Mistress of Revels, of the FORGOTTEN REALMS setting.

Deafening Clang — Gnome

(Enchantment)

Sphere: Combat

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: Special (1 turn maximum)

Area of Effect: 1 metal item

Saving Throw: None

This spell is effective only when cast upon a metal item. Once cast, the object enchanted by means of this spell rings with a *deafening clang* if struck against a hard surface and a command word spoken. The spell expires once three *deafening clangs* have been sounded or once ten rounds have passed from the time of casting.

All creatures except the wielder within 10 feet of the point of contact when a *deafening clang* is sounded must make a successful saving throw vs. spell or be deafened for 2d4 rounds. An affected creature has a -1 penalty to its surprise rolls unless its other senses are unusually keen. Deafened spellcasters have a 20% chance to miscast any spell with a verbal component. The deafness fades in 2d4 rounds or can be cured magically, for example, by the *cure blindness or deafness* spell.

The material components are the priest's holy symbol and a small round metal gong.

Notes: Granted by the dwarven god Gaerdal Ironhand.

Death Candle — Shaman

(Divination)

Sphere: Divination

Level: 2

Range: Special

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 creature

Saving Throw: None



This spell creates a way for the shaman to keep track of the health and life of another. The spell is cast on a single being, who must be holding a previously unused candle: As the spell is cast the candle must be lit, and thereafter cannot be extinguished except by magical means, such as *gust of wind* or *create water* spell.

The flame burns without changing the candle, for as long as the subject lives. If the subject is ever extremely unwell (such as suffering from a fatal disease or wounded to the point of near death), or ever leaves the Prime Material Plane, the flame gutters and flickers low, but does not fail. Only if the subject dies does the candle go out.



Thus, the candle's owner can tell whether the creature lives or has died.

The material component is a previously unlit candle.

Notes: Restricted to shamans, uncommon.

Death Chariot

(Evocation, Conjuraction/Summoning)

Sphere: Elemental Fire

Level: 7

Range: 10 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: Special

Saving Throw: Special

When this spell is cast, a clap of thunder sounds and a billowing cloud of smoke erupts from around the caster or at a spot within 10 yards of him or her. Within this cloud appears a flaming chariot pulled by two fiery horses. The chariot moves at MV 24, FI 48 (D) and can carry up to nine man-sized creatures. The caster need not be among them. The chariot feels uncomfortably hot to approach, and merely touching one of the horses inflicts 3d8 points of fire damage, but boarding or touching the chariot causes no damage. Anyone in the chariot can control its path by verbal command, causing the flaming steeds to stop or go, walk, trot, run, or fly, turn left or right, or rise or descend.

The vehicle and steeds can be harmed by water or by magical weapons. One quart of water causes 1 point of damage. The steeds and chariot are AC 2 and can be dispelled by inflicting 30 points of damage upon each of them. The steeds and chariot can be forcibly returned to the elemental plane of Fire by the use of such spells as *dispel magic* and *holy word*. Fire and electricity harm neither the chariot nor the steeds, but cold-, ice-, and water-based magic inflict double damage. The steeds are immune *charm*, *sleep*, and *hold* magics. Bringing an *alchemy jug* or a *decanter of endless water* into the *death chariot* causes the *chariot* to explode immediately (effects given below).

A *death chariot* closely resembles a *chariot of Sustarre*, save that its enchantments are less stable and more temporary. The caster can set the spell to work one of two ways: Either the *death chariot* is preset to explode at any time from one round to the end of one turn after the spell is cast, or the caster

can retain detonation control of the *chariot* by accompanying it in person. This control does not preclude the caster from taking other actions or casting spells, and does not mean that the caster has to personally command the *death chariot*. Note that a priest could well deceive others into thinking the *death chariot* is a *chariot of Sustarre* by touching passengers before they enter the *death chariot* and accompanying them.

If the *death chariot* is preset to detonate, then at the designated moment it suddenly explodes in a gigantic ball of fire and vanishes along with its steeds. All in the *chariot* or within 30 feet take 10d4 points of fire-based damage (half if a saving throw vs. spell is successful). Passengers suffer a further 2 points of blast shock as oxygen is consumed in the blast, and air rushes back in to fill the void caused by it. If the *chariot* vanishes in midair, passengers also fall unless magical items or spells afford escape.

Readily combustible materials such as cloth, wood, paper, and oil are consumed in the blast; flaming oil damage should be added to the damage total for any *chariot* passengers carrying oil on their persons. All other items—including scrolls and spellbooks—receive item saving throws vs. magical fire to survive the blast. Items that also fall must make successful item saving throws vs. fall or be destroyed.

A caster accompanying the *chariot* causes the *death chariot* to explode by act of will, not verbal command. The caster can bail out before igniting the trap, ride the *death chariot* in safety for a short trip (for example, across a chasm or down from a cliff, tower, battlement, etc.) and then leave it as a fiery trap, or even send the *death chariot* back at a pursuing enemy before causing it to explode. The maximum duration of a *death chariot*, if it is not detonated, is one round per level of the caster. If kept for its maximum duration, the *death chariot* fades away harmlessly.

The material components are a small piece of wood, bark, or a handful of wood shavings, two holly berries, and a fire source at least equal to a torch.

Notes: Granted by the nature god Silvanus of the FORGOTTEN REALMS setting.

Death Curse

(Alteration, Necromantic)

Sphere: Necromantic

Level: 2

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 being

Saving Throw: Neg.

This spell is used to avenge the imminent death of the caster. The barbarian cleric can name an enemy and invent a curse to take effect on the foe—if this enemy was the direct cause of the caster's death. If the caster is raised from the dead, the curse is broken, but otherwise it is everlasting. The curse is usually imaginative (and fiendish), but cannot exceed the power of a *bestow curse* spell (-4 penalty, ability score reduced to 3, etc.). If the caster commits suicide, the spell takes effect, but obviously this is not commonly done.

The material component is a necklace made of the teeth of large carnivores. Only one enemy can be held under threat of a death curse at a time.

Notes: Restricted to barbarian clerics, very rare. (Updated from *DRAGON* Magazine.)

Death Dragon

(Necromancy)

Sphere: Necromantic

Level: 6

Range: 90 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell creates a weird dragon-shaped assemblage of skulls, bones, hair, teeth, and other body remnants, apparently from many different creatures, held together in a macabre collection by magic. The result is winged, has a tail, four claws, and a large-jawed head, and is semi-illusory, shifting outlines and size as surroundings permit or the caster desires (for example, its wings and tail can be shrunken dramatically to fit through gaps or into small rooms without affecting its flying ability.)

A death dragon cannot be made smaller than the caster (in other words, it can't pass through an open-

ing that would bar its caster). While it is unaffected by spells governing undead or dragons, a *dispel magic* spell causes it to melt away instantly. It flies about at MV Fl 12 (D) and is able to attack twice per round. Regardless of what body part appears to attack, these are always THAC0 10 bludgeoning blows that inflict 1d12 points of damage each.

A death dragon isn't truly solid, and therefore can't be ridden by its caster or struck by opponents—their blows pass through apparent nothingness.

The material components of a death dragon spell are four bones, all of which must be complete and intact. One of these remnants must be from a reptile and one from an avian. Alternatively, a single fragment or whole bone from any sort of dragon will serve.

Notes: Granted by the god Kelemvor, Judge of the Damned, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

DM Option: The DM might rule that exceptionally large and powerful creatures (at least 8+3 Hit Dice) might disperse the *death dragon* in melee combat if the caster fails a saving throw vs. spell (check each round of melee in which the creature attacks only the *death dragon*). Exceptional attacks, such as a breath weapon inflicting more than 50 points of damage, might also disperse this spell instantly.

Death Pact

(Invocation/Evocation)

Sphere: Necromantic

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 individual (usually caster)

Saving Throw: None

By completing this ritual, a high priest forges a powerful pact with his or her deity. The covenant ensures that a chosen individual will survive an untimely death. A *death pact* is triggered whenever the protected individual is reduced to fewer than 0 hit points (mortally wounded) due to combat, spell, or accident. In the same round, the subject receives the following benefits:

Death Prayer

(Invocation)

Sphere: Protection

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 corpse

Saving Throw: Special

- The individual (or his or her remains) and all possessions are transported immediately back to a religious sanctuary as if by a *word of recall* (the location of the sanctuary must be specified at the time of casting).
- Upon arrival, the individual is revived; no system shock roll is required.
- Physical damage sustained by the individual is completely healed except for 2–5 (1d4+1) points of damage.
- Severed or amputated limbs are fully restored.
- The body is cleared of lingering enchantments with a *dispel magic* (bestowed at caster's level), whether beneficial or baneful, and cleansed of all poisons, diseases, blindness, curses, and insanity.

A *death pact* remains in effect indefinitely, until the conditions established at the time of its forging have been fulfilled. The pact can be established to benefit an individual other than the caster. However, in almost all cases, the chosen one must be in good standing with the caster's religion and agree to undertake a mission that directly benefits the deity or dark power responsible for granting the spell. A *dispel magic* cannot end a *death pact* prematurely.

This powerful spell is not without its cost, however. Forging a *death pact* is an exhaustively stressful process, drawing the priest into draining audiences with extraplanar powers. As a result, establishing it ages the caster five years and requires at least one week for complete recuperation, during which time the priest cannot cast spells or engage in any physically demanding activity. Furthermore, when the pact is invoked, the mystical transport and instantaneous healing exacts another toll, this time aging the *recipient* five years (and one point of Constitution permanently, if brought back from death). Thus, a the priest who casts the spell on himself might sacrifice ten years of life.

The material components are a holy (or unholy) sanctuary consecrated to the caster's deity and seven drops of holy water (or unholy water). Wicked necromancers in the service of evil deities are rumored to have significantly reduced the personal toll on the caster by substituting some unspeakably foul sacrifice.

Notes: Uncommon for evil necromancer priests; otherwise very rare.

Death Pact, Velsharoon's

See Velsharoon's death pact.

The priest can, by use of this spell, reduce the chance that a corpse will rise later as an undead creature. It prevents both the magical animation of a corpse and the seizure of the body by an intruding spirit. Once the protection is placed, the *dweomer* fades, and the fact that the *death prayer* was cast can be detected only by a greater divination spell of at least 5th level.

If a corpse would rise as an undead creature, this protection allows a saving throw based on its level in life. The saving throw cannot be better than 6 or more on 1d20 in any event (75%), even if magically augmented. Failure means the corpse will rise as the appropriate type of undead. Success means that the corpse is merely dead. This prevents the corpse from returning, for example, as a ghoul, ghast, wight, wraith, spectre, or even a vampire.

While the corpse is sealed, a *speak with dead* spell or its equivalent cannot contact the spirit unless the caster is of higher level than the caster of the *death prayer*. Also, while the corpse is protected, any resurrection survival roll it requires is penalized by 25%. The *death prayer* cannot be removed with a *dispel magic* spell, but it can be removed with a *limited wish* or *restoration*.

This spell does not function on the Demiplane of Dread.

The material component is the priest's holy symbol and a vial of holy water, which is sprinkled over the body.

Notes: Very rare for clerics. (Updated from *DRAGON Magazine*.)

Death Symbol of Bane

(Conjuration/Summoning)

Sphere: Guardian

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: Special

Area of Effect: Special

Saving Throw: Neg.

The Risen Cult of Bane uses a special symbol created long ago with the direct assistance of the god Bane. The *death symbol of Bane* is extremely long-lasting; it lasts for one discharge per creature whose blood is used in its making. The casting of most *death symbols of Bane* involves the sacrifice of at least 30 creatures whose blood is mixed into a paste with ground black opal dust and diamond dust (no less than 5,000 gp value of each type of dust). (Only three drops of each creature's blood are required, though Banites usually kill whole creatures and use all their blood.) The symbol is drawn with this grisly paste.

A *death symbol of Bane* vanishes, once cast, and glows only when activated. It can be detected by magics that allow the reading or detection of invisible things or writings. It cannot be activated by any creature bearing a holy symbol of Bane. Typically, it is cast on a door or portal. It is activated when any creature of the types whose blood was used in its creation who is not carrying a holy symbol of Bane touches the door or attempts to pass through the portal.

When activated, it explodes outward in destructive, life-draining energy. Any being within 10 feet of the *death symbol of Bane* must make a successful saving throw vs. death magic or be slain. (Any being touching the *death symbol* itself, even if using a weapon or tool to do so, saves at a -1 penalty.) Any being within 20 feet must make a successful saving throw vs. paralyzation or suffer a chilling withering that causes 1d12 points of damage; there is a 30% chance that 1 hit point of such damage is permanently lost. Any being within 40 feet must make a successful saving throw vs. breath weapon or be wracked by fierce stabbing pains for 2d10 rounds. These cause a -2 penalty to attack rolls and a -1 penalty to Dexterity ability scores.

These effects are cumulative. A creature touching a *death symbol*-guarded door or area has to

save against all three effects each time the symbol is activated.

If a *death symbol of Bane* is cast upon a surface that is destroyed or broken before the *death symbol* is exhausted (usually in an attempt to destroy or bypass the *death symbol*), the *death symbol's* magical energy is instantly released in an explosion. This energy blast does 3d8 points of damage to all creatures within 10 feet, 2d8 points to all within 11 to 20 feet, 1d8 to all within 21 to 30 feet, and 1d4 to all within 31 to 40 feet.

The material component of this spell is the paste (described above) with which the symbol is drawn.

Notes: Granted by the evil death god Bane of the FORGOTTEN REALMS setting.

Death Talisman

(Divination, Enchantment, Necromancy)

Sphere: Divination

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 wk./level

Area of Effect: 1 object

Saving Throw: None



Using this spell, a caster can enchant a small item, usually a polished knife or other shiny metal object, linking it to the caster's health.

As long as the caster stays healthy, the object remains in the same condition as it was in at the time of casting. When the caster dies or is otherwise permanently disabled (for instance, turned to stone), the enchanted object becomes corroded and dull.

The divination effect lasts as long as the caster stays within 1,000 miles of the enchanted item.

The spell focus is the item to be enchanted, which is not destroyed in the casting.

Notes: Uncommon for priests from an arabian setting; otherwise, very rare.

Death Touch

(Necromancy)

Sphere: Necromantic

Level: 6

Range: 0

Components: V, M

Casting Time: 6

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: See below

By casting this spell, the priest slays another living creature and transfers part of its life energy to himself. To cast the spell successfully, the priest must make a successful attack roll. The creature is allowed a saving throw vs. death magic at a -2 penalty. If successful, the creature suffers the effects of a *cause critical wounds* spell (3d8+3 points of damage). Otherwise, the creature is slain and the priest gains 1d4 hit points per Hit Die or level of the creature slain, up to the priest's normal hit point maximum.

The material component for this spell is a specially prepared skull decorated with gold filigree and moonstones worth 500 gp, which is consumed in the spellcasting, whether the attack is successful or not.

Notes: Granted by Iuz the Evil of the WORLD OF GREYHAWK setting.

Death's Door

(Necromancy)

Sphere: Necromantic

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 1 hr. / level

Area of Effect: Creature touched

Saving Throw: None

A priest who employs this spell touches a being who is injured, unconscious and "at death's door" (-1 to -9 hit points). The spell immediately brings the wounded individual to 0 hit points. Although the individual remains unconscious, bleeding and deterioration are stopped for the duration of the spell. The subject (now at 0 hit points) can be brought immediately to consciousness by spells or items that restore lost hit points.

The material components are the priest's holy symbol, a bit of white linen, and an unguent.

Notes: Uncommon for clerics.

Optional: If characters are ruled dead at 0 hit points, the DM should allow this spell to revive mortally wounded characters (0 to -9 hit points), providing it is cast within 10 to 1 rounds of the subject's demise. A system shock roll is required to survive the transition. If successful, the subject permanently loses a point of Constitution. The creature is restored to 1 hit point, which can be increased by further magical healing. If the time limit is exceeded, then the subject can be revived only by a *raise dead* spell or similar magic.

Debris Barrier

(Alteration)

Sphere: Guardian

Level: 5

Range: 5 yds./level

Components: V, S, M

Casting Time: 5 rds.

Duration: 1 rd./level

Area of Effect: Up to 5 objects/level

Saving Throw: Special



This spell allows a priest to animate nonliving chunks of space debris (man-size or smaller) into motion. It is effective in wildspace, phlogiston, and atmosphere alike.

The debris must be present already, not contained by or part of a larger mass. The debris whirls about within an oval area, no more than 10 feet per level long and 5 feet per level wide or deep. The priest can use the field as a barrier or direct it as an offensive weapon. Those contacted by or within the field suffer 4d4 points of damage per round. Exposed ceramic, bone, or glass items in a debris barrier must make a successful item saving throw vs. crushing blow each round or be destroyed.

The debris field moves at a rate of 18 (MC: C). The caster can move the field about within the spell range by concentration. The field remains stationary if the priest casts another spell or is rendered unconscious. A successful *dispel magic* spell causes the objects to disperse immediately.

Notes: Common for priests from a spelljamming culture; otherwise, very rare.

Decay

A 3rd level spell, see druid's decay.

Decay

A 6th level spell, see greater decay.

Decay

(Alteration)

Sphere: Time

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 cu. ft./level

Saving Throw: Special

This spell accelerates the aging of any item. It has no effect on living matter. For every hour that passes, the object decays a day. Equally, any abrasion or strain to the article is increased twenty-fold.

After an appropriate amount of time has passed, most objects break, rust or corrode, decay into powder, or otherwise become useless. A successful *dispel magic* halts the accelerated decay process and return's an item's aging to normal rates; aging that has already taken effect is permanent, however.

Normal items do not receive a saving throw against this spell's effects. Magical items receive a saving throw against the spell; they must make a successful item saving throw vs. lightning at a -2 penalty or be affected by the spell. Artifacts and relics are unaffected by this spell. To affect an item being carried or worn by someone, the casting priest must make a successful attack roll with his or her hand.

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

Notes: Granted by the evil death god Bhaal of the FORGOTTEN REALMS setting.



Decay, Dolorous

See dolorous decay.

Deceive Prying — Drow

(Divination)

Sphere: All

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 9

Duration: 1 hr./level (maximum 1 day)

Area of Effect: Creature touched

Saving Throw: None

This spell protects the priest or another touched being from magical and psionic examination (not attack). The alignment aura, faith, and thoughts of the recipient are overlaid by a false alignment and set of beliefs (chosen during casting), and random surface thoughts are supplied by the spell, in response to what the being sees happening and the false alignment and faith chosen. The being can cast spells without breaking this protection, and conduct any mental activity desired (including the use of psionics or *telepathy*) behind the mental screen. A *deceive prying* spell provides no protection against enchantment/charm spells or psionic attacks except to give a +1 bonus to the initial saving throw against a *charm person* magic (not the more powerful *charm monster*), by making the attacker's mind assault less precise. Priests of Vhaeraun use this spell to hide from those trying to discover their identities.

The material components are a drop of cranial fluid and a small cube of iron.

Notes: Granted by the drow god Vhaeraun.

Decompose

(Necromancy)

Sphere: Animal, Plant

Level: 4

Range: 5 yds./level

Components: V, S, M

Casting Time: 7

Duration: Instantaneous

Area of Effect: 150 lbs. maximum

Saving Throw: None or Neg.

This spell causes organic material to turn into humus or compost instantly. Up to 150 pounds of material can be affected. Living matter is not af-

ected by this spell, although a corpse (even a fresh one) would be. Undead creatures that have corporeal forms are affected if they fail a saving throw vs. death magic. A magical item composed of organic materials (for example, a wooden *spear +1*) must make a saving throw vs. disintegration. Nonmagical items of organic composition (doors, rugs, etc.) receive no saving throw. Decomposed creatures can be *raised*, *resurrected*, or *reincarnated* if the dust is carefully collected and preserved.

The material component is a pinch of puffball dust.

Notes: Very rare spell, most common for druids. (Updated from *DRAGON Magazine*.)

Deep Breath

(Alteration)

Sphere: Elemental Air

Reversible

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: None



With this spell, the caster allows one creature to take a single breath that lasts for the duration of the spell. The spell bestows no ability to maneuver or function underwater or while buried in sand but it does temporarily remove the need to breathe. Once the spell ends, an individual who cannot breathe normally begins to suffocate after $\frac{1}{2}$ his Constitution score in rounds (a Constitution check is required each round, with a -2 cumulative penalty; after failing a check 1d6 points of damage is taken per round).

If the *deep breath* spell is cast on a creature that has already held its breath for a few rounds, the spell acts as a clean gulp of air—when the spell wears off the creature begins the suffocation procedure fresh. The spell also lets an individual avoid the ill effects of most gases, magical and otherwise.

The material component for this spell is a tiny bladder of air, usually made from animal skins, which is burst over the recipient's mouth and nose.

Notes: Uncommon for priests from the DARK SUN setting; otherwise, very rare. See *steal breath* for the reversed form.

Defensive Harmony**(Enchantment/Charm)****Sphere: Law**

Level: 4

Range: 5 yds.

Components: V, S

Casting Time: 1

Duration: 1 rd. + 2d4 rds.

Area of Effect: 1 creature/two levels

Saving Throw: None

This spell must be cast on at least two creatures. The priest can affect one creature per two experience levels, 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 individuals can move about freely.

The spell grants the 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 during 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 each creature other than itself benefiting from the spell, to a maximum bonus of +5 (although more than five can be affected by the spell). Thus, if four creatures are affected each creature gains a +3 Armor Class bonus.

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.

Notes: Common for to priests with major access to the sphere of Law (*ToM*).

Defile*Reversed form, sanctify.***Defiler Scent****(Divination)****Sphere: Elemental Air**

Level: 4

Range: 10 yds./level

Components: V, S

Casting Time: 5 rds.

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: None



Using this spell a priest can discern whether a particular being is a defiler, although it doesn't tell him if the creature is a spellcaster.

A priest picks a creature in an radius of 10 yards for each level he has attained. He concentrates for one round and waits as the spiritual odors of the suspected defiler waft toward him. Preservers and creatures by race and species smell normally. Defilers carry the bitter scent of smoldering meat.

Notes: Uncommon for priests from the DARK SUN setting; otherwise, very rare.

Deflect Psionics — Duergar**(Abjuration)****Sphere: Thought**

Level: 4

Range: 0

Components: V, S

Casting Time: 7

Duration: 7 rds.

Area of Effect: Special

Saving Throw: Special

This spell employs magic to *deflect* psionic attacks against the priest. For the duration of the spell, any being directing a psionic attack at the caster must first make a successful saving throw vs. spell. Success means the psionic attack proceeds normally. Failure means, the attack is shifted to take effect against another being within 30 feet of the priest, other than the original attacker. If no suitable individual is in this range the attack proceeds normally against the priest.

If the psionic attack can be deflected to more than one individual, the one affected is determined by the following priorities: 1) the most PSPs, 2) the highest Intelligence score, and 3) a random die roll. Neither priest nor the attacker has any control over the target of the *deflected* attack.

The material component is the priest's holy symbol.

Notes: Granted by the duergar goddess Deep Duerra.

Deflection

(Evocation)

Reversible

Sphere: Protection

Level: 1

Range: 120 yds.

Components: V, S

Casting Time: 1 rd.

Duration: 2 rds./level

Area of Effect: 1 creature

Saving Throw: Special



When the shukenja casts this spell, a chosen creature within range is surrounded by a mystical shield, protecting it from missiles and blows. The creature is allowed a saving throw vs. death against any attack for which a successful hit roll is scored. If the saving throw is successful, the creature takes no damage from missile weapons and half damage from melee attacks. Through the power of the spell, the creature has managed to nimbly sidestep the shot or deflect the blow of the attacker.

The reverse of this spell, *attraction*, can be cast on an unwilling opponent who is allowed a saving throw vs. spell to avoid the effect. If the saving throw is failed, the creature suffers 1 point of additional damage for every level of the caster when hit (to a maximum of +10), unless a successful saving throw vs. death is made for that hit.

Notes: Common for a priest from an oriental setting; otherwise, very rare.

Degenerate Critical Wounds

Degenerate Light Wounds

Degenerate Serious Wounds

Reversed forms, regenerate critical wounds, regenerate light wounds, regenerate serious wounds. *These forms are used by evil priests.*

Degenerative Harm

Reversed form, regenerative heal. *This form is used by evil priests.*

Dehydrate

(Evocation)

Sphere: Sun, Elemental Sun

Level: 7

Range: 5 yds./level

Components: V, S

Casting Time: 1 rd.

Duration: Concentration

Area of Effect: 1 creature

Saving Throw: None

This awful spell causes water to evaporate rapidly from the target creature's body. The creature loses 1 hit point per round as its body fluids seep to the surface of the skin and are absorbed by the spell. This continues until either the creature is dead or the spellcaster is disrupted. Drinking a canteen of water stops all damage for 4 rounds and restores 1d4 points of damage taken from this spell. The spell not only steals its creature's water, it transfers it to the caster as well. The priest doesn't have to drink again for a number of days equal to 10% of the stolen hit points. If 20 hit points were stolen, the priest does not have to drink for 2 days.

If the creature survives, drinking good water returns all but 1d6 of the lost hit points, and healing spells work normally.

Notes: Uncommon for priests from the DARK SUN setting; otherwise, very rare.

Demagnetize

Reversed form, magnetism.

Deny Death

(Alteration, Necromancy)

Sphere: Necromantic

Level: 5

Range: 30 yds.

Components: V, S

Casting Time: 8

Duration: 1 hr./level

Area of Effect: 1 creature

Saving Throw: None

This spell places willing or senseless beings that have suffered injury within the previous turn into a type of suspended animation. It does not work on hostile beings who are still conscious or who are under the effects of a magical or psionic *charm* or *sleep* effects. This suspended sleep pre-

vents further loss of blood, vital fluids, and hit points and prevents foreign substances and poisons that are propelled through the body by the natural actions of breathing, blood pumping, or digestion from dispersing any further. It thus keeps poisoned or sorely wounded beings alive for the spell duration.

The spell also protects the subject against additional damage from nonmagical attacks or handling. For example, it allows the caster to drag a sorely injured companion over rough ground without causing further harm. The caster can end the effect instantly at will regardless of how much distance separates him or her from the affected being. Recipients of *deny death* cannot rouse themselves, nor are they awakened by attacks upon themselves.

Notes: Granted by the god Kelemvor, Judge of the Damned, of the FORGOTTEN REALMS setting.

Depress Resistance — Elf, Gnome (Abjuration, Alteration)

Sphere: Combat

Level: 3

Range: 60 yds.

Components: V, S, M

Casting Time: 6

Duration: 1 turn

Area of Effect: 1 creature

Saving Throw: None

Using this spell, a priest can temporarily reduce the magic resistance of a target creature. The magic resistance of the creature works against the *depress resistance* spell at half its normal value, and no saving throw is allowed. The spell has no effect on creatures that have no magic resistance.

If the creature does not resist this spell, its magic resistance is reduced by 10% for one turn. However, drow magic resistance is reduced by 50%, plus 2% per level of the caster.

The material components of this spell are the priest's holy symbol and a broken iron rod.

Notes: Granted by the elven god Shevarash. Granted by the gnome god, Callarduran Smoothhands.

Desecrate Ghi

Reversed form, sanctify ghi.

Destroy Air

Reversed form, create air.

Destroy Atmosphere

Reversed form, create atmosphere.

Destroy Bloodline

Reversed form, create bloodline.

Destroy Crypt Thing

Reversed form, create crypt thing.

Destroy Water

Reversed form, create water. This form is used by evil priests.

Destruction

Reversed form, resurrection. This form is used by evil priests.

Destroy Magedoom

(Conjuration/Summoning)

Sphere: Summoning, Protection

Level: 7

Range: 10 yds./level

Components: V, S

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 magedoom

Saving Throw: Special

This spell has no effect on any creature except a magedoom. It is unaffected by a magedoom's 100% magic resistance. When cast on a magedoom, the creature must make a successful saving throw vs. spell or be destroyed. If the saving throw is successful, the magedoom takes 10d8 points of damage, which might destroy it, anyway.

The spell was developed by the church of Azuth in response to the creation of a mage-killing horror known as a magedoom by the powerful wizards of the Zhentarim. Azuth only grants this special spell to high-level specialty priests and wizards who serve him well.

The material components are a holy symbol of Azuth, and a magical item (which is consumed in the casting). Unique items, artifacts, and relics (as adjudicated by the DM) cannot be used as components for this spell.

Notes: Granted by the god Azuth of the FORGOTTEN REALMS setting.

Detect Ambush

(Abjuration)

Reversible

Sphere: Divination

Level: 3

Range: 50 yds. + 10 yds./level

Components: V, S, M

Casting Time: 5

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

This spell detects sentient creatures of hostile intent within range that mean to do harm to the caster by lying in ambush. It does not detect traps that might surprise the caster or hostile creatures that might do harm to the caster if encountered; only those expecting the caster and lying in wait to harm him or her are detected.

The reverse of this spell, *undetected ambush*, makes one sentient being waiting in ambush proof against this spell or any other divination spell (from the school or the sphere) that would have the same effect. For example, *undetected ambush* would prevent an ambush from being detected by a *detect evil* or *detect magic* spell.

The material component for this spell is a possession taken from an enemy (not necessarily the one who is lying in ambush).

Notes: Granted by the Mulhorandi god Anhur of the FORGOTTEN REALMS setting.

Detect Animal Attacker

(Divination)

Sphere: Animal

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: None

Depending on how it is cast, *detect animal attacker* gives the druid a visual image either of a creature that injured an animal or of an animal that attacked any victim. The spell works only within one hour per level of the caster after the injury is inflicted, and is effective regardless of whether or not the attack was fatal.

While casting, the druid touches the wound

briefly. This touch gives the caster a fleeting vision of the animal or creature that caused the injuries as it looked at the time of the attack.

Even a caster who receives a vision of an unfamiliar attacker can get an idea of its size, primary attack method, and alignment (good, evil, or neutral). In addition, if the attacker still lives and fails a saving throw vs. spell, the caster senses its current position, location, and direction of travel.

The material component is the priest's holy symbol.

Notes: Uncommon for druids and similar nature priests.

Detect Balance

(Divination)

Sphere: Divination

Level: 1

Range: 60 yds.

Components: V, S, M

Casting Time: 1

Duration: 1 rd./level

Area of Effect: 1 object or creature per rd.

Saving Throw: None

This spell allows the druid to determine if non-neutral forces and alignments are at work in the area of effect (upon or in the object or creature being examined). An alignment that is partly neutral (such as that of a neutral good priest) radiates a mild aura, while an alignment that has no neutral component (such as that of a chaotic good fighter) gives off a strong aura. The spell does not determine exact alignment, but only tells the druid if the object or creature being examined is something other than true neutral; a paladin and a chaotic evil thief, for instance, radiates the same aura at the same strength.

The spell doesn't function on nonliving items that do not have a natural aura (such as a vial of poison), but works on an object such as an aligned magical sword. Creatures that are under the effect of an *unknowable alignment* spell or similar magic don't radiate any aura when this spell is used upon them. If the magic is used upon something or someone that exudes a true neutral alignment (such as another druid), it produces a smooth, well-balanced aura identifiable as one of neutrality.

Notes: Restricted to druids and other true neutral preservers of balance.

Detect Charm

(Divination)

Reversible

Sphere: Charm, Divination

Level: 2

Range: 30 yds.

Components: V, S

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: 1 creature/rd.

Saving Throw: None

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

The reverse of the spell, *undetectable charm*, completely masks all charms on a single creature for 24 hours.

Notes: Common for clerics and druids (PHB).

Detect Curse

Aka, detect cursed item.

Detect Curse — Old Empire

(Divination)

Sphere: Divination

Level: 3

Range: 10 yds.

Components: V, S

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 1 object or being/rd.

Saving Throw: None

This spell enables the caster to magically examine an item or creature to see if it has been subject to a *curse* spell. To the spellcaster, such cursed items or beings appear to be radiating a black aura. At 12th level, the caster is able to determine if a *curse* spell so detected is *bestow curse*, *major curse*, *dying*

curse, *bane*, or some other similar spell. This spell does not detect magical items that have malign effects, such as a *necklace of strangulation*.

Notes: Granted by the Mulhorandi god Thoath of the FORGOTTEN REALMS setting.

Detect Curse — Shukenja

(Divination)

Sphere: Divination

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: Path, 10 wide × 30 ft. long

Saving Throw: None

With this spell, the shukenja has a 5% chance per level of detecting any cursed item, person, or place. One man-sized object or one square yard of area can be checked each round. Once a cursed item has been discovered, the shukenja has the same percentage chance of determining the general nature of the curse, although its precise triggers and effects remain a mystery. For example, in examining a cursed scroll, the shukenja could learn the curse causes misfortune to the reader, but could not discern that it lowers saving throws and attack rolls by 1 until removed. Each item or area can be checked only once by the shukenja, subsequent results will not vary.

The material components for this spell are a gem of at least 2 chi'en (10 gp, given to the shukenja's deity as an offering) and a fresh spray of cherry or plum blossoms.

Notes: Common for priests from an oriental setting; otherwise, very rare.

Detect Cursed Item

(Divination)

Sphere: Divination

Level: 3

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 item or person

Saving Throw: Neg.

A priest using this spell may be able to tell if an item is cursed. The priest must touch item (in some



cases, this might release the curse effect). Cursed scrolls must be opened, but not read, for the spell to have an effect. Artifacts give no reading to this spell in any case. This spell does not detect *charm* effects; though it can detect a curse on a creature. An unwilling subject receives a saving throw vs. spell to negate the effect.

The basic saving throw of an item is 13, though a very powerful cursed item might have a saving throw as low as 5 (the DM decides saving throws on an item-by-item basis). Failure to detect a curse means the caster has no chance to cast this spell successfully upon the item or creature before gaining another experience level.

Casting this spell affects the priest so strongly that no other spells can be cast for four hours, though currently memorized spells are not lost.

Notes: Very rare spell. (Updated from *DRAGON* Magazine.)

Detect Disease

(Divination)

Sphere: Divination

Level: 1

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 1 creature or object/level

Saving Throw: None

This spell reveals whether a creature or object carries a disease (including lycanthropy, mummy rot, or a magical disease), and whether the caster can cure the affliction. The caster has a 10% chance per level to correctly identify the disease; failure results in no identification at all.

The material component is the priest's holy symbol.

Notes: Common for specialty priests of healing; otherwise, uncommon.

Detect Disease

The oriental version differs only in the material component, which is a bamboo wand with prayer-inscribed paper strips attached to it.



Detect Drow — Dwarf, Gnome

(Divination)

Sphere: Divination

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: 10 ft. × 30 yds.

Saving Throw: None

When a *detect drow* spell is cast, the priest detects the presence of night elves and their kin in a path 10 feet wide and up to 30 yards long, in the direction he is facing. The exact number of drow can be determined. The caster has a 10% chance per level to determine the level and class of any drow so detected. The caster can turn, scanning a 60° arc per round. The spell is blocked by solid stone at least 1 foot thick, solid metal at least 1 inch thick, or solid wood at least 1 yard thick.

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

Notes: Granted by the dwarven god Shevarash, and by the gnome god Callarduran Smoothhands.



Detect Dwarves — Dwarf**(Divination)****Sphere:** Divination

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: 10 ft. × 90 ft.

Saving Throw: None

When the *detect dwarves* spell is cast, the priest detects living dwarves, dead dwarves, azer, duergar, derro, half-dwarves, and spilled dwarven blood, even if these are invisible, shapechanged, concealed by illusions, and so on, in a path 10 feet wide and up to 90 feet long, in the direction he or she is facing. The approximate number of dwarves in the area of effect can also be determined within 10%. The caster also has a 10% chance per level to determine the subrace and gender of dwarves detected, to a maximum chance of 75%. The caster can turn, scanning a 60° arc per round. The spell is blocked by solid stone at least 1 foot thick, solid metal at least 1 inch thick, or solid wood at least 1 yard thick.

The material component is the priestess holy symbol.

Notes: Granted by the dwarven goddess Sharindlar.

Detect Enemies — Dwarf**(Divination)****Sphere:** Divination

Level: 2

Range: 0

Components: V, M

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: Path, 10 ft. × 60-ft.

Saving Throw: None

This spell detects the presence and direction of any creature within a 60-foot radius that has immediately hostile intentions toward the caster. The creature or creatures can be invisible, ethereal, astral, out of phase, hidden, disguised, or in plain sight. The priest feels a compulsion to face each individual enemy in range. The priest need not do so, but unerringly recognizes as hostile any such creature the priest sees. Unseen enemies are sufficiently detected to negate surprise attack rounds, and a thief position-

ing for a backstab has the relevant thief skill score halved (usually hide in shadows or move silently).

The caster also has a 5% chance per level to detect longer term hostility toward himself or herself, even if no direct attack is imminent.

The material components of this spell are the priest's holy symbol and a drop of blood from a former enemy. It is not necessary to display either in an obvious fashion, allowing the priest to cast this spell without alerting opponents that he is doing so.

Notes: Granted by the dwarven god Vergadain the Trickster.

Detect Evil**(Divination)****Reversible****Sphere:** Divination

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn + ½ turn./level

Area of Effect: 10-ft. path × 120 yds.

Saving Throw: None

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

The degree of evil (*faint, moderate, strong, overwhelming*) and possibly its general nature (*expectant, malignant, gloating, etc.*) can be noted. If the evil is overwhelming, the priest has a 10% chance per level of detecting its general bent (*lawful, neutral, chaotic*). The duration of a *detect evil* spell is one turn plus five rounds per level of the priest. Thus a 1st-level priest can cast a spell with a 15-round duration, a 2nd-level priest can cast a spell with a 20-round duration, etc. The spell has a path of detection 10 feet wide in the direction in which the priest is facing. The priest must concentrate—stop, have quiet, and intently seek to detect the

aura—for at least one round—to receive a reading.

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

The reverse spell, *detect good*, operates the same way, but good emanations are discovered.

Notes: Common for clerics (PHB).

Detect Good

Reversed form, detect evil. This form is used by evil priests.

Detect Harmful Gas — Dwarf

(Divination)

Sphere: Divination

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn + ½ turn/level

Area of Effect: 60-ft. diameter. sphere

Saving Throw: None

Useful in mining and underground exploration, this spell enables the caster to detect the presence of harmful gas in a sphere 60 feet in diameter around the caster. The primary use of this spell is to detect underground hazardous natural gases such as explosive methane or poisonous sulphur, or toxic gases like carbon monoxide, but this spell can also detect any other harmful gas that occurs naturally or is produced by alchemy or magic.

In addition to revealing the presence of such gases, the caster has a 5% chance per level to identify the specific type of gas found (for example, chlorine gas, methane, or carbon monoxide), to a maximum chance of 75%. Some rare, exotic gases might be beyond a priest's ability to identify exactly, although the identification roll may indicate the possible danger from or effect of the gas.

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

Notes: Very rare spell, known to dwarven priests. (Updated from DRAGON Magazine.)

Detect Harmony

(Divination)

Sphere: Divination

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 10-ft./level cube or 1 individual

Saving Throw: None



This spell gives the shukenja general information on the balances of forces—good, evil, lawful, or chaotic—in a given area. It does not reveal the exact alignment or nature of anything in the area of effect, only the general proportions of each element. The DM must consult his information about the target area to determine the answer. Answers are always vague—"there is more evil than good here!" or "the lawful order of the universe is ascendant in this area."

When cast upon a living creature, the spell takes into account not only the creature's given alignment, but also the acts they have done, the actions they currently intend to do, and any other factors that may be at variance with their stated alignment. Thus, a lawful evil character noted for his occasional outbursts of compassion towards the helpless would be detected as being "faithful but in which the other forces are at struggle." Also, the spell can be cast on buildings and areas in an attempt to learn whether there are powers at work in these places. A dwelling haunted by spirits would show the harmonies tending towards evil and destruction, while the cave of a noted holy hermit would give the opposite impression. The material component for this spell is a specially prepared scroll of sutras costing 5 chi'en (25 gp) for the paper and inks.

Notes: Common for priests from an oriental setting; otherwise, very rare.

Detect Illusion

(Divination)

Sphere: Divination

Level: 3

Range: 0

Components: V, S

Casting Time: 6

Duration: 2 rds./level

Area of Effect: The caster

Saving Throw: None

This spell enables the caster to see any illusion for what it is, and banishes phantasms from the caster's mind. Further, while the spell lasts, the priest can allow one creature per round a new saving throw vs. spell against any illusion or phantasm created by a spell of 6th level or less. To do this, the caster must touch the creature (which might require a successful attack roll) taking no other significant action in the round.

Notes: Uncommon spell.

Detect Lie

(Divination)

Reversible

Sphere: Divination

Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

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

The material component for the *detect lie* spell is one gp worth of gold dust.

The spell's reverse, *undetected lie*, prevents the magical detection of lies spoken by the creature for 24 hours. The reverse requires brass dust as its material component.

Notes: Common for priests and druids (*PHB*).

Detect Life

(Divination)

Sphere: Divination

Level: 2

Range: 10 ft./level

Components: V, S, M

Casting Time: 1 rd.

Duration: 5 rds.

Area of Effect: 1 creature

Saving Throw: None

By the use of this spell, a priest can tell if a creature is alive. The magic detects life in the subject of a *feign death* spell, or someone in a coma, deathlike trance, or state of suspended animation. If cast upon the body of a creature that is engaged in astral travel, it reveals that the creature is alive. The spell works on plants and plant creatures as well as animals. The spell's range is diminished if more than a one-inch thickness of wood or stone lies between the priest and the subject. Each inch of thickness of a wood or stone barrier is treated as 10 feet of open space. A barrier of metal of any thickness causes the spell to fail and be ruined. Any form of mental protection, including those of psionic or magical nature, likewise ruins the spell without anything being detected. The spell detects the first living creature that lies along the priest's line of sight (and within range), or else the first creature that crosses the line-of-sight path before the duration expires.

Notes: Common for priests of an oriental setting. Uncommon for clerics and druids.

Detect Living

(Divination, Necromancy)

Sphere: Necromantic

Level: 1

Range: 0

Components: V, S

Casting Time: 4

Duration: 1 rd./level

Area of Effect: 60-ft.-radius

Saving Throw: None

This spell discovers emanations of life, making all living things within the area of effect glow with an easily discernible aura visible only to the caster. Intelligence is the main quality upon which the spell focuses, because more intelligent creatures glow more brightly. The spell does not allow direct mental contact and does not detect magically or psionically-shielded creatures or the wills of absent scryers such as wizards using *wizard eyes* or *crystal balls*. Beings hidden in extradimensional space are considered absent. This spell can detect life that is invisible, concealed, disguised (even trapped within solid objects or magical forms), astral, or ethereal, but does not reveal the state of the life. This spell gives no hint of the nature, thoughts, or inclination (that is, hostile or friendly) of the life detected. The area is mobile and centered on the caster.

This spell was developed by Scriveners of Doom, who understood that mortals often flee from eternal rest, too blinded by fear and ignorance to realize that a priest is trying to help them. The spell also serves as a defense against living adversaries who might try to ambush the spellcaster.

Notes: Granted by the demipower Jergal, Scribe of the Doomed, of the FORGOTTEN REALMS setting.

Detect Magic

(Divination)

Sphere: All

Level: 1

Range: 30 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: 10-ft. path × 30 yds.

Saving Throw: None

When the *detect magic* spell is cast, the priest detects magical radiations in a path 10 feet wide and up to 30 yards long, in the direction he is facing. The intensity of the magic can be detected (*dim, faint, moderate, strong, overwhelming*). The caster has a 10% chance per level to determine the sphere of the magic, but unlike the wizard version of the spell, the type of magic (alteration, conjuration, etc.) cannot be divined. The caster can turn, scanning a 60° arc per round. The spell is blocked by solid stone at least 1 foot thick, solid metal at least 1 inch thick, or a solid wood at least 1 yard thick.

The spell requires the priest's holy symbol.

Notes: Common for clerics and druids (PHB).

Detect Metals and Minerals — Old Empire, Dwarf, Gnome

(Divination)

Sphere: Divination, Elemental Earth

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn+1 rd./level

Area of Effect: 10-ft. × 120-ft. path

Saving Throw: None

This spell allows its caster to divine the location of a single type of ore or mineral deposit. A casting priest concentrates on finding a specific

type of metal or mineral (including gems), and can detect a different type each round, if desired. If the substance is within a path 10 feet wide and 120 feet long, the exact location and approximate quantity of material is revealed. The caster can determine if the material is in a pure, refined form (pure silver, for example), raw ore (iron ore), or alloy form (adamantine). The caster can move at a walk and maintain the spell, but cannot engage in strenuous activity and maintain it.

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

Notes: Granted by the Mulhorandi earth god Geb. Granted by dwarven gods such as Abbathor and Dumathoin. Granted by the gnome gods Callarduran Smoothhands and Flandal Steelskin.

Detect Poison

(Divination)

Sphere: Divination

Level: 1

Range: 0

Components: V, S, M

Casting Time: 4

Duration: 1 turn + 1 rd./level

Area of Effect: Special

Saving Throw: None

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

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

Notes: Common for clerics and druids (PHB).

Detect Powers

(Divination)

Sphere: Divination

Level: 2

Range: 240 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: 1 crystal shell

Saving Throw: None

Casting this spell outside a crystal sphere allows the priest to determine if there are friendly



gods or other powers so that higher-level spells can be regained within its borders. The *detect powers* spell also reveals if the caster's patron is worshipped in that sphere.

If the sphere is one known to the DM, or one which has its major powers already designed, then the spell reveals if the priest's deity, or deities related to the one involved (either members of the same pantheon or with similar attributes and portfolio) exist. For example, while two war gods of different campaigns settings may be sufficiently similar to justify "related" status, a god of smithing may have no parallel in a world without developed metalcraft. In that situation, a priest devoted to the smithing god would not find a power to recharge his spells.

If the sphere is new to the DM (that is, the adventurers just discovered it), and he or she has no clear idea what lies within, then roll on the table for a possible response to the spell.

Die Roll Response

- 01-10 Power is known in this sphere. The priest can recharge spells normally.
- 11-50 Power is unknown in sphere, but a related power exists. The priest can regain spells normally after contacting priests of the related deity
- 51-90 Power is unknown in sphere. The priest cannot regain spells above 2nd level until contact is restored with venerated power.
- 91-00 Power is unknown in sphere. There is a related power, but his relationship is not good with the priest's power (whether through lack of knowledge, some ancient insult—imagined or real—or some other mysterious reason). The priest cannot regain spells above 2nd level until either contact is restored with the original power, or the priest performs a great task for the new power.

While many powers have similar portfolios and areas of interest (war, healing, agriculture, death, and so on), they are often at varying alignments. In one fantasy world, a war god might be a good and lawful figure. On another world, a war deity may

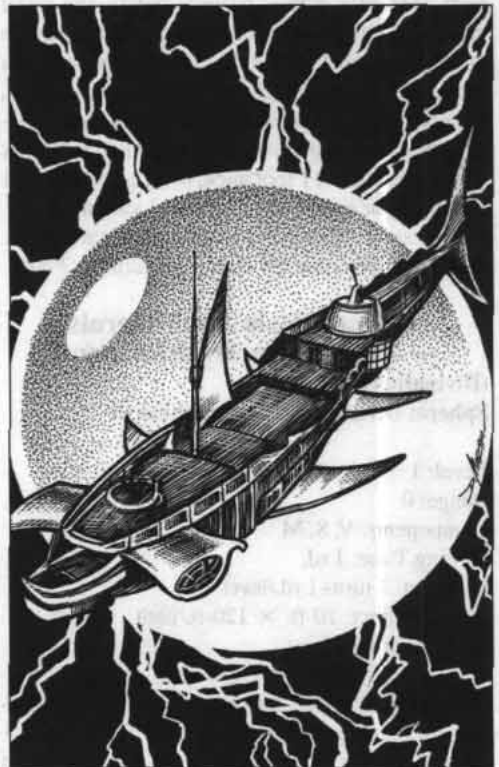
be evil and chaotic.

A priest is able to tell the alignment of the power closest to his deity through the *detect powers* spell. Accepting spells from a power of similar portfolio but opposite alignment is dangerous, and any priest who does so must regain favor with his chief deity (through *quest* or *atonement*) before further advancement in his class is possible.

A number of specialty faiths exist only in space fantasy campaigns, including the Polygots, The Path & the Way, Ptah, and the Planar Churches. If a space-going civilization of any sort exists in the crystal sphere, then these faiths will be represented somewhere in that system.

The material component of this spell is a handful of sand, which the priest casts onto the crystal shell.

Notes: Common for priests from a spelljamming culture; otherwise, very rare.



Detect Predator**(Divination)****Sphere:** Divination

Level: 1

Range: 0

Components: V, M

Casting Time: 1

Duration: 4 rds./level

Area of Effect: 60-ft. radius

Saving Throw: None

This spell allows the caster to sense the presence of any predatory creatures (including sharks, eels, rays and intelligent marine creatures such as locathah and sahuagin) within a 60-foot radius. Although the caster can magically detect the presence of a predator and determine its location, he cannot actually identify its species until he physically sees it.

The material component is the caster's holy symbol.

Notes: Uncommon for seagoing priests or those from underwater cultures.

Detect Psionic Use**(Divination)****Sphere:** Thought

Level: 2

Range: 0 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 5 rds./level

Area of Effect: Path, 10-ft. wide × 90 ft. long

Saving Throw: none

When this spell is cast, the priest sees any psionic use in the area of effect as a rosy glow outlining the psionic creature. The more PSPs the creature uses, the brighter is the glow (*faint* 1 to 5 points, *moderate* 6 to 10 points, *strong* 11+points) The caster can turn slowly, scanning a 60-degree arc per round. The caster also has a 10% chance per level to determine the psionic discipline, attack mode, or defense mode being used. Any material barrier at least one inch thick blocks this spell.

The spell requires the priest's holy symbol, and a dew drop collected from a spider's web.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newszine.)

Detect Shapechanger**(Divination)****Sphere:** Divination

Level: 4

Range: 60 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 3 rds./level

Area of Effect: 1 creature/level

Saving Throw: None



By means of this spell, the shukenja is able to see the true form of any shapechanging creature. The true form is the shape most commonly assumed by the creature. If the creature is currently in that form, the spell reveals that it is a shapechanger but does not reveal the other forms possible. The spell does not disclose the specific type of shapechanger, the alignment, or the intentions of the creature. One creature or one square yard of area can be examined each round.

The material component for this spell is balm of honey and lotus flower smeared on the eyelids of the caster.

Notes: Common for priests of an oriental setting; otherwise, very rare.

Detect Snares & Pits**(Divination)****Sphere:** Animal, Plant

Level: 1

Range: 0

Components: V, S, M

Casting Time: 4

Duration: 4 rds./level

Area of Effect: 10-ft. path, 40 ft. long

Saving Throw: None

Upon casting this spell, the caster is able to detect snares, pits, deadfalls and similar hazards along a 10-foot-wide by 40-foot long path. Such hazards include simple pits, deadfalls, snares of wilderness creatures (for example, trapdoor spiders, giant sundews, ant lions, etc.), and primitive traps constructed of natural materials (mantraps, missile trips, hunting snares, etc.). The spell is directional—the caster must face the desired direction to determine if a pit exists or a trap is laid in that direction. The caster experiences a feeling of danger from the direction of a detected hazard, which increases as the danger is approached. The

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

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

Notes: Common for druids (PHB).

Detect Spirits

(Divination)

Sphere: Divination

Level: 3

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 1 turn + 1 turn/level

Area of Effect: 10 ft. × 60 ft. path

Saving Throw: None

This divination reveals the presence of disembodied or noncorporeal spirits of all types, including wraiths, ghosts, spectres, astrally-projecting creatures, those using *magic jar* or possession, and animal and nature spirits. Those who are simply *invisible*, *phased*, or *ethereal* do not count as spirits, since they are physically present in the flesh. The caster detects spirits in a path 10 feet wide and 60 feet long; any spirits in 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 it.

The material component for this spell is a small pendant of copper wire worth at least 20 gp.

Notes: Uncommon for priests with access to the sphere of Divination (PO:SM). Also granted by the elven god Sehanine Moonbow.

Detect Untruth — Savant

(Divination)

Reversible

Sphere: Divination

Level: 1

Range: 30 yds.

Components:

Casting Time: 1

Duration: 3 rds.

Area of Effect: 1 creature

Saving Throw: None

A savant who employs this spell is able to note an untruth spoken by a creature, including even a minor evasion of the truth. The material component is the forked tongue of a snake.

The reverse of the spell, *evade truth*, allows the savant to lie or evade the truth without being discovered by any means. The material component is a pinch of brass dust.

Notes: Restricted to savant-clerics, common. (Updated from DRAGON Magazine.)

Detect Weapons — Dwarf

(Divination)

Sphere: Combat, Divination

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: Path, 10 ft. × 90 ft.

Saving Throw: None

When the *detect weapons* spell is cast, the priest detects weapons in a path 10 feet wide and up to 90 feet long, in the direction she is facing. The caster can turn, scanning a 60° arc per round. The spell is blocked by solid stone at least 1 foot thick, solid metal at least 1 inch thick, or solid wood at least 1 yard thick.

The spell detects concealed, invisible, and improvised weapons that have been used to harm or are carried with intent to harm. Broken weapons are detected only if still usable. In some old ruins, this spell is rendered useless by the sheer number of abandoned weapons.

The material component is the priest's holy symbol.

Notes: Granted by the dwarven goddess Haela Brightaxe.

Determine Final Rest

(Divination)

Sphere: Divination

Level: 3

Range: 10 yds.

Components: V, S

Casting Time: 6

Duration: 1 turn

Area of Effect: 1 creature or 1 corpse

Saving Throw: Neg.

This spell is similar to *know alignment* in that it enables the priest to read the aura of a living or deceased creature. However, this magic is used to quickly determine which Outer Plane and which particular level within that plane (if it possesses more than one) the examined individual should be consigned to after death, as determined by a being's religion, nature, and alignment. (Though the DM notes these, they are not revealed to the spellcaster). If a being has been sent to an incorrect final rest or redirected unwillingly en route, this spell notes that fact, but not the destination to which the being has been sent. Note that those spells and objects that would prevent a *know alignment* spell from functioning also inhibit a *determine final rest* spell. Corpses do not normally receive a saving throw vs. this spell unless they are actually undead creatures.

Notes: Granted by the demipower Jergal, Scribe of the Doomed, of the FORGOTTEN REALMS setting.

Dictate

(Enchantment/Charm)

Sphere: Charm, Law

Level: 3

Range: 30 yds.

Components: V

Casting Time: 6

Duration: 1 turn + 1turn/level

Area of Effect: Up to 6 creatures in a 20-ft. cube

Saving Throw: Neg.

The *dictate* spell is an improved version of the 1st-level priest spell, *command*, and affects 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 creatures that 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 continue to obey non-immediate orders for up to one round per experience level of the caster.

Subjects who cannot understand the caster are not affected, so those 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 allow a +1 to +4 bonus to saving throws at the DM's discretion. Similarly, someone who fails a saving throw when given an obviously self-destructive *dictate* simply loses the next round as he or she fights off the compulsion.

Originally developed by the Harmonium faction of the Outer Planes, this 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, this general version is not as efficient and is a 3rd-level spell.

Notes: Uncommon for clerics and priests with access to the sphere of Charm or Law.

Dictate — Harmonium

(Enchantment/Charm)

Sphere: Charm, Law

Level: 2

Range: 30 yds.

Components: V

Casting Time: 5

Duration: 1 rd./level

Area of Effect: Up to 6 creatures in a 20-ft. cube

Saving Throw: Neg.

This spell is a variation of the *command* spell. It can affect up to six creatures at once, and its effects can last more than one round. *Dictate* allows the caster to speak a short, precise phrase or order of no more than a dozen words that must be obeyed by all target creatures who fail their saving throws vs. spell. Examples include, "Throw down your weapons," "Stay here until I return," or "Seize that elf." The command must be stated in a language understood by the target creatures or the spell fails.

Dictate must be phrased to create an immediate course of physical action. Commands to "die" or "sleep" usually don't work, but commands to "lie down and put your hands behind your head" prove



effective. If the caster phrases the *dictate* spell poorly, the DM can assign a saving throw modifier of +1 to +4. If an obviously self-destructive action is commanded ("Throw yourself off that cliff" or "Kill yourself") any individual failing the saving throw stands still for one round, fighting the compulsion to obey. Such commands never work, however. Once an order takes effect, the subject creature continues following it the condition is fulfilled or the spell ends. Therefore, when a creature ordered to "climb the ladder" reaches the top of the ladder, the spell ends. A creature ordered to "wait here" does so for the entire duration.

This spell was developed by and for the Harmonium. Since Harmonium security is very tight and very effective, non-Harmonium priests have little chance to gain access to this spell.

Notes: Common for Harmonium priests. A more general 3rd-level spell is uncommon for others.

Dictation

(Invocation/Evocation)

Sphere: Learning

Level: 1

Range: 10 ft.

Components: V, M

Casting Time: 1

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

This spell causes any words spoken by the priest 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 priest 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 the size of the writing and density of the words.

Foreign languages are not translated, although foreign words are given the correct alphabetic spelling in the priest'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 copy of a scroll as it is read, but a clever priest may be able to record a magical item's com-

mand 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 on which the dictation will appear. This must be prepared with a special wash of vinegar, costing 10 gold pieces per page.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Digit of Disruption, Henley's

See Henley's digit of disruption.

Dimensional Anchor

(Alteration)

Sphere: Guardian

Level: 4

Range: 10 yds./level

Components: V, S

Casting Time: 1

Duration: 1 turn + 1 rd./level

Area of Effect: 1 creature

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.

Notes: Uncommon for clerics (*PO:SM*).

Dimensional Folding

(Alteration)

Sphere: Numbers

Level: 4

Range: 5 ft.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd.

Area of Effect: Circle, up to 10-ft. diameter

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 was 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 feet 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 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. 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 aging depends on how familiar the priest is with the destination (see table).

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 aging occurs, every creature passing through the gate in either direction suffers the aging effect. All creatures passing through a given gate age by the same amount.

The caster need not be the one traveling. For example, a priest can open the gate near a distant ally so the ally can 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.

Notes: Common for to priests with major access to the sphere of Numbers; common (*ToM*).

Dimensional Translocation

(Alteration)

Sphere: Numbers, Summoning

Level: 5

Range: 60 yds.

Components: S

Casting Time: 3

Duration: 1 rd./level

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 Hit Dice or level, the creature is not allowed a saving throw, but creatures of higher Hit Dice or level than the caster are allowed a saving throw vs. spell to negate the effect. Any magic resistance applies, 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 can 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 (for example, *dimension door*, *blinking*, *teleport*, or similar effects), but it does prevent the subject from *plane shifting* or becoming *ethereal* while in effect.

Notes: Common for priests with major access to the Sphere of Numbers, uncommon for clerics (PO:SM).

Dire Chant — Dragon

(Conjuration/Summoning)

Sphere: Necromantic

Level: 3

Range: 0

Components: V

Casting Time: Special

Duration: Special

Area of Effect: Dragon fear radius

Saving Throw: None

A dire chant is a draconic variant of the common chant and prayer spells. It creates a sense of impending doom, an aura of decay, and lowers the temperature in the area of effect to just above freezing (if the temperature is freezing or below, the spell has no effect on temperature).

Within the affected area, opponents of the caster suffer a -2 penalty to attack and damage rolls, most saving throws, and morale. Saving throws against dragon fear, *cause fear* spells, and similar effects suffer a -4 penalty.

The *dire chant* lasts as long as the dragon continues to chant. This precludes the use of a breath weapon, bite, and spellcasting with verbal components (though innate spell-like abilities and granted powers can be used).

In subterranean and enclosed settings, the *dire chant* need only be uttered for one round. The natural acoustics of the enclosed area are magically augmented to echo the initial chant for 10 rounds after the dragon ceases to chant.

Notes: Restricted to dragons. Granted by Null, the Death Wyrms, of the FORGOTTEN REALMS setting. This spell effect is known to exist as an innate spell-like ability.

Disbelief

(Enchantment/Charm)

Sphere: Thought

Level: 6

Range: 0

Components: V, S

Casting Time: 5

Duration: 1 rd./level

Area of Effect: Special

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 can 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, and so on.

Disbelief is not automatic; it requires an extreme effort. To successfully disbelieve, the priest must make a saving throw vs. paralyzation. A successful saving throw means the priest has disbelieved; failure means that the spell has failed and the priest has not convinced himself of the creatures' or objects' nonexistence.

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).

Notes: Common for priest with major access to the sphere of Thought (*ToM*).

Disc of Concordant Opposition

(Evocation)

Sphere: Combat

Level: 6

Range: 10 yds.

Components: V, S, M

Casting Time: 9

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Special

This spell is a weaker version of one used by the Boccob the Uncaring; when it is cast, the priest brings into being a disc that will blast most creatures into nothingness unless they have magic resistance. No attack roll is required when the priest hurls the disc at a selected creature.

A creature with fewer than 6 Hit Dice (or levels) and less than 35% magic resistance is destroyed if it fails a saving throw vs. spell. A creature with 6+ Hit Dice (or levels) suffers 40 points of damage, with a saving throw vs. spell allowed for half damage. A creature with 35% or greater magic resistance is unaffected.

The material components of the spell are a holy symbol of Boccob and a small iron and electrum wheel with a rod rising from the center of one side; this is flung at the target creature as the spell is cast.

Notes: Granted by the greater god Boccob the Uncaring of the WORLD OF GREYHAWK setting.

Discern Elven Influence

(Divination)

Sphere: Divination

Level: 1

Range: 100 yds.

Components:

Casting Time: 1 rd.

Duration: 1 turn +1 rd./level

Area of Effect: 10-yd. radius/level

Saving Throw: None



The priest who casts this spell must hold an object once touched or owned by an elf or half-elf. The caster then concentrates on the area in question to determine whether elves have influenced the area in the recent past (one month per level of the caster). "Influence" could mean that a group of elves had passed through the area, elves or half-elves are present at the time of casting, or elven magic has shaped or affected the area. The spell would not normally detect a single elf or half-elf who moved through the area recently unless the individual did something dramatic while there (killed someone, cast a powerful spell, built a house, etc.).

The caster does not learn the nature of the elves' activity in the area in question. He knows only that elves have been or are currently present. The sensation can vary in strength depending on the activity (it may be especially strong, for example, if a large battle had been fought there).

The priest can probe multiple areas within the spell duration. Successfully probing an area takes a minimum of one round. Thus, a 1st-level priest can probe as many as 11 areas if working quickly.

When humans first battled elves in the forests of Cerilia, many of the gods granted human priests the ability to detect elven influence wherever they went. Since the Battle of Mount Deismaar and the destruction of the old gods, this spell has helped many tribes of humans steer clear of elven territory or attack it in response to the ghealle sidhe.

The spell requires an elven object.

Notes: Common for priests from Cerilia, the BIRTHRIGHT setting.

Disdain

Reversed form, attraction.

Disentangle — Dwarf**(Alteration)****Sphere: Protection**

Level: 2

Range: 80 yds.

Components: V

Casting Time: 5

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: None

This spell enables the recipient to escape any rope, web, plant, jaws, glues (of monsters or plants), or wrestling hold, as long as the binding is a physical effect. The spell does not enable the recipient to alter shape, so it is not possible to squeeze through a fixed restraint, such as wooden stocks, metal shackles, or the bars of a cage, nor does it aid a creature that has been swallowed.

The *disentangle* spell also allows immediate escape from magical effects such as *bind*, *entangle*, *Evard's black tentacles*, or a *rope of entanglement*, but has no effect on spells such as *hold person* or a ghoulish paralyzation touch.

Notes: Granted by the dwarven god Thard Harr.

Disguise

A 5th-level spell of the sphere of War. See appendix in Vol. 3.

Dismiss Air Elemental**Dismiss Earth Elemental****Dismiss Fire Elemental****Dismiss Greater Elemental****Dismiss Lesser Elemental****Dismiss Nature Elemental****Dismiss Water Elemental**

These are the reversed forms of the corresponding conjure elemental spells.

Dismiss Undead — Cloistered Priest**(Abjuration)****Sphere: Combat**

Level: 3

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 3d4 rds.

Area of Effect: Cone, 60 ft. long, 20 ft. diameter

Saving Throw: Special

By the casting of this spell, a cloistered priest can temporarily gain the ability to turn undead (if good or neutral) or command them into service (if evil). For purposes of determining success or failure of the turning (or commanding) attempt while the spell is in effect, the level of the cloistered priest is that of an adventurer-priest minus four levels. Thus, a 7th-level cloistered priest turns undead as a 3rd-level adventurer-priest.

Notes: Restricted to cloistered priests. (Updated from *DRAGON* Magazine.)

Dispel Darkness**(Alteration)****Sphere: Sun**

Level: 1

Range: 20 yds.

Components: V, M

Casting Time: 1

Duration: 8 turns + 2 rds./level

Area of Effect: Sphere, up to 30-ft. radius

Saving Throw: None

By casting this spell, the priest dispels all areas of magical darkness within the area of effect, rendering them unable to reform for at least 8 turns. Only magical darkness is affected by this spell. New spells of darkness cast within or into the area also fail. The spell affects magic that dims lighting or creates gloom or shadowy conditions as well.

The material component is a holy symbol of Pholtus.

Notes: Granted by the Pholtus of the Blinding Light of the WORLD OF GREYHAWK setting.

Dispel Evil

(Abjuration)

Reversible

Sphere: Guardian, Summoning

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: Neg.

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

In addition to driving away evil extraplanar and summoned creatures, this spell counters evil enchantment/charm spells and all forms of magical domination and possession.

The reverse of the spell, *dispel good*, functions against summoned or enchanted creatures of good alignment or creatures that have been sent to aid the cause of good.

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

Notes: Common for clerics (*PHB*).

Dispel Fatigue

(Necromancy)

Sphere: Necromantic

Level: 1

Range: 30 yds.

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

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 from the *PLAYER'S OPTION: Spells & Magic* rules. 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.

Notes: Uncommon for clerics and druids (*PO:SM*).

Dispel Good

Reversed form, dispel evil. This form is used by evil priests.

Dispel Magic

(Abjuration)

Sphere: All

Level: 3

Range: 60 yds.

Components: V, S

Casting Time: 6

Duration: Instantaneous

Area of Effect: 30-ft. cube or 1 item

Saving Throw: None

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

First, it has a chance to remove spells and spell-like effects (including device effects and innate abilities) from creatures or objects. Second, it can disrupt the casting or use of these in the area of effect at the instant the *dispel* is cast. Third, it can destroy magical potions (which are treated as 12th level for purposes of this spell).

Each effect or potion in the spell's area is checked to determine if it is dispelled. The caster can always dispel his own magic; otherwise the chance to dispel depends on the difference in level between the magical effect and the caster. The base chance is 50% (11 or higher on 1d20 to dispel). If the caster is higher level than the creator of the effect to be dispelled, the difference is subtracted from the number needed on 1d20 (making

it more likely that the dispel succeeds). If the caster is of lower level, then the difference is *added* to the number needed on 1d20 to dispel (making it *less* likely that the dispel succeeds). A roll of 20 always succeeds and a roll of 1 always fails. Thus, if a caster is 10 levels higher than the magic he is trying to dispel, only a roll of 1 prevents the effect from being dispelled.

A *dispel magic* only affects a specially enchanted item—such as a magical scroll, ring, wand, rod, staff, miscellaneous item, weapon, shield, or armor—if it is cast directly upon that item alone. This renders the item nonoperational for 1d4 rounds. An item possessed or carried by a creature gains the creature's saving throw against this effect; if unattended, an item is automatically rendered nonoperational for 1d4 rounds. An interdimensional interface (such as a *bag of holding*) rendered nonoperational is temporarily closed. Note that an item's physical properties are unchanged: a nonoperational magical sword is still a sword.

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

Note that this spell can be very effective when used upon charmed and similarly beguiled creatures. Certain spells or effects cannot be dispelled; these are listed in the spell descriptions.

Notes: Common for clerics and druids (PHB).

Summary of Dispel Effects

Source of Effect	Resists As	Result of Dispel
Caster	None	Dispel automatic
Other caster/ innate ability	Level/HD of other caster	Effect negated
Wand	6th level	Effect negated
Staff	8th level	Effect negated
Potion	12th level	Potion destroyed
Other magical item	12th, unless special	—*
Artifact	DM discretion	DM discretion

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

Dispel Silence

(Abjuration, Alteration)

Sphere: Combat

Level: 3

Range: 0

Components: S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 10-ft./level radius

Saving Throw: None

This spell is the priest version of the *dispel silence* spell. This spell negates the effect of magical silence within the area of the *dispel silence* for the duration of the spell. Following the casting of *dispel silence*, all spellcasting, speaking, and actions can proceed normally.

For the duration of the spell, the area protected by *dispel silence* is proof against *silence* spells; they do not function within the area of the *dispel silence*. The area of effect is immobile; it does not move with the caster.

The material components of this spell are a pinch of powdered diamond worth at least 50 gp that is flung into the air and the holy symbol of the casting priest.

Notes: Granted by the gods Milil, Lord of Song, and Finder Wyvernspur of the FORGOTTEN REALMS setting.

Dispel Ward — Old Empire

(Abjuration)

Sphere: Wards

Level: 2

Range: 60 yds.

Components: V, S

Casting Time: 5

Duration: Special

Area of Effect: 30-ft. cube

Saving Throw: None

This spell is a more limited form of the *dispel magic* spell that is specifically designed only to bypass wards. Any *glyph of warding*, *symbol*, *magic mouth*, *wizard lock*, spell from the priest sphere of wards, or similar magic (as adjudicated by the DM) can be canceled by this spell, and every such ward in the area of effect must be checked when the spell is cast to determine if it is dispelled. This spell does not work against wall spells (*wall of fire*, *wall of iron*, etc.) or protective

sphere spells (*prismatic sphere*, *antimagic shell*, etc.). Rather, it negates spells cast upon an item or entrance to guard it. Unlike *dispel magic*, it has no effect on magical items.

The chance to dispel a ward depends on the difference in level between the caster of the ward and the caster of the dispel. The base chance of dispelling is 11 or higher on 1d20. As with a *dispel magic* spell, if the caster is of higher level than the caster of the ward to be dispelled, the difference is subtracted from the base number needed. If the caster is of lower level, the difference is added to the base. A die roll of 20 always succeeds and a die roll of 1 always fails. Thus, if a caster is 10 levels higher than the caster of the warding magic, only a roll of 1 prevents the effect from being dispelled.

Notes: Granted by the Mulhorandi god Set of the FORGOTTEN REALMS setting.

Dissension's Feast

(Alteration, Enchantment/Charm)

Sphere: Chaos

Level: 2

Range: Touch

Components: V, S

Casting Time: 2 turns

Duration: 5 turns + 2 turns/level

Area of Effect: Spell

Saving Throw: Neg.

This spell is cast by a priest during the preparation of 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 on a quantity of onions as they are diced for both a salad and a stew. The spell affects up to 10 pounds of food per level of the caster. Anyone who eats the affected food (even one who eats the salad but not the stew) is subject to the spell.

The effects of the spell begin five rounds after the food has been eaten. At that time, all creatures that have eaten the food are allowed a saving throw vs. spell; success means that individual does not suffer the effects of the spell.

Affected creatures quickly become agitated. Petty events ranging from poor table manners to loud talking bothers those affected. After five minutes, tempers flare, affected individuals feel compelled to shout at and insult one another, and threats are hurled. Even those who are normally calm 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 bicker 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, those affected undergo the sensation of waking up. All are free to behave as they wish. Those at the meal will still be angry, although they have no idea why they became angry.

Notes: Common for to priests with access to the sphere of Chaos (*ToM*).

Dissipate Smoke

Reversed form, create smoke.

Divination

(Divination)

Sphere: Divination

Level: 4

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: Special

Saving Throw: None

A *divination* spell is used to garner a useful piece of advice concerning a specific goal, event, or activity that will occur within a one-week period. This can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. Unlike the *augury* spell, this gives a specific piece of advice. For example, if the question is "Will we do well if we venture to the third level?" and a terrible troll guarding 10,000 gp and a *shield +1* lurks near the entrance to the level (the DM estimates the party could beat the troll after a hard fight) the divination response might be: "Ready oil and open flame light your way to wealth." In all cases, the DM controls what information is received and whether additional divinations will supply additional information. Note that if the information is not acted upon, the conditions probably change so that the information is no longer useful (in the example, the troll might move away and take the treasure with it).

The base chance for a correct divination is 60%, plus 1% for each experience level of the priest casting the spell. The DM makes adjustments to this base chance considering the actions being divined (if, for example, unusual precautions against the spell have been taken). If the dice

roll is failed, the caster knows the spell failed, unless specific magic yielding false information is at work.

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

Notes: Common for clerics and druids (PHB).

Divination — Shukenja

This 3rd-level spell is otherwise the same as the 4th-level spell of the same name.



Divination

The 1st Ed. form of this spell has been updated as lair divination.

Divine Bloodline

(Divination)

Sphere: Divination

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: Neg.

This spell enables the spellcaster to ascertain any trace of noble lineage in the affected creature. A successful saving throw vs. spell negates the attempted divination, and the saving throw cannot be foregone, even voluntarily. The divination is limited to 100 years per caster level.

By means of a *divine bloodline* spell, the spellcaster can determine if the affected creature is descended from any noble bloodlines, and how close the creature is to inheriting a noble title. A noble bloodline is created by any culture (no matter how insignificant) that recognizes a class of nobility commonly passed on to blood relatives. This spell even ascertains noble bloodlines of cultures long forgotten and extinct. For example, if this spell is cast upon an orc, it might determine that the orc is a descendant of the kings of the Screaming Banshee tribe and that he is the third surviving son of the reigning monarch.

By means of this spell, the spellcaster can

divine bloodlines for titles that have been actively held within 100 years per experience level. For example, if the last king of Athalantar reigned within the past 900 years, the spellcaster would have to be at least 9th level to recognize any noble descendants of that bloodline. Even though Elminster, last prince of the first royal family of Athalantar still lives, neither he nor anyone else has held that throne or considered themselves "in exile" for approximately nine centuries.

In cases where the subject is a descendant of multiple noble bloodlines, the spellcaster can ascertain one such bloodline for every three experience levels. The order in which such bloodlines are ascertained is ranked: first, by how close in line the subject is to inheriting the title; second, by the relative rank or importance of the titles; and third, by whether a bloodline is active or dormant (that is, whether the culture or kingdom it is from is still extant or essentially extinct).

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

Notes: Granted by Siamorphe the Noble of the FORGOTTEN REALMS setting.

Divine Curse

(Abjuration)

Sphere: All

Level: 6

Range: Special

Components: V

Casting Time: 1 rd.

Duration: Special

Area of Effect: Special

Saving Throw: None

This spell creates a terrible and lasting curse, so it can be cast only upon someone who has performed a great evil—at least in the eyes of the caster. The awful deed may even have been unintentional, but it must have yielded horrible results for the caster. The victim of the curse can be of any alignment. The caster personally chooses the punishment. Wording is very important, so the player must record the exact phrasing for future reference. The curse may fail if the punishment is inappropriate, too harsh, or otherwise lacking (at the DM's discretion). In this case, the DM can choose to either guide the player to a curse that is acceptable or make the character wait to see if the curse takes effect.

The priest becomes a vessel for the divine wrath he invokes. He must clearly announce the



curse in the presence of the evildoer. Thereafter, the curse is in effect, though its effects sometimes take time to surface. Instead, the curse may develop over months or years. *Divine curse* can be lifted. The victim has two means of removing the curse. An *atonement* spell can lift the curse, provided the spell accompanies a great, heroic deed or similar act of expiation. Such an action must be an appropriate counter to the original evil deed. Sometimes, the curse itself may include an escape clause. Often the clue to lifting the curse is hidden somewhere within the wording. The DM should encourage such clauses, since they do not necessarily provide an easy escape, as illustrated by this sample curse:

You have walked long upon the backs of the downtrodden. Now, each step you take shall be a painful blow to your flesh, until you stride barefoot to the summit of Mount Arabek between sunrise and sunset

At first the escape clause seems deadly, if not impossible, to fulfill, but a creative DM or player should be able to circumvent the obvious. For instance, the cursed individual might pay someone cast a *haste* spell upon him or otherwise increase his rate of travel.

Curses inflicted with evil intent may trigger a Ravenloft powers check.

The material components for this spell are a tiny silver gong and the priest's holy symbol.

Notes: Common for priests on the Demiplane of Dread.

Divine Event

(Divination)

Sphere: Divination

Level: 6

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 event

Saving Throw: None

This spell combines three effects: *divine past*, *divine present*, and *divine future*. The form the spell takes is chosen by the caster at the moment of casting. Once the form is chosen, the priest cannot change it.

In all versions, the context of the event is specified by the caster. The chance of seeing a random event instead is 100%, minus 5% per caster level.



The spell provides a vision of a single event and sufficient clues to interpret its details, possibly allowing the identification of the participants and the reconstruction of the sequence of events. When the caster receives sufficient impressions (in the form of figures and depictions) to allow interpretation of the event, usually one to three rounds, the spell ends.

A) *Divine Past*: This allows the caster to divine a past event from 1 hour to 1 year old, depending on the caster's level. A caster of 7th or 8th level can divine the past up to one week. A caster of 9th to 13th level can see events up a month old. Casters of higher level can see events of up to a year old.

B) *Divine Present*: This allows the caster to divine an event from the present or the immediate past (1 round to 4 turns). A caster of 7th or 8th level can divine up to one turn. A caster of 9th to 13th level can divine events up to two turns old. Casters of higher level can see events up to four turns old. This casting might fail against magics that prevent scrying. The base chance of success is 50%, plus 5% for each level the caster is greater than the caster of the protection (and -5% per level the caster is less than the caster of the protection).

C) *Divine Future*: This allows the caster to divine an event that will happen in the next 1 turn to 1 day. A caster of 7th or 8th level can divine up to one turn. A caster of 9th to 13th level can divine events up to one hour in the future. Casters of higher level can see events up to one day in the future. Such a future is generally one of several possible futures, and might be changed with precautions based on foreknowledge.

The material component for all versions is a rare incense conducive to meditation (100 gp).

Notes: Granted by gods of divination, otherwise very rare. (Updated from *DRAGON* Magazine.)

Divine Future

See divine event.

Divine Inspiration

(Divination)

Sphere: Thought, Divination

Level: 7

Range: 0

Components: V, S, M

Casting Time: 5

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

This spell is a more powerful version of the

genius spell. The priest's player can 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 can 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?"

The DM should carefully adjudicate this spell. The answer to the question is always relevant and correct, although not necessarily complete. The answer may 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 is 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.

Notes: Common for to priests with major access to the sphere of Thought or Divination (*ToM*).

Divine Investiture

(Enchantment/Charm, Illusion/Phantasm)

Sphere: Law, Time

Level: 5

Range: Touch

Components: V, S, M

Casting Time: Special

Duration: Special

Area of Effect: 1 creature

Saving Throw: Special

This spell is often employed upon the birth of a noble's heir, at a coronation, or upon the investiture of a noble's title. It can be cast successfully only upon a descendant of a noble bloodline (as defined in the *divine bloodline* spell), upon the assumption of a noble title. A ceremony of *divine investiture* takes at least one turn to cast, but most Scions of Siamorphe extend the ceremony for at least an hour.

Upon the commencement of the casting of this spell, a willing recipient is bathed in a flickering nimbus of radiant light equal in effect to a *faerie fire* spell. The color of the radiance is selected by the spellcaster (often gold, silver, or some other color appropriate to the noble office) and lasts for

the duration of the casting. During the incantation, the priest is empowered to create pageantry appropriate to the event. The illusions created are similar to those of the 3rd-level wizard spell *spectral force*, but appropriate to the ceremony, as adjudicated by the DM. For example, if *divine investiture* is cast upon the crown prince during his coronation, the priest might evoke the shades of past kings who one by one step forward to lay their shadowy swords upon the prince's shoulders. When the royal crown is placed on the prince's head, the priest might evoke a dazzling burst of light coming from the crown that momentarily blinds all in attendance.

In addition to the pageantry of the ceremony of investiture, this spell creates a lasting effect known as the *legacy of Siamorphe*. The legacy varies from recipient to recipient (and is determined by the DM) and seems to loosely correspond in power to the relative rank of the spell recipient. Typical legacies are: a +1 Charisma bonus with respect to the recipient's subjects, a +1 bonus on saving throws vs. poison, a +1 bonus to hit when wielding the ceremonial sword of state, and so on.

Unwilling recipients of this spell can choose to forego its effects. This decision is irrevocable once made, regardless of whether the spell is accepted or foregone, and it must be made at the start of the spell's casting. (Infants and small children subjected to this spell are assumed to voluntarily accept its effects.)

The material components for this spell are a chalice of holy water and a small amount of dye laced with gold flakes. The latter is used to sketch the noble's heraldic device (or appropriate symbol of nobility) somewhere on the subject's body prior to the casting. The holy water is then poured over the inscribed symbol during the ceremony and the sketched symbol then vanishes.

Notes: Granted by the demipower Siamorphe, the Noble, of the FORGOTTEN REALMS setting.

Divine Past

Divine Present

See divine event.

Divine Purpose

(Divination)

Sphere: Divination

Level: 3

Range: 0

Components: S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

This spell helps the caster to discern the purpose of an item, even if it is broken or only a part of it can be examined. The caster must establish direct flesh-to-item contact with both the mystery item (which can be of any size, but must be solid, not a gaseous cloud, illusion, or visual effect) and his holy symbol, then utter a specific prayer. Neither the item nor holy symbol is altered by the spell. Through divine guidance, the caster can glimpse a vision of what the mystery item once was a part of, or how it is used or functions. Whether or not the spell succeeds, it drains 1 hit point from the caster (which can be regained readily through rest or magical healing).

The chance of learning something about an item has a base of 1% per level of the caster, plus 1% per point of the caster's Wisdom, plus 5% if the item was made by beings of the same race as the caster, plus 10% if the item is or was wholly nonmagical in its functioning (not necessarily in its making), plus 10% if the item performs a function or has an end effect similar to one personally familiar to the caster. (For example: If the caster has shod horses, an unfamiliar smithy tool concerned with horseshoes would gain this modifier.)

The DM must determine how clear or extensive is the vision gained. This spell is very good at showing the nearby location (if such exists) where an item was used or allied items lie, but it is very poor at showing the identities of past users of an item. A priest can only work *divine purpose* on a given item once; subsequent castings fail.

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

Notes: Granted by the god Gond, Lord of All Smiths, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Divine Romantic Interest — Elf**(Divination)****Sphere:** Divination

Level: 1

Range: Touch

Components: S

Casting Time: 1 rd.

Duration: Special

Area of Effect: Creature touched

Saving Throw: Neg.

This spell enables the priest to divine the existence and subject or subjects of the unspoken love, crush, or romantic interest of the first creature touched by the caster. A successful saving throw vs. spell by a creature unwilling to share such information prevents the caster from learning the identity of the romantic interest, but conveys to the caster whether or not the creature harbors any such secret affections at the time of the spell is cast.

Curiously, this spell does not reveal whether or not any other creature has a romantic interest toward the caster. Theologians postulate that Lady Goldheart wishes to surprise even her most faithful followers with unexpected love.

Notes: Granted by the elven goddess Hanali Celanil.

Divine Truth**(Divination)****Sphere:** Numbers

Level: 3

Range: 0

Components: V, S

Casting Time: 1 turn

Duration: One question

Area of Effect: The caster

Saving Throw: None

This spell allows the caster to determine a truth about one thing or matter. The caster concentrates, placing in his mind a series of figures and images that, when interpreted, may yield the guidance that he or she is seeking. The chance of a meaningful answer is 75%, plus 1% per level of the caster, to a maximum of 95%. Any question can be asked, but as the questions become more complex, the DM should make the answers more allegorical and cryptic. As the priest advances in level, the answers should become more clear. With respect to other creatures or characters, the DM should com-

pare their Hit Dice or levels to the caster's when deciding how much to reveal. Likewise with respect to magical items, the DM should consider the level of the creator, the power of the item, and the importance of the item to campaign events when framing a response.

Once an answer has been received, the spell ends. Multiple castings of this spell will not generally add to the caster's knowledge unless significant developments have occurred since a previous casting.

Notes: Restricted to oracles and possibly savants-clerics, very rare. (Updated from *DRAGON Magazine*.)

Divine Wind**(Conjuration/Summoning)****Sphere:** Weather

Level: 7

Range: 1 mile

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: 1/2 sq. mile/level

Saving Throw: None



This spell summons mighty hurricane-force winds at the shukenja's command. The force of these winds is such that small boats are automatically capsized, large ships are capsized 70% of the time, branches are doped from trees, tree trunks are snapped 70% of the time, heavy articles are blown away, medium and lightweight articles are torn free from their fastenings, shacks are flattened 60% of the time, common wooden buildings are blown down 20% of the time, man-sized creatures are knocked to the ground 70% of the time, and are blown 10–40 feet 30% of the time (suffering 1d6 points of damage for every 10 feet bowled along). Flying creatures are blown backwards 50–100 feet. Reinforced buildings and stone buildings are relatively undamaged, generally suffering 1d4 points of structural damage. Boats on shore are cast about like matchsticks. Seas become raging tempests, deserts are shrouded in massive dust storms, and snowy regions are blinded by blizzards. Small fires blow out while large fires (the size of a building or more) erupt into raging conflagrations. Crops are 75% ruined.

Creatures caught within the area of the divine wind suffer 1d10 points of damage for each full turn they are exposed to the weather. Creatures are

reasonably safe within shelters, but they can be buried in sand or snow or swamped by crashing waves. When moving through the area affected by the spell, all movement rates are reduced to 1/4 normal. Attempting to fight under these conditions is nearly impossible and all creatures suffer a -8 on all to hit rolls. Missile weapons of all types are impossible to use. This includes snacks by breath weapons and the like. Those standing next to each other have to shout to be heard. Flight, either natural or magical, is impossible.

The material component for this spell is a banner or flag, painted with the calligraphic character for wind, a moderate-sized drum and the shukenja's holy symbol.

Notes: Common for priests from an oriental setting; otherwise, very rare.

Divinial Armor, Aranen's

See Aranen's divinial armor.

Divining Rod

(Divination)

Sphere: Divination

Level: 1

Range: 60 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None



With this spell, the shukenja can attempt to locate common items or forces of nature that may be hidden from view. The material component for the spell is a wand cut from a ginkgo tree. The shukenja must state the particular item being searched for. Thereafter, the wand points in the direction of the item, pulling the caster along, provided the item is within the spell range. If an impenetrable obstacle is reached (the ground, for example) the wand presses against it and stops. The shukenja must hold the wand with both hands for the spell to work. If there is no item matching the description within the spell range, the wand does not react, although the shukenja can move about searching for the item. Common uses include locating water, buried treasure, and stolen goods.

Notes: Common for priests from an oriental setting; otherwise, very rare.

Djalice, Veil of

See veil of Djalice.

Dolorous Decay

(Alteration, Necromancy)

Sphere: Necromantic

Level: 6

Range: 10 yds./level

Components: V, S

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 injured living creature

Saving Throw: Special

This spell affects a single currently injured living being; undead and healthy creatures are immune. *Dolorous decay* is a rotting and withering of the body that spreads from existing injuries causing additional damage. The targeted creature receives a saving throw vs. spell. Success means the creature is *slowed* (as the 3rd-level wizard spell) for 1 round, but is then free of further effects. Failure inflicts 1 point of damage per level of the caster, a *slow* effect for the following round, then allows a second saving throw. Success ends the *dolorous decay* spell without further effect; failure means the creature takes half the previous decay damage (round fractions down), and is *slowed* for a third round.

This cycle of saving throw and damage continues, each bout of damage being half that suffered on the previous round, until a minimum loss of 1 point is reached, at which point a successful saving throw ends the spell. The cycle continues until the victim dies or the spell ends. *Dolorous decay* is not contagious, but it can (at the DM's option) cause loss of mobility or the use of limbs if the damage is severe enough (typically over half the victim's hit points must be lost.)

Notes: Granted by the evil god Myrkul, Lord of the Dead, of the FORGOTTEN REALMS setting.

Doom Curse — Dwarf

(Alteration)

Reversible

Sphere: Necromantic

Level: 5

Range: Special

Components: V, S

Casting Time: 1 rd.

Duration: 1 day/level

Area of Effect: 1 creature

Saving Throw: Neg.

The effects of this harmful spell can be brought down on any being touched by the caster, even by means of a hurled axe or other missile weapon. The spell has no effect if the creature saves, and can be ended by a *remove curse* or this spell's reverse, a *lift doom*.

The exact effect of the spell varies with the curse chosen; some typical dwarven curses are given here. The DM should feel free to devise new effects, in keeping with the ethos of the casting priest and generally of the same level of power as those given. Typical *doom curses* include:

- Temporary loss of 3 levels, including hit points, THACO, spell wielding, etc.
- Slow effects, as the 3rd-level wizard spell
- A 4-point penalty on all saving throws and ability checks
- Inability to speak clearly (spellcasting is impossible, messages are garbled and communication is difficult; possibly causing misunderstandings with, and hostility in, encountered creatures)
- Inability to hold things properly (a forced Dexterity check each round in which a weapon or other item is held, manipulated, or wielded), with item saving throws for all fragile items dropped
- Recurring blurred vision or blindness, lasting one round, and occurring in a 1 in 6 chance, rolled each round. Armor Class and attack penalties apply and certain activities are endangered (for example, walking along narrow paths without falling or bumping into surroundings) or rendered impossible (for example, catching things).

Notes: Restricted to dwarves, rare.

Doomhound — Halfling

(Phantasm, Necromancy)

Sphere: Necromantic

Level: 3

Range: 10 yds.

Components: V, S, M

Casting Time: 6

Duration: Special

Area of Effect: 1 creature

Saving Throw: Special

This spell creates a shadowy mastiff visible only to the caster and the intended target of the spell. Once created, a *doomhound* inexorably stalks the creature, never approaching closer than 10 feet or falling more than 100 yards behind. It creates an unshakable premonition of death,

though creatures immune to magical *fear* are unaffected by this spell.

The initial appearance of a *doomhound* causes fear in the creature, as the reverse of the 1st level priest spell *remove fear*. A successful saving throw vs. spell negates the *fear* effect, but does not dispel the *doomhound*. Regardless of whether or not the creature attempts to flee the *doomhound* when it first appears, for as long as the *doomhound* stalks the creature, the creature rolls all subsequent saving throws with a -2 penalty and also all morale checks and saving throws against fear effects unless a 20 is rolled.

Only one *doomhound* can stalk at creature at any time. The effects of this spell can be ended at by a *remove curse*, *limited wish*, or *wish* or by the death of the target creature, but physical or magical attacks are otherwise ineffective against a *doomhound*.

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

Notes: Granted by the halfling god Urogalan.

Doomtide

(Conjuration/Summoning)

Sphere: Combat, Guardian

Level: 4

Range: 0

Components: V, S, M

Casting Time: 7

Duration: 6 rds.

Area of Effect: Eight 10-ft. × 10-ft. cubes

Saving Throw: Special

This spell creates a black, creeping mist filling a maximum area of eight 10-foot by 10-foot cubes. It forms directly in front of the caster, who can choose to make it stationary or direct it to move away at a rate of 3 yards per round; once this choice is made, it cannot be altered. A *doomtide* is destroyed by a successful *dispel magic* spell, a magical *gust of wind*, or any magic that affects vapors; it is unaffected by natural winds (even if extremely violent).

A *doomtide* has no effect on the caster and (if the caster desires) one other being who touches the caster during the casting—all others who enter it see hundreds of long, slender black tentacles coiling and reaching for them.

These menaces are illusory, but the mists do have some real effects: All missile and other aimed attacks (including spells) are at -4 on attack rolls

due to the visual confusion, all creatures within suffer a -4 initiative penalty, and beings of less than 7th level or 7 Hit Dice must make a saving throw vs. spell for each round in which they are in contact with a *doomtide* or do nothing for that round (seemingly dazed and unaware of their surroundings). To the caster and the other lone protected being, the *doomtide* appears as a faint coloration in the air, and it offers no obstacle to vision.

The material components of a *doomtide* spell are a pinch of soot from any fire, a piece of eel skin (or an eel, which can be alive or dead, whole or partial), and a piece of string, thread, or cord (anything flexible and organic serves) tied into at least three knots.

Notes: Granted by the evil goddess Beshaba, Maid of Misfortune, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Doublecoin

(Evocation)

Sphere: Creation

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: Instantaneous

Area of Effect: 1 coin

Saving Throw: Special

This spell consumes a single coin or metal disc and replaces it with two identical coins. The coins are absolutely identical, not just similar in type, and so scratches, special markings, and the like are reproduced. The spell destroys any dweomer that might be in existence on the coins. The spell is silent, but a faint, momentary glow accompanies the permanent change it causes. Each time the spells is cast, the caster must make a saving throw vs. spell. If the saving throw succeeds, the spell is executed as intended and nothing untoward occurs. If the saving throw fails, the caster suffers the permanent loss of 1 hit point, but gains 2d12 additional exact duplicate coins out of thin air. Although this magic affects coinage of any size and value, it can only work on metal, not on gems, wooden trade tokens, or coinage made of a combination of materials in which at least one component is nonmetallic.

The material component of this spell is a single coin or metal disc.

Notes: Granted by the lesser power Waukeen Merchant's Friend of the FORGOTTEN REALMS setting.

Doubt

Reversed form, leadership. A 4th-level spell from the sphere of War. See appendix in Vol. 3.

Dragon Scales

(Alteration)

Sphere: Protection

Level: 4

Range: 0

Components: V, S, M

Casting Time: 7

Duration: 1 turn/level

Area of Effect: The caster

Saving Throw: None

This spell creates a plating of dragon scales that grow from the priest's epidermis to cover all of the body except the head. The dragon scales give the priest a base AC of 4 or a +2 AC bonus, whichever is better. The spellcaster determines the tint of the dragon scales, but the chosen hue must correspond to that of a chromatic dragon species (white, black, green, blue, or red).

The material components for this spell are the priest's holy symbol and a single dragon scale.

Notes: Granted by the evil dragon god, Tiamat, to human worshippers.

Dragonbane

(Abjuration)

Sphere: Wards

Level: 6

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: 1d4 rds. + 1 rd./2 levels

Area of Effect: 5-ft.-cube/level

Saving Throw: Neg.

This spell prevents any dragon that 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 can 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 in the area of effect when the spell is cast are not affected. If such a dragon leaves the area of effect, it

must make a successful saving throw vs. spell to reenter the area. The spell's effectiveness can be greatly increased with the casting of a *focus* spell.

The material components are the priest's holy symbol and a dragon scale of any type.

Notes: Common for to priests with major access to the sphere of Wards (*ToM*).

Drain Undead

Reversed form, undead regeneration. This form is used by good and neutral priests.

Draw Upon Holy Might

(Invocation)

Sphere: Summoning

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 1 rd./level

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 can 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 ability score can be increased. The effect lasts for the duration of the spell. Ability scores can be increased above the normal restrictions due to race and class, to a maximum of +6 or to 25, whichever is less. All benefits for exceptional ability scores listed in the *Player's Handbook* apply; however, the divine abilities found in the *Legends & Lore* book are not gained by use of this spell. For example, an 18th-level priest with Strength 15 could increase her Strength to 21 for 18 rounds, granting her a +4 attack bonus, a +9 damage adjustment, etc.

When the spell ends, the energy abruptly leaves the caster's body, leaving the priest physically and mentally drained. No action other than rest can be taken for the next 4d6 turns. A successful Constitution check (at the priest's normal ability 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 caster's faith.

Notes: Uncommon for clerics (*ToM*).

Dream Sight

(Alteration)

Sphere: Astral

Level: 2

Range: Special

Components: S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: Caster

Saving Throw: None



When using this spell, the shukenja falls into a deep sleep and dreams of nearby places and events. The caster's spirit is projected to the location within range desired. Places and events seen in the dreams happening at the time of the dreaming, these are not past or future events. In the dream, the caster can both see and hear and can will his or her spirit to move about normally.

The dream spirit can pass through solid objects with no difficulty, but cannot enter any area guarded by a protection spell (whether good, neutral, or evil), nor can sounds coming from such an area be heard. The shukenja's spirit can either move at a rate of 36 or observe the scene during one round. Thus, a 3rd-level shukenja could send her dream spirit up to 720 feet in the first two rounds and then spend the third (and last) round observing the desired scene.

At the end of the spell, the dream spirit of the shukenja automatically returns to the body. The shukenja can also voluntarily return before the end of the spell. If the shukenja's body is disturbed before the dream spirit returns, the shukenja must make a saving throw vs. death. If the save is successful, the dream spirit returns safely to the body with no ill effect. If the saving throw is unsuccessful, the body falls into a deep catatonic state and the dream spirit is unable to return of its own accord. Another shukenja can use *dream sleep* to guide the lost dream spirit back to its body, if able to locate it.

Furthermore, while in dream sleep, the spirit of the shukenja is considered a lesser spirit for the purposes of all spells. Thus, it can be forced to answer questions by a *commune with lesser spirit* spell, cannot see things hidden by an *invisibility to spirits* spell, and can be destroyed by a *smite* spell. If the dream spirit is destroyed, the shukenja's body falls into a catatonic state that can be lifted only by a *raise dead*, *resurrection*, *limited wish*, or *wish* spell.

The material component for this spell is a stick of incense worth at least one chain (5 gp).

Notes: Common for priests from an oriental setting; otherwise, very rare.

Dream Vision

(Invocation)

Reversible

Sphere: Divination

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 creature

Saving Throw: None



By means of this spell, the shukenja is able to send messages to others in the form of dreams. At the beginning of the casting, the shukenja names whom the message is for. The shukenja must know the identity of the recipient or identify him by some title that leaves no question as to the recipient. For example, the shukenja could send a dream to the governor of Changtai Province, even if he has never met the man, since there is only one governor of that province. However, he could not send a dream to the sake-maker of a village in that province, since there might be several sake-makers in that village.

Upon completing the physical casting of the spell, which requires but a turn, the shukenja falls into a deep, trancelike sleep. At this point his spirit leaves his body and travels instantaneously to the recipient. Thereupon, the shukenja is able to enter the dreams of the recipient and deliver his message unless the recipient is magically protected from spirits. If the recipient is awake when the spell is cast, the shukenja can choose to regain in his trancelike sleep until the recipient goes to sleep or he can choose to cancel the spell. The shukenja does not learn anything about the current activities or whereabouts of the recipient, only whether he is asleep or awake.

Once the shukenja enters the dreams of the recipient, he can deliver a message of any length desired, which the recipient remembers perfectly upon awakening. The communication is one way—the recipient cannot offer information or ask questions of the shukenja. Neither can the shukenja gain any information by observing the dreams of the recipient. Once the message is delivered, the shukenja's spirit returns instantly to his

body. If the body is disturbed in any way while using this spell, the shukenja's spirit becomes lost. The body remains in its comatose state until some means is found to rejoin the shukenja's spirit with his body, such as a *restore spirit* spell.

The duration of this spell is the amount of time required for the shukenja to enter into the dreams of the other and then deliver the message. Thus, the duration could be as short as one round or as long as several hours.

The reverse of this spell, *nightmare*, allows the shukenja to send a hideous and unsettling vision to the subject. The identity of the subject must be known, as stated above, and the subject must be asleep. This nightmare prevents restful sleep and causes the victim to lose 1d10 hit points. Since the individual has not rested, he is fatigued as if he had not had the night's sleep and is unable to regain spells. The subject is allowed a saving throw vs. spell to avoid the effects of the nightmare.

The material components for this spell are a bowl of incense and a robe of red (or white for the reverse) silk cloth.

Notes: Common for priests from an oriental setting; otherwise, very rare.

Druid's Decay

(Alteration)

Sphere: Animal, Plant

Level: 3

Range: 30 yds.

Components: V, S, M

Casting Time: 6

Duration: Instantaneous

Area of Effect: 1 dead creature or 10 cu. ft. of dead plant material

Saving Throw: Special

Upon casting this spell, the caster can cause a single dead creature to decompose into dust. Alternatively, the spell can decompose 10 cubic feet or less of dead plant material, including objects made of wood. Items or constructions made entirely or partially of plant material (such as wood) must make a successful item saving throw vs. lightning or be destroyed. An item worn or held by a creature is unharmed unless the owner fails a saving throw vs. spell; upon failure the item must save vs. lightning or be destroyed.

This spell doesn't affect living matter. A single corporeal undead creature of up to 10 Hit Dice can be destroyed if it fails a saving throw vs. death

magic. The spell cannot affect noncorporeal undead (ghosts, shadows, wraiths, etc.) or undead with more than 10 Hit Dice.

The material component is the priest's holy symbol.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Druid'sight

(Evocation)

Sphere: Animal

Level: 2

Range: 150 yds.

Components: V, S, M

Casting Time: 3 rds.

Duration: 2 hrs. + 1 turn/level

Area of Effect: 1 animal

Saving Throw: Special

By means of this spell, the druid is able to see through the eyes of another animal and perceive things as that animal would. Familiars and polymorphed or shapechanged creatures are not subject to this spell. Animals on friendly terms with the druid, such as companions, pets or summoned animals, require no saving throw. Normal animals receive a normal saving throw vs. spell. The subject animal can be commanded telepathically to scout, spy, or stand guard at distances up to 100 yards plus 10 yards per level of the caster.

The material components for this spell are a bit of food desirable to the animal.

Notes: Restricted to druids, very rare. (Updated from *DRAGON Magazine*.)

Dry Spring

Reversed form, create spring.

Dumathoin's Rest

(Abjuration, Necromancy)

Sphere: Necromantic

Level: 2

Range: 10 yds./level

Components: V, S, M

Casting Time: 5

Duration: Instantaneous

Area of Effect: 30-ft. radius

Saving Throw: None

This spell causes animated skeletons and zombies to collapse. Their remains cannot be reati-

vated or reanimated for a minimum of 24 hours, during which time they will presumably be properly interred. The spell affects 2d6 Hit Dice of animated skeletons and/or zombies, 3d6 if the remains are of dwarves.

Notes: Granted by the dwarven god Dumathoin.

Duplicate

(Alteration, Evocation)

Sphere: Creation

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell causes a translucent, obviously magical quill pen to appear in midair. This animated pen generates its own ink and copies any writing or inscription of the caster's choice that is within range onto any writing surface, such as paper, vellum, smooth painted wall, or flat wood, available within spell range. If there is a choice of writing surfaces available, the one chosen mentally by the caster is used.

Spells can be copied by means of this spell, creating a copy that is identical to the original for purposes of study. The quill's writing does not trigger explosive runes, glyphs, or other traps, and creates an identically functioning magical duplicate of such dangerous magic (if any is present).

The writing of a duplicate is of identical size and spacing to the original, allowing perfect forgeries to occur. However, if the size of writing surface or the spell duration does not permit the entire writing to be copied, the entire copied writing fades away, and the spell is lost and ruined. (The pen writes as fast as the caster can.) Being rendered unconscious or commencing other spellcasting ruins the magic. The caster must view the writing for the pen to work. (Brief glances away or interruptions do not harm the working of the spell.)

The mind of any caster can only encompass one *duplicate* spell at a time and attempts to go beyond this limit result in a *feblemind* effect (as the 5th-level wizard spell). Casting *duplicate* causes the caster to instantly lose 1 hit point per experience level currently possessed. The loss of

these hit points can be reversed only by the casting of a *limited wish* or *wish* spell or the casting of a *heal* spell on the recipient by a high priest of Oghma in the sanctuary of an Oghmanite temple. No saving throw against the loss of the hit points is allowed. Death caused in this way destroys all spellcasting ability, so a priest who died casting *duplicate* and later *raised* can no longer function as a priest, but only a lay worshiper.

The material component of this spell is a feather.

Notes: Granted by Oghma, Lord of Knowledge, in the FORGOTTEN REALMS setting.

Dust Devil

(Conjuration/Summoning)

Sphere: Elemental Air, Summoning

Level: 2

Range: 30 yds.

Components: V, S

Casting Time: 2 rds.

Duration: 2 rds./level

Area of Effect: Creates 1 dust devil

Saving Throw: None

This spell enables a priest to conjure up a weak air elemental—a dust devil of AC 4, 2 HD, MV 180 feet per round, one attack for 1d4 points of damage—that can be hit by normal weapons. The *dust devil* appears as a small whirlwind one foot in diameter at its base, five feet tall, and three to four feet across at the top. It moves as directed by the priest, but dissipates if it is ever separated from the caster by more than 30 yards. Its winds are sufficient to put out torches, small campfires, exposed lanterns, and other small, open flames of nonmagical origin. The *dust devil* can hold a gas cloud or a creature in gaseous form at bay or push it away from the caster (though it cannot damage or disperse such a cloud). If skimming along the ground in an area of loose dust, sand, or ash, the *dust devil* picks up those particles and disperses them in a 10-foot-diameter cloud centered on itself. The cloud obscures normal vision, and creatures caught within are blinded while inside and for one round after they emerge. A spellcaster caught in the *dust devil* or its cloud while casting must make a saving throw vs. spell to maintain concentration, or the spell is ruined. Any creature native to the elemental plane of Air—even another *dust devil*—can disperse a *dust devil* with a single hit.

Notes: Common for clerics and druids (PHB).

Dust Shield — Old Empire

(Evocation)

Sphere: Elemental Earth

Level: 3

Range: 0

Components: V, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 1 square yd./level

Saving Throw: None

This spell creates a scintillating, invisible wall of force by causing the dust particles in the air to form an unbreakable barrier. During the casting, the priest must mentally picture the shape, size, and orientation of the barrier, but it must be two-dimensional. Once cast, the barrier is immovable and unaffected by magic except for a *dispel magic* spell or the mental command of the spellcaster, who can dismiss it at will. Priests of Geb commonly use this spell to shore up collapsing mine shafts, thus allowing miners time to escape.

If the barrier is smaller than 1 square yard, the priest can specify during casting that the *dust shield* attach itself to his or her left or right forearm. The priest can then use the barrier as a full "body" shield, providing a +3 (total) bonus to Armor Class. Such a shield cannot be dropped (as it is not actually held), but its presence does not allow the priest to do anything with the shield arm that someone holding a real shield could not do. The spell cannot be used this way in conjunction with a regular shield or a *shield* spell.

The material components of this spell are a handful of dust thrown into the air and the priest's holy symbol.

Notes: Granted by the Mulhorandi earth god Geb of the FORGOTTEN REALMS setting.

Dwoemer Divination

(Divination)

Sphere: Divination

Level: 7

Range: Touch

Components: V, S

Casting Time: 3 rds.

Duration: 1 rd./level

Area of Effect: 1 item

Saving Throw: None

This divination reveals things about a touched item in an unfolding process that continues until

all information about the item has been gained or the spell duration expires. If the same caster employs another *dweomer divination* on an item already examined by use of this spell, the magic reveals new information. A *dweomer divination* ends immediately if the caster neglects to touch or handle the item for an entire round or if the item is found to bear no *dweomer*.

In the first round of a *dweomer divination*, all *dweomers* present on the item or linked to it are revealed; on the second round, any alignment or class restrictions or special benefits associated with the item are identified; in the third round, the primary function or most powerful *dweomer* on the item is fully revealed—in other words, *how* it works—to the *dweomer divination* caster; during the fourth round any word of activation or command process associated with that primary power is revealed; and on the fifth round, anything wrong with, or missing from, the functioning of that power is clearly and fully identified. These successive rounds of inquiry occur even if there are no words or magical problems associated with the power, and at the end of each round, the caster is made positively aware of such absences.

On subsequent rounds, this process is repeated for any additional item powers or properties after the primary or most powerful one in descending order of intensity of their *dweomer* or importance of their effect until all item powers have been explored. (In other words, the cycle of rounds three through five repeats as necessary.) The spell then turns to revealing any additional control words or operating restrictions on the item for a round (such as special purposes or personal linkages), recharging methods or the confirmed absence of same on the next round, and some images of how the item was made on subsequent rounds.

Information gained after the first round occurs only for items that have been enchanted, not normal tools, furniture, or garments. Upon normal items, *dweomer divination* essentially performs as a very sophisticated, but ultimately little more informative, *detect magic*.

Note that a powerful spell that touches an item—a *fireball* blast that flings a weapon down a hall, for example—leaves a trace *dweomer* on the item for 1 day per level of the spell, so that nonenchanted items can still bear trace *dweomers*. Magics meant to be permanent or long-lasting and spells that wait quiescent indefinitely for specific trigger conditions to occur leave *dweomers* of much longer duration—months or years per spell

level—on items in contact with them. The spell reveals the approximate nature of such associate *dweomers*, but not what their precise damage, extent, or trigger conditions were or are.

A *dweomer divination* provides no protection against curses or magical traps placed on items other than to identify them in its unfolding process. It does not delay or prevent such traps' or curses' normal functioning in anyway. *Dweomer divination* might not reveal side effects that the item's enchanter did not intend or foresee.

Notes: Very rare spell from the FORGOTTEN REALMS setting.

Dweomerflow

(Alteration)

Sphere: All

Level: 4

Range: Touch or 20 yds.

Components: V, S

Casting Time: 7

Duration: 1 rd.

Area of Effect: 1 spellcaster or magical item

Saving Throw: Special

This spell can be cast in one of two fashions. In the first version, *dweomerflow* is cast on a spellcaster. It causes the next spell cast by that individual to *flow* into a prepared receptacle the caster touches instead of taking its usual effect. No saving throw is required of the spellcaster or the receptacle. Typical receptacles include a *focal stone*, a *crystal ball*, or another item that can hold magics within itself, such as magical items in need of recharging, crucibles temporarily empowered by spells to accept enchantments, artifacts, and the like. If the item is destroyed or later affected by spells that force it to disgorge stored magics, the "flowed" spell is released, often taking its full effect.

Dweomerflow creates a resonating field between the subject spellcaster and the receptacle. If no suitable item is in range, the *dweomerflow* creates a ghostly swirling radiance that lasts one round, then fades away. If no other receptacle becomes available within that time, the spell is wasted.

A holy water font or consecrated altar can accept up to a dozen flowed spells to be released separately, one per round, at any time thereafter by any being of the faith the holy object is consecrated to who touches the altar and wills the magics forth. The subjects, aims, and areas of effect of such magics are under the silent mental

control of the being unleashing them, who need not be the caster of the *dweomerflow* or even of a class or level necessary to normally wield such magics. Any individual who is not aware of what magics are stored in a holy font or altar requires 1 round of contact with the holy object per stored spell to identify and gain control over such magics. One randomly chosen magic at a time is revealed—but only to beings of the same faith as the holy object or to wizards and priests employing *dweomer divination* or similar powerful magics.

Spells of 5th level or greater must be accompanied by an *abeyance* spell cast on the altar or spell vessel within 1 turn of their being flowed into it—or they erupt back out at again, visiting their full effects, at a random time and at a random target or area of effect. (Previous *abeyance* spells cast into the same altar or vessel do not suffice to govern a newly arrived flowed magic.)

Most temple and shrine altars are imbued with powerful offensive spells by high-ranking clergy of the faith for lesser priests to use in defending the holy ground against intruders. Those planning to despoil an altar are warned that breakage of a holy object; its exposure to fire, lightning, or the touch of unholy water; or cold iron used to chisel away holy symbols or inscriptions almost always awakens stored magics—to take effect right where the cause of their activation occurs!

The second version of *dweomerflow* allows the spellcaster to transfer charges or stored spells from item to item, such as a charge from one *wand of lightning* to another or a spell from one *ring of spell storing* to another. When this version of *dweomerflow* is cast, a saving throw vs. spell must be made by both items involved. If the sending item fails its saving throw, the *dweomerflow* spell is ruined, but no charges or stored spells are lost. If the receiving spell fails its saving throw, the charge or spell being transferred is lost—sometimes with spectacular effects—along with the *dweomerflow*. In this version of the spell, the spellcaster must be touching both items involved to provide a bridge for the spell energy involved.

Notes: Very rare spell from the FORGOTTEN REALMS setting.

Dying Curse — Old Empire

(Abjuration)

Sphere: Protection

Level: 6

Range: 0

Components: V, S

Casting Time: 2 turns

Duration: Special

Area of Effect: Special

Saving Throw: None

A priest casting a *dying curse* spell seeks to avenge a future death. Anyone who kills the priest—even if the priest is later resurrected—becomes the victim of a *major curse* with no saving throw. The effects of the curse are determined randomly (see table). The effect is permanent until removed. Only a *wish* or *remove major curse* spell can remove this curse.

Notes: Granted by the Mulhorandi god Horus-Re of the FORGOTTEN REALMS setting.

Major Curse Table

1d100 Roll	Effect
01–50	Reduces one ability score to 3 (DM determines which randomly).
51–75	–4 penalty to subject's attack and saving throw rolls.
76–00	Subject is 50% likely to drop held items (or do nothing if not an item user). Check each round.



Earth Anchor — Halfling

(Alteration)

Sphere: Elemental Earth

Level: 2

Range: 10 yds.

Components: V, S, M

Casting Time: 5

Duration: 5 rds. + 1 rd./level

Area of Effect: 30-ft. radius

Saving Throw: Neg.

This spell magically binds living, corporeal creatures to the ground upon which they stand. For the duration of the spell, such a creature can slide back and forth at one-third its movement rate; however, no part of its body in contact with the ground can be lifted away from the earth. Those potentially affected by this spell can forgo their saving throws if they desire.

Those in the affected area when the spell is cast (or entering it later), are allowed a saving throw vs. spell to avoid the effect. Any creature in the area of effect that brings other parts of its body in contact with the ground finds those parts anchored as well. Any creature leaving the area of effect is no longer bound by the *earth anchor*. Those reentering the area must make a new saving throw, even if a previous one was successful. The spell operates through boots, armor, clothing, and other gear worn by affected creatures.

The material components of this spell are the priest's holy symbol and a small amount of mud.

Notes: Granted by the halfling god Urogalan.

Earth Sense — Dwarf

(Divination)

Sphere: Elemental Earth

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 3 turns/level

Area of Effect: 30 ft./level

Saving Throw: None

This spell empowers a priest to key his senses into the surrounding earth or stone structure to monitor the conditions of the area. This spell can be used to monitor all the earth and stone in a spherical volume with a radius of 30 feet per level of the caster. The priest can note anything unusual or important hap-

pening within the area of effect through a vague feeling of unease or impending danger. Once the feeling is experienced, the priest can try to concentrate on determining the specific thing that has set off the feeling of alarm. The chance of identifying the specific event is 5% per level of the caster. Only one identification roll can be made for each event that may trigger the feeling. If the roll fails, the priest is unable to determine the exact problem, but does identify the general area where the problem is occurring.

Once the spell is cast, the dwarven priest must remain quietly in place to continue concentrating on the spell. If the priest moves more than 10 feet from the spot where the spell was cast or engages in strenuous activity such as melee, the spell is broken.

Many different things can set off the feeling of alarm. Digging or sapping in the area, movements by burrowing creatures, spells or magic that currently affect the earth, nonsilent movement across the earth or through a nearby passage, strenuous physical activity (such as melee) occurring on a section of the earth, or an impending natural disaster are all things that can trigger the sense of alarm. A natural disaster that sets off the alarm could be unstable geological conditions that foreshadow a mine collapse or natural earthquake, a natural gas pocket about to explode, or volcanic or geyser activity that could become dangerous.

Dwarven priests often maintain a line of sentries in a stronghold and use this spell to monitor anything that may signal an impending attack. Priests might note a section of castle wall being undermined, an attempt to batter through a castle gate, invaders scaling a fortress wall, or a *passwall* spell suddenly cast upon a section of stone wall. The material components for this spell are the priest's holy symbol and a small sample of earth or stone from the area to be monitored.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Earth Walk — Dwarf

(Alteration)

Sphere: Elemental Earth

Level: 6

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: The caster

Saving Throw: Special

The *earth walk* spell enables the priest to pass into and through stone and earth as if he or she was a xorn (movement rate of 6). This ability allows ambushes in which foes have a -3 penalty to their surprise rolls.

The spellcaster can carry up to twice his or her body weight (total) through the stone as well. For the spellcaster to use this ability offensively, the priest must make a successful attack roll to grab the subject, who is then allowed a saving throw vs. petrification to break free. If the saving throw fails, the spellcaster *imprisons* the subject (as the 9th-level wizard spell *imprisonment*). A *freedom* spell (the reversed form of *imprisonment*) can free the trapped creature.

A *phase door* cast on the earth-walking priest instantly slays him or her.

Notes: Granted by the dwarven god Dumathoin.

Earthenair

(Alteration)

Sphere: Elemental Earth

Level: 3

Range: 60 yds.

Components: V, S, M

Casting Time: 6

Duration: Instantaneous

Area of Effect: 1 creature (10-ft.-sphere)

Saving Throw: ½

This spell causes the earth surrounding the target creature to surge upward and inward in a violent eruption of dirt and rock. The number of rocks created by the spell is 1d4 plus the level of the caster. Each rock causes 1 point of damage to the target, disrupting spellcasting and counting as one successful attack for purposes of the *stoneskin* spell. The rocks are considered magical weapons for purposes of determining whether a creature can be damaged by them.

This spell does not work if the creature is standing on a solid stone surface (such as bedrock, not flagstone) unless the caster is 10th level or higher. The earth remains somewhat scarred where *earthenair* is cast unless it is physically tidied up after the spell is finished.

The material component for the spell is the priest's holy symbol and a handful of pebbles that are hurled toward the target creature.

Notes: Granted by Grumbar, Boss of Earth Elementals.

Earthenport

(Alteration)

Sphere: Elemental Earth

Level: 5

Range: 0

Components: V, S

Casting Time: 8

Duration: 2 turns

Area of Effect: The caster

Saving Throw: None

When this spell is cast, priests becomes attuned to the rock surrounding them, allowing them to use rocks of at least the same volume as themselves and the nonliving material they carry as *teleport* gateways. This gives the priest (alone) the ability to *teleport without error* to any location on the Prime Material Plane that has a large outcropping of rock. Priests take 1 turn to travel from their original location to their new location. During the first five rounds they are fading into the rock from their starting point and during the last five rounds they are emerging from the rock at their destination. After the end of the last round of the spell's duration, they can act normally; until then they are visible, but immune and intangible to all magical, physical, and psionic attacks except *transmute rock to mud*, *dig*, *stoneshape* or similar spells.

The use of this spell is not without danger. Should the priest be the target of a *transmute rock to mud*, *dig*, *stoneshape* or similar spell during the spell's duration, the priest suffers 4d6 points of damage (no saving throw allowed) and must make a successful saving throw vs. spell or be stunned for 1d4 rounds.

Notes: Granted by Grumbar, Boss of Earth Elementals.

Earthmaw

(Alteration)

Sphere: Elemental Earth

Level: 4

Range: 50 yds.

Components: V, S, M

Casting Time: 7

Duration: 1 rd.

Area of Effect: 10-ft. diameter circle

Saving Throw: Neg.

Earthmaw causes a patch of ground 10 feet in diameter to open and form a gigantic mouth with

stalactite teeth. The mouth springs forth on a short serpentine neck, much like a water weird, and attacks once in a direction the caster dictates. Then it retracts into the earth and closes solidly. The site of a *earthmaw* spell appears as if the ground has been tilled recently.

The mouth can attack one large creature, two man-sized creatures, or four small-sized creatures within 10 feet of its outer edge. It can strike multiple creatures only if they remain clustered within a 10-foot diameter circle adjacent to the maw.

The *earthmaw* attacks as a monster with Hit Dice equal to the caster's level. Creatures standing on the site of the maw suffer a +3 penalty to Armor Class for purposes of that attack only. Creatures standing next to the maw suffer no Armor Class penalty.

A successful hit inflicts 1d4 points of damage per level of the caster. An *unmodified* roll of 19 or 20 means the maw has swallowed the creature whole, burying the individual 2d4 feet below ground. Creatures can be dug out manually, with appropriate spells (such as *dig*), or with magical items (such as a *spade of colossal excavation*). A creature trapped underground suffocates unless freed within a number of rounds equal to one-third its Constitution score.

Earthmaw can be cast on any area of loose or packed earth, sand, or vegetation-covered soil. It can be cast indoors on an earthen surface: for example, on the dirt floor of a barn or basement, but not on the marble floor of a home or temple. It cannot be cast on an area containing a tree, any portion of a building, or any type of pavement.

An object present on the site of the maw (such as a campfire or a tent, etc.) counts as a creature of that object's size in attacks.

The material component is a tooth from any predatory creature.

Notes: Uncommon for druids.

Earthquake

(Alteration)

Sphere: Elemental Earth

Level: 7

Range: 120 yds.

Components: V, S

Casting Time: 1 turn

Duration: 1 rd.

Area of Effect: 5-ft. diameter/level

Saving Throw: None

When this spell is cast by a priest, a local tremor of fairly high strength rips the ground. The shock is over in one round. The earthquake affects all terrain, vegetation, structures, and creatures in its area of effect. The area of effect of the *earthquake* spell is circular, with a diameter of five feet for every experience level of the priest casting it. Thus, a 20th-level priest casts an *earthquake* spell with a 100-foot-diameter area of effect.

Solidly built structures with foundations reaching down to bedrock sustain one-half damage; one-quarter damage if they score above 50% on a saving throw. An earth elemental opposed to the caster in the area of effect can negate 10% to 100% (roll 1d10, 0 = 100%) of the effect. Other magical protections and wards allowed by the DM may also reduce or negate this effect. If cast undersea, this spell may, at the discretion of the DM, create a tsunami or tidal wave.

The material components for this spell are a pinch of dirt, a piece of rock, and a lump of clay.

Notes: Common for druids (PHB).

Earthquake Effects

TERRAIN

Cave or cavern—Collapses roof

Cliffs—Crumble, causing landslide

Ground—Cracks open, causing the following fractions of creatures to fall in and die:

Size S: 1 in 4

Size M: 1 in 6

Size L: 1 in 8

Marsh—Drains water off to form muddy, rough ground.

Tunnel—Caves in

VEGETATION

Small growth—No effect

Trees—1 in 3 are uprooted and fall

STRUCTURES

All structures—Sustain 5d12 points of structural damage; those suffering full damage are thrown down in rubble.

CREATURES (See TERRAIN entry)

Earthshake* — Old Empire

(Alteration)

Sphere: Elemental Earth

Level: 5

Range: 30 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 3-ft. diameter/level

Saving Throw: Special

This spell is a weaker and more targetable form of the 7th-level priest spell *earthquake*. The area of effect is circular, and the priest can specifically target an area as small as a 3-foot-diameter circle up to the entire area of effect (a circle 3 feet in diameter per the caster's level) to suffer the effects of an *earthshake*.

When this spell is cast, a very localized tremor of high strength shakes the ground. Beings standing within the area of effect must make a successful saving throw vs. spell or be thrown to the ground and stunned (unable to act) for 1d4 rounds and take 2d8 points of damage. If they succeed at their saving throws, they are thrown to the ground and take only 1d8 points of damage.

Buildings, mine walls, and other structures take 2 points of structural damage from an *earthshake* spell. If a building or a targeted part of a building suffers full structural damage, it is thrown down in rubble. The average structural point values for several different types of buildings and parts of buildings is given below.

Earthshake can be cast as a cooperative spell. If multiple priests cast this spell simultaneously on the same area, the structural damage caused by each spell is multiplied by the number of casters participating. For example, three priests of Geb casting this spell could each inflict 6 points of structural damage (total 18), while four priests could each inflict 8 points of structural damage (total 32). A maximum of five Gebbite priests can cooperate in casting this spell (for a total of 50 points of structural damage in one area at once). The damage caused to beings in the area of effect is not multiplied, however, and this spell has no additional effect if cast simultaneously with an earthquake spell (or similar spell or effect).

The material components of this spell are a handful of gravel thrown to the ground and the priest's holy symbol.

Notes: Granted by the Mulhorandi earth god Geb of the FORGOTTEN REALMS setting.

Structure	Structural Point Value
Building, stone (small, 1-story)	30-50
Building, wooden	8-15
Buttress	20*
Door, iron	10
Door, wooden	1
Door, wooden, reinforced	3
Drawbridge	10-15
Gate (double reinforced doors)	8-12
Gatehouse, stone	120
Palisade, wooden	6-12
Portcullis	12
Tower, round	40-80**
Tower, square	30-50†
Wall, curtain (per 10 × 10 × 10 foot section)	20‡

*All buttresses must be destroyed before the structure they support (wall, tower, etc.) takes any damage.

**For towers roughly 20 to 40 feet high and from 10 to 30 feet in diameter (exterior measurements), not including buttresses.

† For towers roughly 20 to 40 feet high and from 10 to 30 feet square (exterior measurements), not including buttresses.

‡ Most often used to destroy part of a larger structure, such as a castle or outer wall. To cause a section of wall to crumble, a wall must take enough damage to destroy its entire height, not just the bottom or top 10-foot section.

Earthwrack

(Alteration)

Sphere: Necromantic, Plant

Level: 6

Range: 20 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: 2d4+10 years

Area of Effect: 30-ft. radius/level

Saving Throw: None

This spell causes an area of soil to become barren and blighted. Healthy plants wither and die within 1d4 days of casting. No seed planted there will grow for the duration of the spell. Plant-based creatures entering the despoiled area can see the ruin and feel an intense wrongness within the soil. Each round such creatures remain within the area, they suffer 1d4 points of damage.

The blight can be cured using a *limited wish*, a

wish, or by casting a *remove curse* spell (at the 12th level of experience) and a *plant growth* spell simultaneously. Most druids consider *earthwrack* an abomination, although some Shadow Circle druids use it as last-ditch scorched earth vengeance against an unruly hamlet.

The material component is the priest's holy symbol.

Notes: Rare for druids.

Ease Labor

(Alteration)

Reversible

Sphere: Healing

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: Special

Area of Effect: 1 creature

Saving Throw: None

This spell enables a priestess of Shiallia to mitigate the pains of giving birth. By laying both hands on a pregnant female's belly (or above her womb), the priest can ease labor pains, correct complications like a breech birth, and otherwise make labor as easy and painless as possible. The spell lasts throughout the birth process as long as the priest maintains contact with the mother and/or child.

The reverse of this spell, *inflict labor*, afflicts a creature with all the pains of labor. For the reversed form, the spellcaster need not maintain contact with the target creature beyond the initial touch, which requires a successful attack roll if the creature is not immobile, restrained, or unaware. Males get no saving throw vs. the reverse form of this spell, and females are allowed a saving throw vs. spell to avoid the effect only if they have given birth at least once previously. Pregnant creatures of any kind cannot be affected. The effects are split into three phases. The first two phases last three rounds each, and the final phase lasts one round per the caster's level to a maximum of nine rounds.

In the first phase, the creature feels violently nauseated and cannot cast spells, communicate, or attack. It can only defend itself or move at half normal movement rate.

In the second phase, the creature is fatigued and cannot perform any action requiring significant amounts of energy. Physical combat is not possible, nor is running, but spellcasting is possible, as

is defending oneself or moving at a normal movement rate.

In the third phase, the creature suffers increasing amounts of pain. For each round this phase lasts, the creature suffers increasing amounts of temporary hit point damage and a temporary loss of Strength. In the first round, the creature suffers 1 point of damage, in the second round 2 points, in the third round 4 points, etc. Strength drops at a similar rate (1 point, 2 points, 4 points, etc.). When Strength or hit points drop to zero, the creature falls unconscious for the rest of the spell's duration. Spellcasting, physical attacks, and movement are not possible during this phase.

Strength and hit points lost to this spell are regained at the same rate they were lost after the spell ends.

The material component for this spell is an acorn.

Notes: Granted by the goddess Shiallia, of the FORGOTTEN REALMS setting. Granted by the dwarven goddess Sharindlar.

Easy March

(Invocation)

Sphere: Travelers

Level: 5

Range: 50 ft.

Components: V, S, M

Casting Time: 1 turn

Duration: 1 day/level

Area of Effect: 1 creature/level

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 2½ 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.

Notes: Common for priests with major access to the sphere of Travelers.

Easy Road

(Alteration)

Sphere: Travelers

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 round

Duration: 1 hr./level

Area of Effect: 1 mile of road/level

Saving Throw: None

This spell ensures that the passage of the priest and his or her party along one path or road is quick and without mishap. The priest can enchant up to 1 mile of road or pathway per caster level, allowing the group's rate of movement along the road to be increased by 50% without any noticeable spell effect. If the priest abandons the road or path to move across country to the destination, the spell ends immediately.

In addition, for the spell's duration, minor accidents, such as stones caught in a horse's hoof or a broken axle on a wagon, do not occur.

The material components are the priest's holy symbol and a handful of dirt from the road, both of which are held in one hand a moment before the dirt is sprinkled at the feet of the priest.

Notes: Very rare spell for priests with access to the sphere of Travelers. (Updated from *DRAGON Magazine*.)

Ebony Hand

(Evocation, Necromancy)

Sphere: Necromantic

Level: 1

Range: 0

Components: V, S, M

Casting Time: 4

Duration: 3 rds. + 1 rd./level

Area of Effect: The caster

Saving Throw: None

This minor meditation focus a baneful, necromantic aura in the caster's chosen hand, enveloping the fingers in a dark, flickering radiance. The *ebony hand* enhances the delivery of harmful, touch-related spells (such as *cause light wounds* or *cause disease*) by providing a +1 bonus on the

priest's attack roll for every three levels of experience past the first (+2 at 4th level, +3 at 7th level, to a maximum of +4 at 10th level).

A touch-delivered spell can be cast either before or after the creation of the *ebony hand*; thus, the *hand* can be used to deliver as many spells as its duration permits. The *ebony hand* does not enhance attacks with weapons or ranged spells.

The material component varies from religion to religion, but it is usually a piece of apparel or jewelry worn on the caster's hand (often a black glove or a simple silver or onyx ring). Regardless of the actual item employed, this focus is not destroyed in the casting and can be used again. The *ebony hand* is granted by malevolent deities only to their evil priests.

Notes: Restricted to evil priests, including necromancer-priests.

Ebony Tendrils

(Conjuration/Summoning)

Sphere: Necromantic

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: 5

Duration: 5 rds.

Area of Effect: Special

Saving Throw: Neg.

This spell summons a lump of blackness five feet in diameter with four 10-foot arms radiating from it, 90 degrees apart. Touching the central lump causes death unless a successful saving throw vs. death is made. The arms attack with the same chance to hit as the priest casting the spell, inflicting 1d10+2 points of corrosive and constriction damage. Creatures struck have one chance to break free, which is the same as the chance to open a door. (If the chance to open doors is unknown, assume that smaller than man-sized creatures escape on the roll of a 1 on 1d6, man-sized creatures on a roll of 1 or 2 on 1d6, and larger than man-sized creatures on a 1, 2, or 3 on 1d6).

The round after scoring a hit, an arm retracts into the central lump, dragging the creature in its grasp against the center and forcing a saving throw vs. death. Thereafter, the creature is held fast, and continues to suffer corrosion and constriction damage, but continued contact with the lump does not require additional saves vs. death. Broken arms retract into the central lump without making fur-

ther attacks. Arms holding dead creatures continue to hold them until the spell duration expires.

The material components for this spell are Nerull's unholy symbol (the skull and scythe) and a small, rusty iron ball.

Notes: Granted by the evil god Nerull of the WORLD OF GREYHAWK setting.

Ecdysis — Dragon

(Alteration)

Sphere: Animal

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: Creature touched

Saving Throw: Neg.

This insidious spell accelerates the molting that dragons undergo. It is effective only against dragons, dracohydrae, dragon turtles, dragonets, and the various draconic hybrids. *Ecdysis* is not effective against dracoliches and similar undead creatures.

If the creature makes a successful saving throw vs. spell, then the *ecdysis* spell has no effect. Failure means the creature begins to rapidly molt. The creature sheds 10% of its scales immediately. By the end of one turn, another 10% are shed, and again after an additional turn passes, another 10% are shed. For each 10% of its scales shed, the target creature suffers a -1 penalty to its Armor Class (thus, after 21 rounds, the creature suffers a -3 penalty to its Armor Class). Scales shed in this manner rapidly decay to dust and are useless as material components for spells.

The degenerative effects of the spell can be halted, but not reversed, by means of a successful *dispel magic*, *remove curse*, or *cure disease* spell. Only a *heal*, *limited wish*, or *wish* spell can speed recovery from an *ecdysis* spell. Otherwise, new scales grow naturally at a rate of 10% per tenday. Thus, it takes a full 30 days before a victim of this spell regains its full Armor Class.

The material components are the priest's holy symbol and a reptilian scale of any type.

Notes: Restricted to dragons. Granted by Null, the Death Wurm, of the FORGOTTEN REALMS setting. This spell is known to exist as an dragon innate spell-like ability.

Echolocation

(Alteration)

Sphere: Elemental Water

Level: 5

Range: 0

Components: V

Casting Time: 5

Duration: 1 turn + 1 turn/2 levels

Area of Effect: Caster

Saving Throw: None

This spell allows the caster to send out a large variety of sound pulses and receive clear, three-dimensional representations of his underwater surroundings from the rebounding sound waves—just as a dolphin does. This process of echolocation gives the caster a very detailed impression of any object, creature, passageway, or structure in any direction within 300 feet. In addition, the caster can detect the presence of any nonmagically concealed or secret doors within range of this spell.

The caster can engage in normal conversation and even cast spells with verbal components while this *dweomer* is in effect, as long as he periodically sends out a burst of sound. Note that other marine creatures can easily hear such sound bursts, making it extremely difficult to sneak while using this spell. In addition, a *silence* spell temporarily negates the effect, although it will resume once the *silence* spell wears off or the caster moves out of the *silenced* area.

The caster has the option of focusing his sound bursts into a sonic wave that inflicts 5d6 points of damage on one creature, stunning it for 1d4 rounds. This use instantly ends the spell.

Because of this spell's high demand on the vocal chords, the caster is incapable of speech (including spellcasting) for one hour after the spell ends.

Notes: Uncommon for aquatic and sea-going priests.

Edge of Arumdina — Gnome

(Enchantment)

Sphere: Combat

Level: 2

Range: Touch

Components: V, S

Casting Time: 5

Duration: 1 rd./2 levels (round down)

Area of Effect: 1 edged weapon

Saving Throw: Neg.

This spell enchants an edged weapon—typically some sort of axe, dagger, knife, or sword—with the magical sharpness of Garl's boon companion. Any weapon enchanted by means of this spell can cut through earth, stone, or metal as though it did not exist. This is not to say the effects of this spell enable a weapon to cleave earth, stone, or metal. Rather, such materials are simply treated as air as far as the enchanted weapon—in its entirety, not just the edge—is concerned.

While this enchantment confers no additional damage bonus, metal armor of any sort, stone walls, and the like provide no physical protection against a weapon enchanted with the *edge of Arumdina*, although their magical bonuses, if any, are unaffected. The Armor Class of all opponents clad in armor or behind such cover is adjusted accordingly. This spell does not give a normal weapon the ability to harm creatures vulnerable only to enchanted weapons. For example, a werewolf could not be struck by a normal weapon enchanted with the *edge of Arumdina*.

Notes: Granted by the gnome god Garl Glittergold.

Effervescence

(Alteration)

Reversible

Sphere: Elemental Water

Level: 4

Range: 120 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

By means of this spell, the caster can cause up to 1,000 cubic feet of liquid per caster level to bubble, froth, foam, and fizz like an agitated, carbonated soft drink. Thus, for each additional level of experience, the druid affects an additional 1,000 cubic feet. For example, at 2nd level, a druid would be able to effervesce 2,000 cubic feet of liquid, and at 3rd level, the amount would be 3,000 cubic feet of liquid. Small objects of up to 1 pound mass are drawn to the surface by this spell.

The reverse of this spell, *calm*, causes an effect similar to that of pouring oil on troubled waters: All liquids in the area of effect become calm—even rapids on a river or water in a boiling kettle.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Efficacious Monster Ward

(Abjuration)

Sphere: Wards

Level: 3

Range: 30 yds.

Components: V, S, M

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 10-ft. cube/level

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-foot by 90-foot by 90-foot cube).

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

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

Notes: Common for priests with access to the sphere of Wards.

Éla's Accounts

(Enchantment/Charm)

Sphere: Charm

Level: 2

Range: Touch

Components: V, S

Casting Time: 5

Duration: 1 hr.

Area of Effect: Individual touched

Saving Throw: Special

When the time comes for Éla's church to update its financial records, her priests each take a turn visiting local merchants and other business folk, usually in pairs. While the subject is conversing with one of the priests, the other casually casts *Éla's accounts*. When the priests ask the charmed individual for details of his or her current financial situation, the subject is compelled to recount all properties, income, and holdings to the best of his

or her knowledge. The caster might ask to see various items the subject mentions in particular, allowing the other priest to use an appraising proficiency to calculate the object's approximate value. The subject is unable and unwilling to lie or to withhold such information as is requested specifically.

When the priests depart, the subject has no memory of having divulged these details, only that he or she had a conversation with a couple of priests from the Quick Fingers temple. The spell does not affect the subject's attitude toward the caster in any way (though the church usually sends representatives who have a good rapport with the subject), nor does it give the caster control over the subject beyond the compulsion to reveal his or her financial secrets.

Only other priests of Éla's Quick Fingers are allowed a saving throw against this spell. If successful, the saving throw negates the spell's effect, and the subject knows that a fellow priest has attempted to charm him. It is considered inappropriate to cast this spell on comrades of the faith, however, unless under orders from a superior.

Notes: Granted by Éla, a goddess of thieves. (Updated from *DRAGON* Magazine).

Éla's Blessing

(Enchantment/Charm)

Sphere: Charm

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: The caster

Saving Throw: None

A priest who has spent enough time in the faith of Éla's Quick Fingers learns that the church embraces some of the thieving habits of the denizens of the night, whom the goddess protects. This spell gives the priest the special thieving skills of a thief of his or her level for its duration. For example, a 5th-level priest, after casting this spell, gains the base thieving skill scores (PP 15%, OL 10%, F/RT 5%, MS 10%, HS 5%, DN 15%, CW 60%, RL 0%), plus racial, armor, and Dexterity adjustments and the 180 discretionary points the priest would have as a 5th-level thief. The priest can allocate the points differently each time the spell is cast (the player is encouraged to adopt a standard set of

scores for the priest when under the effect of this spell, to speed play). The normal restrictions on point allocation described for the thief class in the *Player's Handbook* apply. The priest can cast this enchantment only on himself or herself.

The material component is the symbol of Éla.

Notes: Granted by Éla, a goddess of thieves. (Updated from *DRAGON* Magazine).

Eldath, Water of

See water of Eldath.

Eilistraee's Moonfire — Drow, Elf

(Alteration)

Sphere: Sun

Level: 2

Range: Special

Components: V, S

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: Up to 1 cu. ft./level

Saving Throw: None

By means of this spell, the caster conjures controlled moonfire. The moonfire can range from a faint glow to a clear, bright (but not blinding) light. This can vary in hue as desired: blue-white, soft green, white, and silver. It serves as a source of light for reading, finding one's way, and attracting others to a desired location. Moonfire is the same as the strongest moonlight for all purposes.

Eilistraee's moonfire lasts for one round per level of the caster. Concentration is not required to maintain its, but the spell can be ended at will by the summoner, but a successful dispel magic spell, or by any *darkness* spell cast against it for this purpose (both are negated).

Moonfire appears to emanate from some part of the caster's body, but can move about as the caster wills. Priests of 4th level or higher can cause moonfire to move away from their bodies altogether, drifting about in a manner akin to the *dancing lights* spell, at a rate of up to 40 feet per round. It can drift through the tiniest openings, and can fill an area as large or small as the priest desires, up to a maximum of one cubic foot per level.

Notes: Granted by the drow goddess Eilistraee. Also granted by the elven moon goddess Sehanine Moonbow.

Eldath's Tranquility**(Enchantment/Charm)****Sphere:** Animal

Level: 2

Range: 0

Components: V, S, M

Casting Time: 5

Duration: 24 hrs.

Area of Effect: 15-ft. radius

Saving Throw: Special

This spell creates a peaceful aura around the caster that causes creatures with animal to low Intelligence to regard the caster and his or her allies as friendly. This spell is particularly useful when encountering a large group of hungry or enraged animals. A creature with Low intelligence or with 6 Hit Dice or more is allowed a saving throw vs. spell to avoid this effect.

The material components are a scrap of food and the priest's holy symbol.

Notes: Granted by Eldath the Green Goddess of the FORGOTTEN REALMS setting. (Updated from *POLYHEDRON Newszine*.)

Elder Eye — Drow**(Abjuration)****Sphere:** Necromantic

Level: 5

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: 7 rds.

Area of Effect: 1 creature/round within 20 ft.

Saving Throw: Special

When this spell is cast, one of the caster's eyes is transformed into a glowing golden orb of evil for seven rounds. Each round, the caster can balefully glare at a single living creature within 20 feet with the *elder eye*. If the creature fails its saving throw vs. spell at a -3 penalty, a nondamaging magical blindness results that persists until a *dispel magic*, *remove curse*, or *cure blindness or deafness* spell is applied (rest or *cure wound* spells will not suffice). This gaze attack is in addition to other actions the caster can take during a combat round. The gaze can be reflected back upon the caster by any spell or magical effect that reflects either spell or gaze attacks.

There is a 1% noncumulative chance per use of

this spell that the caster's eye will be permanently blinded when the *elder eye* of *Ghaunadaur* expires. In such circumstances, nothing short of a *heal* or *regenerate* can restore sight in the affected eye.

Notes: Granted by the drow god Ghaunadaur.

Elemental Bonding**(Alteration)****Reversible****Sphere:** Elemental (Any)

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Permanent

Area of Effect: Creature touched

Saving Throw: None

With this spell the priest attempts to repair physical damage done to another being or creature. In an elemental sense, part of the damage incurred by combat wounds or disease is, in fact, an imbalance created in the body's elemental proportions. Through this spell, the priest restores some of this balance.

The amount of damage healed is 1d4+1 points, but there are restrictions. If the damage is from disease or combat, the priest cannot completely heal the recipient with this spell. He only heals the recipient to within three 3 points of perfect health. For instance, if a warrior with 15 maximum hit points has 11 left, an *elemental bonding* spell heals only 1 point of damage. Other magic can heal the remaining damage. If the wounded individual took all damage solely from an elemental, however, the priest heals all damage with this spell.

The material component for this spell is an amount of elemental material sufficient to cover the recipient's wounds. The priest must abide by his sphere of elemental worship when performing this spell.

Notes: Uncommon for priests from the DARK SUN setting.



Elemental Breach

(Alteration)

Sphere: Elemental (All)

Level: 7

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: One 10 ft. × 10 ft. square/level

Saving Throw: None



This spell rends the very fabric of space itself inside an Elemental Plane. The breach created by this spell might open into any of the adjoining Elemental Planes, or even one of the Energy Planes, causing material from that plane to spill forth into the caster's plane. This material becomes a permanent pocket. The breach stays open for a considerable amount of time, allowing passage through it in either direction.

The breach is an uneven tear, with the material of the other plane easily visible through it. The size of the breach is approximately a 10-foot by 10-foot square per level of the caster, so it is possible to create large holes. The material comes through the breach in a manner and rate determined by the DM, but it should be fairly constant and consistent with the size of the breach and the nature of the intruding material. Although the material becomes an elemental pocket, at the breach itself the two elements interact, possibly forming dangerous conditions (fire and water produce huge amounts of scalding steam, for example).

The spell might create habitable areas within the Elemental Planes, such as an island of earth on the plane of Water, or a pocket of air on the plane of Smoke. Many planar spellcasters choose to make their homes or temples in such unique and exotic places.

Tearing holes in the barriers between planes often gains the attention of a powerful elemental being. This being might reside on either side of the breach. There is a 25% chance that a being of power will be alerted and annoyed enough to send minions to close the breach (and possibly punish the offender). The DM determines the nature of these minions. This chance is cumulative for every time a priest opens a breach into or out of the being's plane in a given year. Obviously, if the priest opens the breach specifically to undermine or harm the being, its realm, or its minions, intervention is automatic.

The material components for the spell are samples of the two planes' elemental material, or silver symbols signifying such.

Notes: Common for priests from the Elemental Planes, uncommon for other planar priests; otherwise virtually unknown.

Elemental Control

(Abjuration)

Sphere: Summoning

Level: 4

Range: 10 yds. + 10 yds./level

Components: V, S

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 elemental

Saving Throw: Special

This spell allows the caster to seize control of an elemental summoned by someone else. The priest has a 50% base chance of success; the roll is adjusted by the difference in level or Hit Dice between the priest and the elemental. This roll is further modified by the difference between the original summoner's Wisdom and the caster's: the difference between the two is a bonus added to whomever has the greater Wisdom.

Only one attempt can be made per creature; if the priest does not seize control of the elemental, no future efforts will succeed. If the effort is successful, the elemental obeys the wishes of the priest for the remainder of its stay on the physical plane.

Notes: Very rare spell. (Updated from *DRAGON Magazine*.)

Elemental Forbiddance

(Abjuration)

Sphere: Wards

Level: 5

Range: Special

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: Cube, 5-ft./level

Saving Throw: None

This spell prevents the entry of all elementals into the area of effect. Elementals outside the area can't make physical attacks against those inside, but they can cast spells and make missile into the area. The spell affects a cube whose sides equal the

caster's level times 5 feet (a 12th-level priest could affect a 60-foot × 60-foot × 60-foot cube). *Elemental forbiddance* has no effect on elementals that are within the area of effect when the spell is cast. If such elementals leave the area of effect, they cannot reenter.

The material components are the priest's holy symbol and four glass beads, each of a different color (yellow, green, red, and blue). The priest must pace out the perimeter of the warded area at the time of casting.

Notes: Common for priests with major access to the sphere of Wards. Optionally may be available to elemental specialty priests.

Elemental Protection

(Abjuration)

Sphere: Elemental (All), Protection

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: 1 creature

Saving Throw: None



The priest casting *elemental protection* renders one creature immune to the effects of one specific type of element (chosen by the priest at the time of casting) for the duration of the spell. The level of protection is determined by the type of damage the creature suffers. For purposes of this spell, there are two types of damage: passive and active.

Passive damage is environmental damage. Passive fire damage is from heat from nearby fires or burns from falling into a fire pit. The fire is not wielded with intent to do damage. The recipient of the spell is completely immune to this type of damage.

Active damage is the result of an attack. A red dragon's breath, *fireball* spells, boiling oil poured from the top of a wall, fire elemental strikes, and similar attacks are active fire damage. The recipient of the spell suffers only half damage from such attacks. Any saving throws against this type of damage has a +4 bonus.

This spell was developed by a planewalker priest who frequented the Elemental Planes, but it has also come into use by planewalkers visiting dangerous areas on the Great Ring: the icy layer of Stygia on Baator or the fiery layer of Muspelheim on Ysgard, for example. Although *protection from*

fire is a fine spell, *elemental protection* is much longer lasting and, over all, more effective. (This spell does not provide the ability to breathe on the plane, however.)

The material component is the caster's holy symbol.

Notes: Uncommon for planar priests; otherwise, virtually unknown.

Elsewhere Chant

(Alteration)

Sphere: Summoning

Level: 7

Range: Touch

Components: V, S

Casting Time: 1 rd. or 2 rds.

Duration: Instantaneous

Area of Effect: Special

Saving Throw: None

This spell transports two living creatures (one of whom may be the caster), or a creature and an item, or two items, to "elsewhere" from the place of casting. Travel is safe (akin to a wizard's *teleport without error* spell), but must be to a destination on the same plane as the caster. If the caster desires, only one being or item can be moved by the spell, but if two are moved, they must go to different destinations. A being can take worn or carried gear, but no more than 400 pounds total weight. An item can be a single thing, a container holding many objects, or any number of articles lashed together, but weighing not more than 400 pounds total. Nonliving material (chosen randomly) in excess of the weight limits is left behind, but a living being who exceeds the weight limit causes the spell to fail. This spell leaves behind parasites, rodents, and hidden creatures riding on a spell recipient, rather than failing because of their presence.

If a priest casting an *elsewhere chant* takes a single round to unleash it, both affected beings or items are translocated to visible nearby destinations. This use of the spell often serves to put distance between the caster and a foe. If the caster chants for two rounds when casting this spell, the travel of one or both recipients can be to any location on the same plane (that is, distant, out-of-view spots). Destinations must be to places the caster can currently see or has been in at a previous time, not merely the other side of a mountain or an unknown name on a map.

If a prohibited destination is chosen or some part of a recipient exceeds the limits of the magic, a random destination or part of the recipient to be excluded is determined (such things are never determined by the caster).

Notes: Granted by the god Milil, Lord of All Songs, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Embattlement

(Abjuration)

Sphere: Protection

Level: 3

Range: Touch

Components: V, S

Casting Time: 6

Duration: 7 rds.

Area of Effect: Creature touched

Saving Throw: None

While this spell is in effect, all attacks on the protected creature that requires an attack are rolled twice. The result most favorable to the creature is used.

Notes: Granted by Ilmater, the One Who Endures, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Emotion Control

(Alteration, Enchantment/Charm)

Sphere: Thought, Charm

Level: 3

Range: 10 yds.

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: Special

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 creature other than the priest.

A) Priest: This casting affects only the priest. It shields true emotions from magical examination. When casting the spell, the priest designates a false emotion to be projected. If spells such as *ESP* or *emotion read* are used on the priest, then the priest is allowed a saving throw vs. spell, with a +1 bonus for each 5 levels of experience. Success

means the other caster reads the false emotion; failure means the priest's true emotion is revealed. This use 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*. The priest instantly knows when any of these spells are cast on him or her, but the source of the spell is not revealed.

B) Other: The second use of this spell allows the priest to create a single emotional reaction in one creature per five levels of experience, similar to the wizard spell *emotion*. All affected creatures must be within a 20-foot cube. All creatures possibly affected by this spell, even willing creatures, must make a successful saving throw 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.

Some typical emotions follow, but the DM may allow other, similar effects.

Courage: The subjects become 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 subjects need never check morale, and receive a +5 bonus to saving throws against the various forms of fear. *Courage* counters (and is countered by) *fear*.

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

Friendship: The subjects react positively to any encounter. Any result on the Encounter Reactions table (Table 59 in the *DMG*) is moved one column to the left. Thus, a threatening creature becomes cautious, an indifferent creature becomes friendly, etc. *Friendship* counters (and is countered by) *hate*.

Happiness: The subjects experience feelings of warmth, well-being, and confidence, modifying all reaction rolls by +3. They are unlikely to attack unless provoked. *Happiness* counters (and is countered by) *sadness*.

Hate: The subjects react negatively to any encounter; any result on the Encounter Reactions table is moved one column to the right (for example, a friendly creature becomes indifferent, a cautious creature becomes threatening, etc.). *Hate* counters (and is countered by) *friendship*.

Hope: The subjects' morale is improved by +2. Their 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 subjects' morale suffers a -10 penalty. In addition, in the round in which the emotion is initially established, they must immediately make a morale check. *Hopelessness* counters (and is countered by) *hope*.

Sadness: The subjects feel uncontrollably glum and are prone to fits of morose introspection. All initiative rolls suffer a +1 penalty and attack rolls suffer a -1 penalty. Their chance of being surprised is increased by 2. *Sadness* counters (and is countered by) *happiness*.

The material component for both versions of the spell is a small bunch of fleece or uncarded wool that is consumed in the casting.

Notes: Common for priests with major access to the sphere of Thought, uncommon for priests with major access to the sphere of Charm (*ToM*).

Emotion Perception

A 2nd-level spell of the sphere of War. See appendix in Vol. 3.

Emotion Read

(Divination)

Sphere: Thought

Level: 1

Range: 5 yds./level

Components: V, S, M

Casting Time: 3

Duration: Instantaneous

Area of Effect: 1 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 won't reveal what the subject is afraid of or why she 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.

The reading is instantaneous; it reveals only the emotion that is strongest at the instant the spell is used. While this usually is related to the subject's

overall emotional state, the subject also might be distracted for a moment or remember and respond to past events.

The subject is allowed a 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.

Notes: Common for a priest with access to the sphere of Thought.

Empathy

(Divination)

Sphere: Divination

Reversible

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: 10-ft. wide path, 30 ft. long

Saving Throw: None

This spell allows the caster to sense the basic needs, drives, and/or emotions of any unshielded mind (*hunger, thirst, fear, fatigue, pain, uncertainty, rage, hatred, curiosity, hostility, friendliness, love*, and so on). The spell gives no result for creatures protected against detection, psionic creatures, or emotionless creatures (such as slimes, oozes, jellies, golems, skeletons, zombies, etc.).

The reverse of the spell, *mask emotion*, conceals the emotions of the protected creature for one turn.

The material component is the priest's holy symbol.

Notes: Very rare spell. (Updated from *POLYHEDRON Newszine*.)

Enchant Phylactery

(Enchantment)

Sphere: Guardian, Protection

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Until the phylactery is opened

Area of Effect: 1 phylactery

Saving Throw: None

A phylactery is a small box that can be opened, and is frequently attached to straps or fine chains that allow it to be worn on the body. The *enchant phylactery* spell allows the priest to enchant the item with a spell that takes effect when the phylactery is opened. If the phylactery is to be destroyed upon opening, the second spell can be fire- or electricity-based. If the phylactery is meant to survive, neither of those attack forms should be employed.

The phylactery can be previously enchanted. If it is attuned to a being, however (the phylactery of a lich, for example, is specific to that one lich), the second spell does not take effect if that being opens the phylactery, nor will the spell take effect if the caster opens the phylactery.

The second spell must be cast by the same priest who cast the *enchant phylactery* spell, and this must be done in the immediately following round. The level at which the second spell takes effect is the same as that of the priest at the time the phylactery was enchanted. Thus, if the second spell was cast by a 9th-level priest, the spell takes effect as if cast by a 9th-level priest, regardless of how long it has been since the phylactery was enchanted. The second spell requires its usual material components, but if it needs a visible target or operates by touch, the phylactery itself serves that purpose. Only one spell can be placed on a given phylactery with the *enchant phylactery* spell. A subsequent casting of *enchant phylactery* replaces a previous casting.

The material components are a strand of spiderweb and an eyelash and sliver of fingernail from the caster.

Notes: Granted by Mystra, Mother of All Magic, of the FORGOTTEN REALMS setting. (This spell has been updated.)

Enchant Runestones — Dwarf

(Enchantment)

Sphere: Creation

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 1 wk.

Area of Effect: 6–20 stones

Saving Throw: None

With this spell, a dwarven priest specially prepares a set of runestones to be used in divination

spells such as *augury* or *divination*. The priest takes a set of 6 to 20 stones and engraves special dwarven runes on each stone. The exact number of stones and specific runes inscribed vary with the religion or homeland of the priest. A *bless* spell is then cast upon the runestones, followed by the *enchant runestones* spell. The enchanted runestones improve the chance for an accurate divination for one week.

When a divination is attempted, the stones are tossed upon the ground and read as part of the divination process. The reading of the runestones provides greater accuracy with divination spells. The exact gain in accuracy varies from spell to spell (but generally on the order of +10%).

The material component is the priest's holy symbol, which is touched to the runestones.

Notes: Very rare dwarven spell. (Updated from DRAGON Magazine.)

Enchant Stones

(Enchantment)

Sphere: Elemental Earth

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 wk.

Duration: Special

Area of Effect: Circle of standing stones

Saving Throw: None

This highly specialized and rarely-granted spell is available only to priests of the Celtic deity Belenus who have attained 10th level. It is granted but once per year, and is the most important spell in the dedication of a circle of *standing stones* (see special section). The casting of the spell requires an entire week. Any interruption negates its effects, and the priest must start over. A priest using this spell has one year to create a circle of stones. Failure to do so means the patron deity takes back this (and all the priest's other spells), never again to be bestowed. (Theoretically, in an extraordinary case of exceptional service, a disgraced priest might be reinstated, but there is no evidence this has ever happened.)

The deity allows only one attempt to construct a circle of *standing stones* each year.

The material component is a small stone quarried from the same place as the stones used in the circle. It must be collected after the stones have been placed in position.

Notes: Granted by the Celtic god Belenus, a sun god and patron of druids. (In campaigns not using a traditional Celtic pantheon, the local equivalent might be substituted by the DM.)

Standing Stones

The purpose of a circle of *standing stones* is to intensify the effect of druidic magic and to create a center of magical power. The site is dedicated to one sphere of magic available to druids (for example, *standing stones—divination*), and once completed, the site functions permanently unless extraordinary means are taken to destroy it.

Once the circle is created, ceremonies can take place at the site to cast spells of the appropriate sphere. The total number of levels of participating druids can be used as a multiplier upon any of the following: range, duration, or area of effect. Thus, if 50 levels of druids are conducting a ceremony to cast an *animate object* spell, then they could either multiply the range by 50 (to 1500 yards), multiply the duration by 50 (to 50 rounds per level of the caster), or multiply the area of effect by 50 (to 50 cubic feet per level). One of the priests must actually cast the spell, and that priest's level provides the basis from which all other spell information is derived.

The creation of a *standing stones* site is a lengthy process. The site must have the stones available and be at least 5 miles from any other *standing stones*. At least 50 levels of priests, (worshipping at least four different Celtic gods) are required. One must be a 10th-level priest of Belenus able to cast the *enchant stones* spell. All of the priests must spend an entire month assembling the stones and attending ceremonies. The *enchant stones* spell must be cast at the end of each week and again at the end of the construction. If the priests are interrupted in any way during this time, the enchantment fails and they must start again.

The exact size and number of stones may vary; it is only important that they be arranged in a series of circular patterns. A typical site is 10 to 30 meters across, and its stones are arranged to follow the seasons, stars, constellations, suns, moons or similar celestial patterns.

Endless Dance

(Enchantment/Charm)

Sphere: Charm

Level: 6

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: 3 rds./level

Area of Effect: 10-ft. radius/level

Saving Throw: Neg.

This spell seduces anyone within the area of effect to join a korred circle dance. Those who fail a saving throw vs. spell drop whatever they hold in their hands and begin dancing in a circle around the spellcaster. While dancing, affected creatures cannot cast spells, attack, communicate, or consciously defend themselves from attack. However, the wild movements of the dance enable those affected by the *endless dance* to avoid some attacks, so they receive only a -2 penalty to their Armor Class (to a maximum of AC 10).

During the *endless dance*, affected creatures take 1d4 points of damage per round until the spell ends, death occurs, or they are restrained. Korreds, worshipers of Shiallia, or those who voluntarily forgo their saving throws take only 1 point of damage per turn and cannot be reduced below 1 hit point by the spell's effects.

There is a 1% chance per level above 9th of the spellcaster that Shiallia's avatar appears during the casting of this spell to aid the spellcaster in whatever manner is necessary.

While this spell is in effect, the Shiallian stands in the center of the circle and slowly spins while singing the song of the korreds. The spellcaster cannot cast other spells or physically attack during this time, but she can defend herself. If the spellcaster stops spinning or singing, the *endless dance* ends immediately.

Notes: Granted by the demipower Shiallia, Lady of the Woods, of the FORGOTTEN REALMS setting.

Endurance

(Alteration)

Reversible

Sphere: Healing

Level: 4

Range: Touch

Components: S, M

Casting Time: 1 turn

Duration: 24 hrs.

Area of Effect: 1 creature/2 levels

Saving Throw: None



This spell allows the shukenja to banish fatigue caused by lack of sleep and overexertion. When cast, it fills the recipient with energy and vigor. For those who have gone without rest, it cancels the effects of fatigue as if they had eight hours of restful sleep in the last 24 hours. Thus an individual could be active for 24 hours (out of necessity), gradually suffering fatigue, receive this spell, and return to normal functioning instantly. For those who are already well rested, the spell cancels the need for sleep in the next 24 hours. It does not, however, allow the recovery of spells. The spell affects one creature for every two levels of the caster.

The material component is a pinch of sand.

The reverse of this spell, *fatigue*, tires a creature as if it had not slept in the last 24 hours. The creature is allowed a saving throw vs. spell to avoid the effects. An affected creature has a penalty of -2 to attack rolls, a penalty of -1 to all saving throws, and its movement is reduced to two-thirds the normal rate. In addition, if it does not rest within 12 hours, it collapses from exhaustion and sleeps for 10 hours. If sleep is impossible, the creature is unable to take any type of effective action. Eight hours of rest (if taken before collapse occurs) negates this spell.

The material component is a small noisemaker.

Notes: Common for priests from an oriental setting; otherwise, very rare.

Endurance of Ilmater

(Abjuration, Alteration, Necromancy)

Sphere: Necromantic, Protection

Level: 4

Range: Touch

Components: V, S

Casting Time: 7

Duration: 1 rd.+1 rd./level

Area of Effect: Creature touched

Saving Throw: None

This spell doubles the hit points of the spell recipient for the spell duration. Any damage suffered is taken first from the bonus hit points until they are all exhausted; damage is only then taken from the real hit points of the affected being. Further, all Strength and Constitution checks for the recipient succeed while the *endurance of Ilmater* is in effect. The spell also protects the vitality of the spell recipient so that all system shock rolls and checks of any sort against contracting diseases automatically succeed, and all other saving throws receive a +2 bonus. In addition, no being protected by *endurance of Ilmater* can be knocked over, trampled, ridden down, or overthrown; all protected beings can stand firm against all charges.

Notes: Granted by Ilmater, the One Who Endures, of the FORGOTTEN REALMS setting.

Endure Cold/Endure Heat

(Alteration)

Sphere: Protection

Level: 1

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: 1½ hrs./level

Area of Effect: Creature touched

Saving Throw: None

The creature receiving this spell is protected from normal extremes of cold or heat (depending on which application the priest selects at the time of casting). The creature can stand unprotected in temperatures as low as -30° F. or as high as 130° F. (depending on application) with no ill effect. Temperatures beyond these limits inflict 1 point of damage per hour of exposure for every degree beyond the limit. The spell is immediately canceled if the recipient is affected by any non-normal heat or cold, such as magic, breath weapons, and so on. The cancellation occurs regardless of the application and regardless of whether a heat or cold effect hits the creature (for example, an *endure cold* spell is canceled by magical heat or fire as well as by magical cold). The recipient of the spell does not suffer the first 10 points of damage (after any applicable saving throws) from the heat or cold during the round in which the spell is broken. The spell ends instantly if either *resist fire* or *resist cold* is cast upon the recipient.

Notes: Common for clerics (PHB).

Enduring Ward — Old Empire

(Alteration)

Sphere: Wards

Level: 6

Range: Special

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: Special

This spell acts as a limited form of the permanency spell available to wizards. Any glyph of warding, symbol, or priest spell from the sphere of wards is made permanent if followed by the casting of this spell. Only one such spell can be affected per casting of an *enduring ward*.

This spell can be canceled by the successful casting of a dispel magic or Mordenkainen's disjunction spell (or similar magics), but a second such spell is typically required for the warding spell itself, whose finite duration (if applicable) does not commence until the ending of the enduring ward.

The material component of this spell is a crushed diamond of at least 200 gp value.

Notes: Granted by the Mulhorandi goddess Nephthys of the FORGOTTEN REALMS setting.

Energy Drain

Reversed form, restoration. This form is used by evil priests.

Enfeeble Water Creature

Reversed form, enhance water creature.

Enhance Blood Ability

(Alteration, Evocation)

Sphere: Necromantic

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 3 rds. +1 rd./level

Area of Effect: Creature touched

Saving Throw: None

This spell is identical to the 3rd-level wizard spell of the same name. It enables the subject to tap the essence of his bloodline directly to temporarily increase the power of one existing blood ability.

The casting priest must know the bloodline derivation, blood ability, and ability power (minor or major) to be affected. When the spell is cast, the chosen blood ability improves one power level—*minor to major*, or *major to great*—for the duration of the spell. Blood abilities of maximum level gain no benefit from the spell, and blood abilities that have only one level of power cannot be enhanced.

When the spell ends, the blood ability returns to normal. The target then cannot use the previously enhanced blood ability for one turn (it has been stretched beyond its limits). If the blood ability is one that normally operates continuously (such as enhanced sense or courage), then the creature loses any continuous benefits garnered by the ability for that turn. The spell has no effect on those without a bloodline ability.

The material components for this spell are two similar objects—one small and one large—representing the bloodline derivation of the subject. The caster breaks the smaller of the two totems during the casting of the spell, the larger symbol shatters when the spell ends.

Notes: Common for priests from Cerilia, the BIRTHRIGHT setting.

BIRTHRIGHT Totems

Bloodline	Totem Animal
Anduiras	Lion
Basaiä	Eagle
Brenna	Cat
Masela	Dolphin
Reynir	Wolf
Vorynn	Owl
Azrai	Serpent

Enhance Turning

(Enchantment)

Sphere: Combat

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 5 rds./level

Area of Effect: Creature touched

Saving Throw: None

This spell can be cast on any individual with the ability to turn undead creatures. While it is in



effect, the recipient turns undead as if one experience level greater, and gains a +1 bonus to all turning rolls, both for the initial turning result and for the number of undead turned or destroyed. No additional benefit is received from multiple castings of this spell.

The material component is a silver holy symbol.

Notes: Very rare spell. (Updated from *POLYHEDRON Newszine*.)

Enhance Water Creature

(Alteration)

Reversible

Sphere: Animal, Elemental Water

Level: 4

Range: 10 yds./level

Components: V, M

Casting Time: 2 rds. + 2 rds./level

Duration: 1d4 rds.

Area of Effect: 1 creature + 1 creature/4 levels of the caster

Saving Throw: Neg.

This spell physically enhances creatures that live in or breathe water, as well as creatures from the Elemental Plane of Water. Examples include water weards, water elementals, sea lions, fish, ocean-going mammals (such as whales and dolphins), and native ocean races (such as locathah and sahuagin). The spell does nothing for beings that breathe underwater by artificial or magical means, nor does it affect those who merely use water-based spells, including most wizards.

Because most effects of this spell are beneficial, many recipients waive their saving throws. All recipients gain a +1 bonus to their attack rolls, damage rolls, and saving throws. If damage inflicted by a creature is measured by a number of dice, then the DM should add +1 to each die before making any other modification.

Recipients from the Elemental Plane of Water gain 1 hit point per Hit Die, applied immediately. Any damage inflicted upon these creatures is subtracted from the bonus hit points first.

In addition, creatures that need water to survive can survive without it for the spell's duration. A thin, bluish sheen coats the bodies of all recipients, radiating strong alteration magic. Otherwise no visual change occurs.

The reverse of this spell, *enfeeble water creature*, inflicts a -1 penalty to attack rolls, damage rolls, and saving throws for the targeted creature.

In addition, creatures native to the Elemental Plane of Water subtract 1 hit point from each hit die. A successful saving throw vs. spell negates the effect, but each creature affected must attempt a separate saving throw. Note that some water deities may consider the use of the *enfeeble water creature* spell a hostile act.

The material component for both versions is the caster's holy symbol.

Notes: Uncommon for aquatic or seagoing priests.

Enmeshment

(Conjuration/Summoning)

Sphere: Astral

Level: 6

Range: 10 yds.

Components: S

Casting Time: 9

Duration: Special

Area of Effect: 30 ft. cube

Saving Throw: Neg.

This spell creates a mass of weak, sticky threads that remain in existence for one turn. The threads block vision, but do not impede movement. They are nonflammable and can be removed only by a successful *dispel magic* spell or equivalent.

Creatures touching the threads must make a successful saving throw vs. spell at -3 or be at once transported into a misty labyrinth of unlimited size. Prisoners in the labyrinth are affected by a form of *confusion* and are 50% likely to attack any creature they meet, friend or foe, being confused as to its true nature.

Prisoners not engaged in combat are allowed a saving throw vs. spell each round after the first within the labyrinth. When a successful saving throw is made, the creature returns to its previous location (if within the threaded area, the creature is not subject to the spell's effect again). Prisoners escape from the labyrinth when the spell effect expires in any event. A *find the path* spell cast in the labyrinth allows the prisoner to escape it automatically.

Notes: Granted by the goddess Istus of the WORLD OF GREYHAWK setting.

Entangle

(Alteration)

Sphere: Plant

Level: 1

Range: 80 yds.

Components: V, S, M

Casting Time: 4

Duration: 1 turn

Area of Effect: 40-ft. cube

Saving Throw: ½

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

The material component is the caster's holy symbol.

Notes: Common for druids (PHB).

Entangle, Sheela's

See Sheela's entangle.

Enthrall

(Enchantment/Charm)

Sphere: Charm, Law

Level: 2

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: Special

Area of Effect: 90-ft. radius

Saving Throw: Neg.

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

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

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

Note: When handling a large number of saving throws for similar creatures, the DM can assume an average to save time: for example, a crowd of 20 men with a base saving throw of 16 (25% success chance) will have 15 men enthralled and five not.

Notes: Common for clerics (PHB).

Enthrall — Shukenja

This oriental spell is in all ways similar to its western counterpart, except that any discussion of politics, religion, or alignment grants a new saving throw at +5.



Entrench

A 4th-level spell of the sphere of War. See appendix in Vol. 3.

Entropy Shield

(Abjuration)

Sphere: Chaos

Level: 6

Range: 0

Components: V, S, M

Casting Time: 9

Duration: 1 rd./level

Area of Effect: The caster

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 are 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 makes any saving throw with a +2 bonus. This does not cause a spell to fizzle or fail; a priest standing in the middle of a *fireball* is simply not touched by the spell, which inflicts 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 creature can pass through the *entropy shield* normally, so mind-based attacks and magical effects such as *petrification*, *paralyzation*, *enfeeblement*, or *polymorph* can 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.

Notes: Uncommon for priests with major access to the sphere of Chaos (*PO:SM*).

Eruption

(Invocation)

Sphere: Elemental Magma

Level: 7

Range: 10 yds./level

Components: V, S, M

Casting Time: 2 rds.

Duration: 1 rd./level

Area of Effect: 30-ft. diameter

Saving Throw: ½



This spell can be cast only upon ground with a foundation of earth or natural rock. It causes the area to erupt into geysers of molten rock. Columns of fiery stone burst from the ground and spew deadly lava over everything in the area of effect. Creatures within the area must attempt to move out (unless protected from fire or heat) and take 3d8 points of damage every round they remain in the area. Exposed flammable items are likely to burn. The molten rock sticks to skin and continues to burn, inflicting 1d8 points of damage per round until cooled or until 10 rounds have passed (immersing a creature or dowsing it with water may reduce the duration). The DM adjudicates the effect of this spell on structures; stone fortifications are likely to survive.

The spell leaves a scar of natural, cooling volcanic rock in the area of effect when the spell ends, which will harden into a thin layer of stone.

Notes: Uncommon for priests from the DARK SUN setting. (Updated from prior version.)

Eternal Flame

(Alteration, Necromancy)

Sphere: Necromantic, Elemental Fire

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: Special

Area of Effect: 1 item or body not exceeding twice the caster's own body volume in size

Saving Throw: None

The name of this spell comes from a poetic name for magic attributed originally to the elves. *Eternal flame* can be cast to affect an item or a body. If this spell is cast on an object or body that has a volume more than twice that of the caster, it fails and is wasted.

Transmitted only by direct touch, this spell imbues an item with a receptive neutral enchantment that causes it to readily accept later magics cast or transferred by *dweomerflow* spells, for example) into it. In other words, *eternal flame* allows magic to be fed into an item simply by casting spells in the normal way and choosing the item as the target, but then willing the spell to enter and not harm the item. (In other words, it makes a *dweomerflow* spell unnecessary unless a spell is being transferred from another item such as a *focal stone*.) One spell or magical effect per level of the

caster of the *eternal flame* can enter the affected item without a saving throw being needed for the item, any chance of the transfer failing, or any damage occurring to spell or item. There is no time limit to this entry of powers, but the opportunity to imbue them is ended by the casting of an *awakening* spell on the item.

Note that unlike the *enchant an item* spell, *eternal flame* merely allows an item to hold enchantments within itself—it does not enchant the item so as to allow it to emit enchantments flowed into it as controllable powers. In other words, an item affected by an *eternal flame* spell bears a dweomer and can hold magics within it, but it is not a usable magical item until the magics to give it powers have been conveyed into it and an *awakening* spell successfully cast upon it. (In other words, this spell handles only the very beginnings of the process that the *enchant an item* spell encompasses.) Unless or until power transfer occurs and an *awakening* spell is cast, the item is an item storing magic that no one can call upon in any controlled way—though if the item itself is shattered, the magics within it usually find instant and explosive release.

This spell can be cast on living, dead, or undead mammalian bodies by touch. It completely attunes body tissues to fully receive a spell. The next spell to come into contact with a body prepared by an *eternal flame* spell takes full effect, exhibiting maximum possible duration, beneficial effect, damage, or whatever—even if a saving throw is normally necessary for the body to be affected at all—and does not require the affected being to make any saving throw, system shock survival roll, or resurrection survival roll, even if one is normally imperative (a turning attempt is not a spell.) Two schools of wizardry spells are exceptions to this: enchantment/charm and illusion/phantasm. An *eternal flame* does not cause the effectiveness of enchantment/charm or illusion/phantasm spells to be changed for the affected body at all.

The material component of an *eternal flame* spell is a spark struck by the impact of an item bearing a dweomer from a rock, bladed weapon, or metal item that bears some sort of dweomer. (Neither item is harmed in any way by the spell.)

Notes: Very rare spell from the FORGOTTEN REALMS setting.

Eternal Sleep — Dragon

(Necromancy)

Sphere: Necromantic

Level: 1

Range: Touch

Components: V, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 dragon corpse

Saving Throw: None

This spell ensures that a dead dragon's spirit passes for all eternity to the Outer Planes. Once it is cast on the corpse of a dragon, that corpse cannot be animated or *resurrected*, and the dragon itself cannot be contacted by spells such as *speak with dead*. The spell has no effect on a corpse that has been animated at any time before *eternal sleep* is cast, nor does it have any effect on dracoliches or other undead creatures.

The material component is the priest's holy symbol.

Notes: Restricted to dragons. Granted by Null, the Death Wyrm, of the FORGOTTEN REALMS setting. This spell is also known to exist as an innate spell-like ability.

Ethereal Barrier

(Abjuration)

Sphere: Astral, Wards

Level: 2

Range: 120 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: Two 10-ft. squares/level

Saving Throw: None

The *ethereal barrier* is a defense against the passage of extradimensional creatures, including creatures that are *phased*, *ethereal*, or traveling via *dimension door* or *shadow walk*. The priest creates an imperceptible barrier of 10 square feet per level that can be arranged in any fashion desired. For example, a 3rd-level caster can ward six 10-foot by 10-foot surfaces, sufficient to guard a 10-foot × 10-foot × 10-foot room (four walls, a ceiling, and a floor need to be protected.) Some monsters may be able to abandon their ethereal approach and 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 can be cast as cooperative magic by several priests working together. As long as all involved priests can cast the spell, their areas of effect added together. Take the total levels of all priests involved and multiply by two to find the number of 10-foot by 10-foot squares that can 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 *focus* spell).

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.

Notes: Uncommon for any priest with access to the spheres of Astral or Wards (*PO:SM*).

Etherealness

(Alteration)

Sphere: Astral, Numbers

Level: 3

Range: 0

Components: V, S

Casting Time: 1

Duration: Special

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 cannot 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. Second, the priest cannot use this spell on an unwilling creature—only a willing creature touching the priest when the spell is cast can be made ethereal. The caster can bring one creature per two experience levels (rounded up: three at 5th, four at 7th, five at 9th, and so on) to the Ethereal Plane. Even if the priest abandons them in the Border Ethereal, stranded creatures materialize when the spell ends. The spell normally lasts for one turn,

plus one round per level of the caster, unless the priest chooses to end the spell earlier.

While ethereal, the priest cannot be detected by any means short of a *true seeing* or *detect phase* spell. Ethereal surroundings are misty, gray, and otherworldly. No action an ethereal creature takes can affect the physical world, but the creature can pass through walls, doors, and other solid objects without hindrance while ethereal.

The priest can choose to end the spell voluntarily at any time, materializing in the physical world in one round (this ends the spell only with respect to himself and those he has brought back). A caster who occupies a solid object when the spell ends is hurled into the Deep Ethereal and stranded in a catatonic stupor until rescued.

Notes: Common for priests with access to the sphere of Numbers.

Etherwalk

Quest spell, see appendix in Vol. 3.

Evade Truth — Savant

Reversed form, detect untruth.

Everbleeding Wounds

See curse of the everbleeding wounds.

Everchanging Self

(Alteration, Necromancy)

Sphere: Chaos, Protection

Level: 6

Range: 0

Components: V, S

Casting Time: 9

Duration: 3 rds./level

Area of Effect: The caster

Saving Throw: None

An *everchanging self* spell causes the caster's body to change shape and appearance constantly, with skin hue and texture, number of limbs, and all other physical attributes changing continually. This continual shifting ruins most clothing (and harms the caster if armor more rigid than studded leather is worn, at 1d4+1 points per round), but effectively conceals the caster's identity.

The parade of everchanging limbs causes the caster to temporarily lose 3 points of Dexterity, and to make all attacks at a -1 penalty on attack rolls and a -2 penalty on damage rolls, but Armor Class benefits by 4 points.

The spell does not change the upright, bipedal, flightless, air-breathing nature of the caster (though it can operate in conjunction with spells that do permit flight or underwater breathing). It does make the casting of many spells impossible. The forms taken are not controlled by the caster (the shapes of specific individuals or monsters cannot be counterfeited), and the forms change at a rate that the caster cannot dominate—but limbs actually in use do not vanish, only alter in length and appearance. The strength and senses of the caster are not altered by the spell.

The *everchanging self* spell requires no system shock rolls for the alterations it causes, and adds a +20% bonus to all system shock rolls forced on the caster by external forces while the spell lasts.

Mask refuses to grant any variant of this spell that affects others. The spell is customarily employed to carry out a fairly simple task in public, when the caster wishes to scare observers or not be identified by them. It was developed to allow trapped Maskarran clergy to escape through crowds of observers after thefts occurred.

Notes: Granted by Mask, Lord of Shadows, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Everfull Quiver — Elf

(Alteration)

Sphere: Combat

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 1 rd./level

Area of Effect: 1 quiver and two arrows

Saving Throw: None

This spell enchants a quiver that contains at least two arrows. In every round thereafter, the caster can withdraw up to two arrows per round without depleting the total number of arrows in the quiver. If more than two arrows are ever withdrawn in one round, the spell effect ends immediately, and only the first two arrows withdrawn do not deplete the real supply. If anyone aside from the caster tries to withdraw an arrow from an *endless quiver*, the spell effect ends immediately as well.

The caster can withdraw any type of arrow that was found within the *everfull quiver* when the spell was cast. Thus if the priest casts *everfull*

quiver on a quiver containing one flight arrow, one sheaf arrow, and one silver arrow, he could then withdraw two silver arrows, one silver arrow and one flight arrow, etc. per round. No arrow drawn from an *everfull quiver* while the spell effect lasts is magical, even if the one or more arrows in the *everfull quiver* is magical.

If an arrow drawn from an *everfull quiver* is not immediately employed, it fades into nothingness in two rounds. Once shot, an arrow drawn from an *everfull quiver* cannot be reused, but will not vanish.

The material components of this spell are the priest's holy symbol, a quiver, and two or more arrows, none of which is consumed in the casting.

Notes: Granted by the elven god Solonor Thelandira.

Exaction

(Enchantment/Charm)

Sphere: Charm, Summoning

Level: 7

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 creature

Saving Throw: None

When this spell is employed, the priest confronts some powerful creature from another plane (including devas and other powerful minions, for instance, but not demigods or deities of any sort) and requires of it some duty or quest. A creature of an alignment opposed to the priest (e.g., evil if the priest is good, chaotic if the priest is lawful) cannot be ordered around unless it is willing. Note that an absolute (true) neutral creature is effectively opposed to both good and evil, and both law and chaos.

The spellcaster must know something about the creature to exact service from it, or else must offer some fair trade in return for the service. For example, if the priest is aware that the creature has received some favor from someone of the priest's alignment, then the *exaction* spell can name this as cause. If no balancing reason for service is known, then some valuable gift or service must be pledged in return for the exaction. The service exacted must be reasonable with respect to the past or promised favor or reward, and with the being's effort and risk. The spell then acts, subject to a

magic resistance roll, as a *quest* spell on the being that is to perform the required service. Immediately upon completion of the service, the being is transported to the vicinity of the priest, and the priest must then and there return the promised reward, whether it is irrevocable cancellation of a past debt or the giving of some service or other material reward. After this is done, the creature is instantly freed to return to its own plane.

The DM adjudicates when an equitable arrangement has been reached. If the caster requests too much, the creature is free to depart or to attack the priest (as if the agreement were breached) according to its nature. If circumstances leave the situation unbalanced (for example, the creature dies while achieving a result that was not worth the creature dying), then this might create a debt owed by the caster to the creature's surviving kith and kin, making the caster vulnerable to a future *exaction* spell from that quarter. Agreeing to a future exaction or release in the event of catastrophic failure or death are common caster pledges in securing an exaction.

Failure to fulfill the promise to the letter results in the priest being subject to *exaction* by the subject creature or by its master, liege, etc., at the very least. At worst, the creature can attack the renegeing priest without fear of any of his spells affecting it, for the priest's failure to live up to the bargain gives the creature total immunity from the priest's spell powers.

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

Notes: Common for clerics (*PHB*).

Exaltation

(Abjuration, Conjunction/Summoning)

Sphere: Combat, Healing

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: Special

This spell enables a priest to aid and protect any one other being. The priest cannot cast this spell upon himself or herself. By touch, the caster re-

moves the effects of *fear*, *sleep*, feeble-mindedness, hunger, pain, nausea, unconsciousness, intoxication, and insanity from the spell recipient (who can be of any alignment or faith). The recipient is protected against spells and other attacks that cause these effects for the duration of the spell. Such effects are negated, not postponed until the spell expires.

A recipient of a different faith and alignment than the caster must make a saving throw vs. spell even if willing. If the saving throw is successful, the spell is lost and has no effect.

A recipient of a different faith and the same alignment as the caster makes the saving throw at a -4 penalty. A successfully exalted recipient (the saving throw failed) receives a +1 bonus to any morale checks and +1 reaction adjustment for surprise checks for the spell duration.

A recipient of the same faith but a different alignment than the caster, makes the saving throw is at a -6 penalty. A successfully exalted recipient receives a +1 bonus to any morale checks for the spell duration.

A recipient of the same faith and alignment as the caster receives a +2 bonus to any morale checks for the spell duration, and—if the caster desires—radiates a white, blue-white, or amber radiance for the duration of the spell. If the radiance is desired, it is evoked immediately and cannot be ended before the spell expires.

The material components for this spell are a flask of holy water and a powdered sapphire or diamond of at least 1,000 gp value.

Notes: Granted by Helm the Vigilant of the FORGOTTEN REALMS setting.

Exalted Triad, Azuth's

See Azuth's exalted triad.

Excessive Indulgence

(Enchantment/Charm)

Sphere: Charm

Level: 1

Range: Touch

Components: V, S, M

Duration: 1 rd./level

Casting Time: 4

Area of Effect: One living creature

Saving Throw: Special

This spell causes the target creature to focus on its current activities to the point of overindulgence. The

creature receives a saving throw vs. spell to avoid the effect. If the saving throw is failed, the creature's current actions for that round become compulsive and excessive for the duration of the spell.

Each round, the creature must make an Intelligence check and a Wisdom check (both at a -2 penalty) to perform any action besides the compulsion. For example, if Blenzer the Bulging was eating when the spell was cast, he feels an overwhelming urge to gorge himself for the duration of the spell. All surprise checks are made with -2 penalty during this period.

If a creature under the effect of this spell is attacked, the spell is instantly canceled. Likewise, an affected creature does not truly injure or kill itself while under the spell's effects, although it may come close due to gluttony or some other behavior.

The material components of this spell are the priest's holy symbol and three fresh flower petals.

Notes: Granted by Sharess, the Tawny Temptress, of the FORGOTTEN REALMS setting.

Exorcise

(Abjuration)

Sphere: Necromantic

Level: 4

Range: 1

Components: V, S, M

Casting Time: 1-100* turns

Duration: Permanent

Area of Effect: 1 creature or object

Saving Throw: None

The spell of *exorcism* negates possession of a creature or an object by any outside or supernatural force. This includes control of a creature by some force in an object, possession by *magic jar* spell, demonic possession, curse, and even charm, for the *exorcise* spell is similar to a *dispel magic* spell. Furthermore, it affects a magical item if such is the object of the exorcism. Thus, a soul object of any type affected by a successful *exorcism* expels the life force contained, to inhabit its nearest material body, wholly and completely.

The *exorcise* spell, once begun, cannot be interrupted, or else it is spoiled and useless. The base chance for success is a random 1% to 100%. Each turn of exorcism the dice are rolled, and if the base chance number, or less, is rolled, the spell is successful. The base chance of success is modified by -1% for each level of difference between the priest's level of experience and the level of the possessor or pos-

sessing magic, where the smaller number is the priest's level. In the obverse, a +1% cumulative is added. The referee can assign a base chance according to the existing circumstances, if desired.

The material components for this spell are the holy symbol of the priest and holy water (or unholy symbol and unholy water, in the case of evil priests). A religious artifact or relic can increase the chance of success by from 1% to 50%, according to its power.

Notes: Uncommon for clerics.

Exorcism — Savant

(Abjuration)

Sphere: Necromantic

Level: 2

Range: Special

Components: V, S, M

Casting Time: 1 turn/HD of spirit

Duration: Special

Area of Effect: 1 spirit

Saving Throw: Special

A clerical savant casts this spell to rid one object or area of an evil spirit. The casting time is equal to one turn per hit die of the spirit, during which the caster is shielded as if by a *protection from evil 10' radius* spell.

Each turn of casting, the savant must roll 4d6 for a total below his or her Constitution, subtracting one from the roll for each four levels of experience (round fractions down). Failure ends the spell, subjecting the savant to possible attack from the enraged spirit. If the exorcism fails, another attempt can be made 24 hours later.

At the completion of the casting time, the spirit must make a successful saving throw vs. spell or be forced back to the realm of the dead. Success means the creature is driven away, remaining in the general area but losing one-fourth of its hit points. If subsequent exorcisms reduce the spirit to zero hit points, it is permanently driven from the area. Any noncorporeal undead or restless life force can be affected, including any singular undead possessing or haunting an individual, object, hallway, room, etc. This does not include intelligent undead in the vicinity of a specific lair (vampires, liches, death knights, etc.).

The material components of the spell are a small silver bell, a book of prayers, and a blessed candle that must remain lit throughout the ceremony. Upon completion of the spell, the savant snuffs out the candle and destroys it.

Notes: Restricted to savant-clerics, common. (Updated from *DRAGON* Magazine.)

Extract Spirit — Shaman

(Necromancy)

Sphere: Summoning

Level: 4

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Permanent

Area of Effect: 1 spirit

Saving Throw: Neg.



This spell allows the caster to remove a spirit that is bound into an object, and place it in another container. The spell works only on spirits bound into objects. This includes naturally bound spirits (for example, tree spirits or the spirits of springs and fields) and those bound by another shaman's magic (such as fetish spirits). If the spirit does not wish to be extracted, it is allowed a saving throw vs. spell. The spell has no effect on spirits set to guard an area or merely constrained not to wander.

Some benevolent shamans use these spells to rescue doomed spirits, like moving the spirits of dying trees into a seed or sapling. This is not as pointless as it might sound, as the rescued spirit is likely to be grateful, and may spread word of the caster's kindness, which might make other, more potent spirits friendly towards the caster.

Most shamans, however, use the spell to create spiritual alarms or guards. The two usual uses of such spirits are listed below. Inventive casters may find other uses for them, the success or failure of such attempts to be adjudicated by the DM.

If the object into which the spirit is placed is carried by the shaman, it allows him to sense the approach of spirits and living creatures. The range of this ability depends on the power of the creature or spirit: it extends up to a distance of 10 yards per Hit Dice or level of the approaching being; a 5 Hit Die monster is detected when it moves within 50 yards, a 3 Hit Die monster within 30 yards. The shaman does not know, however, in which direction the being is, how far away it is, which way it is moving, nor what it actually is. In crowded areas (where the number of creatures or spirits exceeds the shaman's Intelligence score) the shaman cannot keep track of the total number of beings present, and the ability becomes effectively useless.

If the spirit object is placed in a room, on a path or passage, or in another area, the shaman can tell if any creature or spirit passes through the area. An area up to 10 yards across can be monitored in this way. If several spirits are set as guards in this manner, the shaman cannot tell which specific one has been passed, only that one of them has been.

The spell requires a container for the spirit, which must be an object for which the spirit has a natural affinity: for example, a tree spirit might be placed in a piece of wood, while a river spirit would better be stored in a jar of water. When the spirit is released, the object crumbles; if the object is broken, the spirit is also released.

Notes: Restricted to shamans, uncommon.

Extradimensional Detection

(Divination)

Sphere: Numbers, Divination

Level: 3

Range: 0

Components: V, S

Casting Time: 3

Duration: 1 rd./level

Area of Effect: 10-ft.-wide path, 60 -ft. long

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 can turn, scanning a 60° arc each round, or 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 within such items as *bags of holding* and *portable holes*. The priest does not know the size of the space or its source. The spell also detects interplanar gates and the gate opened by the spell *extradimensional folding*.

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

Notes: Common for priests with access to the sphere of Numbers; uncommon for priests with access to the sphere of divination (*ToM*).

Extradimensional Manipulation

(Alteration)

Sphere: Numbers

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: 5

Duration: 4 rds./level + 2d12 rds.

Area of Effect: 1 extradimensional space up to 20 ft. × 20 ft.

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*. It can be used in two different ways.

A) *Alter Space*: The spell can be used to 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	× 2
11 to 16	× 3
17 or above	× 4

Thus, 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* was tied shut or a *portable hole* was 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.

B) *Seal Pocket*: The spell can be used to reduce the danger of placing an extradimensional space inside another such space, such as placing a *bag of holding* inside a *portable hole*. When used in this manner, the size of the space is not altered. However, the affected extradimensional space can be placed within another such space (or another extradimensional space can be placed within the affected space) with no adverse consequences. If

one space is within the other when the spell ends the usual consequences ensue immediately.

In both cases, 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 vs. spell to resist the manipulation. If the space is created by a magical item, however, no saving throw is allowed. The duration of the spell is 4 rounds per level of the caster, plus an additional 2d12 rounds. Thus a 10th-level caster's effect lasts 4 turns and 2 to 24 additional rounds.

The material component is a strip of gold tissue worth at least 5 gp, given a half twist and joined at the ends during the casting.

Notes: Common for priests with major access to the sphere of Numbers (*ToM*).

Extradimensional Pocket

(Alteration)

Sphere: Numbers

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 2 turns/level + 1d12 rds.

Area of Effect: Special

Saving Throw: None

This spell allows the priest to create a single extradimensional space like that inside a *bag of holding*. The spell is cast on a container such as a sack, bag, or backpack. Once under the influence of the spell, the container opens into a extradimensional space 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 (see table). The spell lasts for 2 rounds per level of the caster, plus 1d12 rounds. For this duration, the extradimensional created acts in all respects as a *bag of holding*.

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 in the bag when the spell 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 is 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.

Notes: Common for priests with major access to the sphere of Numbers (*ToM*).

Extradimensional Pocket Table

Level	Apparent 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.

Eye of Fire — Old Empire

(Evocation)

Sphere: Combat, Sun

Level: 3

Range: 30 yds.+10 yds./level

Components: V, S

Casting Time: 6

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: ½

This spell causes the priest's left eye to emit a blazing beam of fire, which burns with the intense heat of the sun. The priest points at the target creature, which the priest must be able to see, and utters the Mulhorandi word for vengeance. A creature struck by the narrow beam of flame suffers 1d4 points of damage per level of the priest, up to a maximum of 10d4. Undead creatures suffer 1d6 points of damage per level of the priest, up to a maximum of 10d6. A target creature making a successful saving throw vs. spell suffers only half damage.

The intense beam of heat can ignite combustible items or melt other items. An exposed item worn or carried by a creature that fails its saving throw vs. spell must make a successful item saving throw vs. magical fire to survive the beam.

The verbal component is the Mulhorandi word for vengeance.

Notes: Granted by the Mulhorandi god Horus-Re of the FORGOTTEN REALMS setting.

Eyes of the Undead

(Necromancy)

Sphere: Necromantic

Level: 3

Range: 40 yds.

Components: V, S, M

Casting Time: 6

Duration: 2 hrs./level

Area of Effect: 1 undead creature

Saving Throw: Neg.



This caster can use this spell on any dead or undead body of size S (small) or larger. Once cast, the spell forges a link that allows the caster to see and hear anything that the corpse can. The caster cannot control the undead creature through this spell, but must rely upon the creature's orders and instincts to provide the appropriate views. The more self-willed and intelligent the undead, the better the chance the caster will see or hear something useful. A dead body, or an undead creature that willingly serves the caster receives no saving throw.

Although the corpse must be within 40 yards when the spell is cast, it can move up to 1 mile away and still transmit to the caster. On the Demiplane of Dread, the spell ceases to work if the caster and corpse are in different domains and the borders of either domain (or any intervening domain) close.

The material components for this spell are an eye and ear of a dead man. Casting this spell on the Demiplane of Dread requires a Ravenloft powers check.

Notes: Common for priests from the Demiplane of Dread with major access to the Necromantic sphere.



Faerie Fire

(Alteration)

Sphere: Weather

Level: 1

Range: 80 yds.

Components:

Casting Time: 4

Duration: 4 rds./level

Area of Effect: 10 sq. ft./level in a 40-ft. radius

Saving Throw: None

This spell enables the caster to outline one or more objects or creatures with a pale glowing light. The number of subjects outlined depends upon the number of square feet the caster can affect. Sufficient footage enables several objects or creatures to be outlined by the *faerie fire* spell, but one must be fully outlined before the next is begun, and all must be within the area of effect. Outlined objects or creatures are visible at 80 yards in the dark, 40 yards if the viewer is near a bright light source. Outlined creatures are easier to strike, thus opponents gain a +2 bonus to attack rolls in darkness (including moonlit nights) and a +1 bonus in twilight or better. Note that outlining can render otherwise invisible creatures visible. However, it cannot outline noncorporeal, ethereal, or gaseous creatures. Nor does the light come anywhere close to sunlight. Therefore, it has no special effect on undead or dark-dwelling creatures. The *faerie fire* can be blue, green, or violet according to the word of the caster at the time of casting. The *faerie fire* does not cause any harm to the object or creature thus outlined.

The material component is a small piece of foxfire.

Notes: Common for druids (PHB).

Faerie Flames — Elf

(Alteration)

Sphere: Combat, Weather

Level: 5

Range: 80 yds.

Components: V, M

Casting Time: 1 rd.

Duration: 4 rds./level

Area of Effect: 10 sq. ft./level in a 40-ft. radius

Saving Throw: Special

This spell is a variant of the 1st-level priest spell, *faerie fire*. Except as noted here, this spell conforms to the characteristics of the lesser spell.

In addition to the *faerie fire* effects, this spell inflicts magical damage upon creatures outlined by it. The spell inflicts 2d4 points of damage immediately. Each round thereafter, the creature is allowed a saving throw vs. spell to end the effect. Failure means that another 2d4 points of damage is taken and the spell continues, to a maximum duration of 4 rounds per level of the caster.

Otherwise, the flames give off no heat and do not harm objects, nor do they spread to other objects or creatures. Any creature touching an object outlined with *faerie flames* takes 1d3 points of damage.

Faerie flames cannot be doused with water, smothering, or other methods normally used to extinguish flames, though magical means can be used, including a *wand of flame extinguishing* or a successful *dispel magic*.

The material components for this spell are a small piece of foxfire and an ounce of pure sulfur, both of which are consumed in the casting.

Notes: Very rare spell granted by some elven gods. (Updated from DRAGON Magazine.)

Faith Armor

(Abjuration, Invocation/Evocation)

Sphere: Protection

Level: 5

Range: 0

Components: V, S, M

Casting Time: 8

Duration: 5 rds.

Area of Effect: The caster

Saving Throw: None

This spell brings into being a shadowy, translucent armor around the caster. The aura of this roiling magic can neither be removed nor cast on other beings. *Faith armor* temporarily makes the caster AC 0 (regardless of encumbrance, Dexterity, and whatever real armor or garb is worn beneath it). Further, it can be set during casting to render the priest immune to the effects of all wizard spells of a particular school or all priest spells of a specific sphere, so that the armored caster is unaffected by such magic.

The material component of a *faith armor* spell is a handful of powdered obsidian, enough to completely cover both of the caster's palms if it is spread out as thin as dust.

Notes: Granted by Helm the Vigilant of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Faith Arrow — Elf**(Enchantment/Charm)****Sphere:** Combat

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 arrows/3 levels

Saving Throw: None

This spell allows the caster to enchant a number of nonmagical arrows with divine power. The arrows are considered +3 magical weapons for determining what creatures they can hit.

A normal shot with a *faith arrow* always hits, so long as the target is within bow range and in the archer's line of sight. A called shot can be made with the archer's normal chances to hit. A *faith arrow* cannot pass through any barrier that a normal arrow cannot penetrate, nor follow a path that a normal arrow could not. It inflicts double damage upon evil opponents. A *faith arrow* crumbles to dust after it is used.

A priest can create one *faith arrow* for every three levels of experience (for example a 10th-level priest can create three *faith arrows*). The caster cannot have more than seven *faith arrows* in existence at one time.

The caster can give *faith arrows* to others, but any such arrow used by someone not of the caster's faith crumbles to dust when fired.

The material component is the caster's holy symbol. The arrows must be made by an expert fletcher.

Notes: Very rare spell granted by elven gods. (Updated from *DRAGON* Magazine.)

Faith Magic Zone**(Abjuration)****Sphere:** Protection, Wards

Level: 4

Range: 60 yds.

Components: V, S, M

Casting Time: 7

Duration: 1d4 turns

Area of Effect: 180-ft.-radius sphere

Saving Throw: None

This spell causes the casting of all wizard spells in the area of effect to be slowed, resulting in a +3 penalty to the casting times of wizard spells that normally take one round or less to cast.

Spells that take more than a round to cast are unaffected by faith magic zone. Item effects based on wizard spells are likewise activated with a +3 penalty. These penalties also affect spell casting and item activation in progress at the instant the *faith magic zone* spell is completed.

The *faith magic zone* creates a dim silver radiance that emanates from the caster. Since the caster is not necessarily the center of the spell effect, there is no readily apparent way to know where the limits of the spell's effects are located.

Creatures in the area of effect of a *faith magic zone* gain a +3 bonus to all saving throws against wizard spells and effects. The zone can be dispelled normally.

The material components for this spell are the priest's holy symbol and a vial of honey collected from a beehive or a honeycomb.

Notes: Granted by the nature gods Eldath, Mielikki, and Silvanus of the FORGOTTEN REALMS setting. Known by the Emerald Enclave.

Faithful Mount**(Enchantment/Charm)****Sphere:** Animal

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Permanent

Area of Effect: Creature touched

Saving Throw: Neg.

Casting this spell places a mount under a powerful magic that combines the effects of *charm mammal* and *speak with animals*. The mount remains loyal to the priest who cast the spell, and the two can converse as if under a permanent *speak with animals* spell. Further, the mount receives a +3 bonus to saving throws against *fear* spells and effects and additional *charm mammal* spells or effects directed at it after the *faithful mount* spell is cast upon it.

Mounts that can be affected include horses, ponies, mules, donkeys, camels, rhinoceroses, elephants, giant stags, griffons, hippogriffs, pegasi, unicorns, and other animals that can be ridden. The mount is allowed a saving throw vs. spell, with a +2 bonus if it has greater than animal intelligence (Intelligence 1) and magical defense adjustment modifications if it has an exceptional Wisdom. Success means the animal is not affected

by the spell, nor can it be affected by subsequent castings of the spell by the same priest.

The material component for the spell is a lump of sugar.

Notes: Granted by the evil god Malar the Beastlord of the FORGOTTEN REALMS setting.

Falling Wall

(Alteration)

Sphere: Elemental Earth, Weather

Level: 6

Range: Touch

Components: V, S

Casting Time: 9

Duration: Permanent

Area of Effect: Up to 5 cu. ft./level

Saving Throw: Special

This powerful spell works only upon stone, masonry, and mortar. The priest must touch the construction to be affected continuously during casting, and then make a saving throw vs. petrification. If it fails, the spell does too, and the priest immediately sustains 1d6 points of damage. If it succeeds, the wall is weakened. A *falling wall* spell affects such constructions as if weather had worked on them for long periods. It causes mortar to crumble, drives stones apart, and even causes walls to collapse. The precise effects of this spell are adjudicated by the DM in accordance with the prior condition of the wall and the situation. (For example, weakening a culvert through which water is rushing is quite likely to cause parts of it to break off and be carried away by the flow, enlarging the opening, but trying to break a hole in a strong, thick, unbroken, and fairly new wall is probably hopeless.)

The caster can affect a maximum area of 5 cubic feet per level, but the extent of this is up to the priest (it can be along a surface or directed into a narrow cylinder sent straight through a wall). Natural rock formations, however fragile or unstable, are not affected by this magic, only artificial constructions. Carvings that leave a solid piece of rock as their result are also immune to the effects of this magic, which works on the joints, cements, and faces of joining.

Obviously a thin, flimsy wall is more prone to suffer dramatic damage as a result of a *falling wall* spell, but just about any wall that is not a military construction can be breached by the application of three *falling wall* spells in the same place. Walls

that are aided by spells or props before or during the operation of the spell are fairly likely to withstand the spell, but small stone pieces are easily shattered by use of this spell.

Notes: Granted by the woodland god Silvanus of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

False Dawn

(Evocation)

Sphere: Sun

Level: 6

Range: 0

Components: V, S, M

Casting Time: 9

Duration: 1 rd./level

Area of Effect: 30-ft.-radius sphere

Saving Throw: None

False dawn calls into existence a bright reddish light, as if a sunrise was occurring, within the area of effect. This light is bright enough to read by, dispels magical darkness, and persists for the spell duration despite any attempts to *dispel* it or to establish magical darkness in the area.

All undead creatures within a *false dawn* suffer 6d4 points of damage. Undead creatures are not allowed saving throws against this damage and, if it destroys them, their remains instantly crumble and cannot be animated as undead. Affected undead cannot move, launch attacks, or use specific magical powers of their own volition.

All creatures with infravision have it foiled during the *false dawn* and for 1d4 rounds after it ends or they leave its area.

The caster cannot exempt any creatures in the area of effect from the spell. The spherical area of effect extends below the caster's ground level and into the air above him or her.

This spell consumes a clear-, red- or yellow-hued gemstone or gemstones of not less than 1,000 gp total value that fades away to nothingness in the caster's hand.

Notes: Granted by Lathander the Morning Lord of the FORGOTTEN REALMS setting.

Fangs of Retribution

(Invocation/Evocation)

Sphere: Combat

Level: 2

Range: 30 yds.

Components: V, S, M

Casting Time: 5

Duration: 3 rds.

Area of Effect: 1 creature

Saving Throw: None

This spell creates a spectral fanged viperlike mouth with a flickering forked tongue. It fades into view in front of the caster's face and flies at a single target creature, which must be visible to the caster and within spell range. If the creature is out of range, the viper fades away instantly and the spell is lost. Otherwise, it darts toward the selected foe. If it hits, the creature suffers the same number of points of damage as it has caused the caster during the same day as the casting of *fangs of retribution* (no saving throw).

The viperlike flying mouth is AC 1 and MV Fl 15 (A), striking at THAC0 15 on its first round of existence, THAC0 12 on the second, and THAC0 10 on the third. It fades away either at the moment it hits (or someone else hits it) or at the end of the 3rd round if it has failed to strike the selected creature successfully (the caster cannot switch creatures once the spell is cast). The bite of *fangs of retribution* inflicts no damage if sent against a creature that has not harmed the caster. Once the *fangs* are launched, the caster is free to undertake other spellcasting or activities without affecting their operation.

The material component of this spell is a fang from any type or size of snake.

Notes: Granted by Ilmater, the One Who Endures, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Fantastic Machine

(Alteration, Evocation, Illusion/Phantasm)

Sphere: Creation

Level: 6

Range: 10 yds./level

Components: V, S

Casting Time: 6

Duration: 1 turn

Area of Effect: Special

Saving Throw: Special

This spell creates an illusory, many-armed, noisy mechanical construct of impressively massive appearance that floats about as the caster wills at MV Fl 4 (C) and attempts *one* of the following tasks, as determined by the caster: *push*, *pull*, *lift*, *dig*, *throw*, or *thrash-and-flail* with a tool or weapon.

- **Push:** The machine can push on a boulder, on a building (to make it fall over), on a wall (to collapse it or break through it), on a door (to force it open), or simply push heavy furniture or carcasses. While pushing, it moves 80 feet per round over solid rock or stone construction, 60 feet per round over earth and loose rock, and 40 feet per round over loose earth or mud. Walls receive a saving throw of 12 or greater to be unaffected or to stand fast on any given round against its push.
- **Pull:** The machine can pull massive weights up an incline or cliff, to a weight limit of 50 times the caster's own body weight. The machine's grip does not mar or break the item pulled. Movement rates while pulling are the same as when pushing.
- **Lift:** The machine lift with the same limitations as pulling.
- **Dig:** The machine a 10-foot-diameter hole 80 feet deep per round through loose earth, such as a mudslide. It digs 60 feet deep per round through earth and loose rock, or 20 feet deep per round through solid rock or stone construction. It digs a 20-foot-diameter hole at half these rates. It can dig a 10-foot-diameter hole horizontally (a tunnel) at the same rates as it digs a 20-foot-diameter hole vertically.
- **Throw:** The machine throws ropes, rocks, or even rocks with ropes attached to them (to cross a chasm with a line, etc.). Its accuracy is determined by the caster's own THAC0; misses are treated as grenade-like missiles. It can hurl items up to 1d20 × 100 feet. Hurling items deal damage according to their nature. The machine can hurl items no heavier than its pulling weight limit; a boulder that heavy inflicts 12d12 points of damage with a direct hit.
- **Thrash-and-Flail:** The machine thrashes and flail rapidly with a tool or weapon; crushing thickets and brambles to pulp, threshing grain, or smiting all creatures within a 30-foot-wide, 20-foot-deep area selected by the caster with 2d4+2 melee weapon attacks per round. The damage of



these attacks is determined by the melee weapon used (decided on by the priest at the spell's casting and limited to one-handed weapons only). Mobile targets are allowed a saving throw vs. spell each round. If the saving throw is successful, these targets suffer only half damage from any successful attacks.

A *fantastic machine* has no tangible existence and performs only a single task. It fades away when the spell ends even if the task is unfinished (for example, a partially lifted item would be dropped). Despite the illusory nature of the bulky construct, the magic applies very real force to its surroundings. It has made Gondar priests—who preserve the spell as one of their most holy secrets, rarely writing down all of its symbols in one place or tome—most respected in some circles.

The material components are a drop of water, a fragment of adamantite or adamant (the ore adamantite is derived from), a cog or toothed wheel fashioned of any metal, and a strand of spiderweb.

Notes: Granted by the god Gond, Lord of All Smiths, of the FORGOTTEN REALMS setting.

Fate

(Divination)

Sphere: Divination

Level: 4

Range: 0

Components: V, S, M

Casting Time: 6 turns

Duration: Special

Area of Effect: 1 creature

Saving Throw: None



This spell allows the shukenja to foresee the general course of a subject's life. Both the shukenja and the one for whom the spell is cast must be present at the casting. Significant details of the subject's life must be known—birth date, past deeds, family, etc. Upon casting the spell, the shukenja delves into the possible paths for the subject's future life. At the end of the spell, the shukenja is able to predict some major future event in the subject's life. Neither the subject or the shukenja has any control over the nature of the event predicted; that is, specific questions cannot be asked or answered. Nor are the exact circumstances of the event known (date, location, etc.).

Indeed, the shukenja is only able to provide general statements about the future of the subject.

When this spell is cast, there are two ways the DM can decide the answer. If the DM knows of some event that will occur, this can provide the answer. Thus, if the DM knows that the subject will shortly incur the wrath of a ninja family, he can respond "Soon your life will be fraught with danger from someone whose wrath you have incurred. You must expect danger from unexpected sources and friendly strangers. Courage, cunning, and caution should enable you to prevail." A DM who knows of no particular event can roll on the table.

FATE TABLE

Die Roll	Outcome
1	The subject will overcome some great opponent in a valiant struggle.
2	The subject will gain a great fortune but lose it before he can reap the benefits.
3	The subject will be elevated to high position and enjoy the respect and admiration of those around him.
4-5	The subject will be elevated to high position but evil scheming will bring about his fall.
6-7	The subject will suffer a humiliating defeat at the hand of some great enemy.
8-9	The subject will come into a great fortune that will bring ruin and hardship to his house.
10-12	Powerful beings will take compassion upon the subject, sparing his life at an unexpected moment.
13-15	The actions of the subject's family will bring misfortune down upon the subject.
16-17	A stranger will bring disguised good fortune into the subject's life.
18	The subject will gain great favor with the mighty through a courageous and heroic action.
19	A stranger will bring ill fortune into the subject's life.
20	A fearful enemy will seek devious revenge when the subject does not expect it.

The statements given above are quite general and many provide the basis for adventures. The DM should secretly note the fate of the individual and then arrange for the events to come about, cre-

ating an adventure to fit. The DM can also create other fates as desired. The fate is not an absolute event and unyielding, rather it is the potential for what *may* occur. The actions of the subject are the player's choice and these may change the final outcome. Indeed, knowing his fate allows the individual to better prepare himself to meet and avoid it.

An individual can have only one fate at a time. Once determined, the nature of the event cannot be changed although the outcome can occur differently if the subject's actions accomplish this. Determining a fate does not make the individual immune to death; that is, the subject can still die before his selected fate comes to pass, especially if he behaves in a rash or stupid manner. However, in most cases, the subject should live to see his fate fulfilled, even if he only survives for a few seconds after it has happened.

The material components for this spell are incense, astrological charts, and a silver gong.

Notes: Common for a priest from an oriental setting; otherwise, very rare.

Fatigue

Reversed form, see endurance.

Favor

(Invocation/Evocation)

Sphere: Protection

Level: 5

Range: Touch

Components: V, S

Casting Time: 1 hr.

Duration: 1 wk./level

Area of Effect: Individual touched

Saving Throw: None

By casting a *favor* spell, the priest asks the deity to watch over the recipient. Usually, the *favor* spell is cast upon a great hero, such as Odysseus or Jason, just before the hero undertakes a magnificent deed.

The effectiveness of the spell depends upon how the priest's god views the glory of the deed to be undertaken. Usually, as the god's favor is somewhat arbitrary—this is determined by rolling 1d6. For the duration of the spell, the recipient's saving throws are modified (in the positive direction) by the result. In cases of especially glorious undertakings, the DM may assign a saving throw modifier.

In addition, the subject is blessed by a pledge of one godly intervention. In practical terms, this

means that, during the duration of the spell, the subject can reroll any single die roll that affects him or her personally. The recipient invoke this pledge of intervention only once, even if the second roll was unsuccessful.

The gods never grant more than one *favor* spell to a single group of adventurers or a single adventurer, and usually insist that the spell be cast upon the group's leader. If a second *favor* spell is attempted, both it and the first are lost.

Notes: Rare spell, typical of the classical Greek pantheon.

Favor, Berronar's

See Berronar's favor.

Favor of Ilmater

(Abjuration, Alteration, Necromancy)

Sphere: Necromantic, Protection

Level: 3

Range: 10 yds./level

Components: V, S

Casting Time: 6

Duration: Special

Area of Effect: 1 creature

Saving Throw: None

This spell has two possible forms. The caster chooses which form is cast at the instant of casting.

A) Banish Pain: This form banishes pain and nausea so that the recipient, who can be the caster, cannot be stunned or debilitated by amputations, torture, and severe injuries. Those injuries still deal damage—and death may occur from loss of blood, strangulation, and the like—but dignity and composure can be maintained, shock avoided, and clear, calm thought retained in the face of adversity. The recipient can die nobly, stay conscious and calm to pass on vital information, remain alert and aware as an observer even if dying, and so on. The spell also banishes feeble-mindedness, delirium, and *charm* effects; frees the recipient from hypnotic effects, *maze* spells, and *confusion*; and revives that individual from dazed conditions and faints. The spell lasts 1 turn per caster level; pain and physical symptoms return if their causes are present when the spell expires. The helpful effects on the recipient's mind are permanent—for example, a broken *charm* is gone forever.

B) Transfer Damage: The caster touches a living creature, instantly restoring its hit points and suffering its damage. This can be done from a dis-

tance, so long as the spell range is not exceeded. The transfer restores the creature to full hit points if possible. If not, the caster is drained to 0 hit points and the creature is restored to that extent. The caster cannot limit the number of hit points transferred.

Neither the creature nor the caster must make a system shock check unless the caster was brought to 0 hit points while failing to bring the creature above 0 hit points. In this case, both individuals must make a system shock roll. Failure brings death, success puts that individual into a coma—not dead, but unable to heal without magical aid. Otherwise, the damage to the caster can be healed by the usual methods.

Only physical damage can be transferred. The caster cannot take on other conditions—disease, parasitic infestation, drunkenness, and the like—with this spell. Ilmater regards the taking on of the pain of others as a holy act, and encourages his clergy to use this form of the spell whenever a real (not frivolous) need is present.

Notes: Granted by Ilmater, the One Who Endures, of the FORGOTTEN REALMS setting.

Favor of Shaundakul

(Alteration)

Sphere: Travelers

Level: 2

Range: Special

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: Special

Saving Throw: None

Favor of Shaundakul creates a serendipitous occurrence during a taxing or dangerous journey. It makes something go right when everything else is going wrong. The exact effect is determined by the DM and is in no way controlled by the caster. *Favor of Shaundakul* only functions in wilderness settings or severe weather conditions while the caster is on a journey. It does not work while the caster is at home.

Typical effects include finding a safe place to camp, being able to start a fire in wet conditions, finding shelter in a blinding snowstorm, stumbling across an oasis while crossing the desert, finding a rare herb native to the region that cures a particular disease or neutralizes a particular poison, finding a light source while in darkness, etc. This favor

never gives bonuses or penalties to any sort of roll.

The material component is the caster's holy symbol, which is not consumed in the casting.

Notes: Granted by the god of travel Shaundakul of the FORGOTTEN REALMS setting.

Favor of the Goddess

(Alteration, Invocation/Evocation)

Sphere: Plant

Level: 2

Range: Touch

Components: V, S

Casting Time: 5

Duration: Permanent

Area of Effect: Two plants, vegetables, or pieces of fruit/level

Saving Throw: None

This spell confers instant fertility upon plants or doubles the yield of mature, growing plants. For example, picked fruits in a basket swell to twice their former size when this spell is cast on them. Tainted, diseased, spoiled, or poisoned plants are rendered wholesome by this spell, but plants naturally harmful to humans are not made safe.

Affected plants seem to glow with life and goodness, and their dramatic increase in volume can break open containers if the chosen produce has strength enough. For instance, cucumbers would burst open a crate or barrel, but tomatoes would explode before such containers gave way. This spell can only affect a plant, vegetable, or piece of fruit once; further castings are ineffective.

Notes: Granted by Chauntea, the Great Mother, of the FORGOTTEN REALMS setting.

Favor Of Tymora

(Abjuration)

Sphere: Protection

Level: 2

Range: Touch

Components: V, S

Casting Time: 5

Duration: Special

Area of Effect: 1 living creature

Saving Throw: None

The *favor of Tymora* confers bonuses upon the saving throws of the recipient. The first saving throw made after the spell is cast receives a +4 bonus, even if this takes place later in the same

round as the spell took effect. The second saving throw receives a +3 bonus, the next a +2 bonus, and the next a +1 bonus. After the four enhanced saving throws, the magic is exhausted. This protection (also known as *Tymora's smile*) cannot be ended by *dispel magic* or other magical effects; it lasts until the death of the recipient or until exhausted by use.

A priest of Tymora must physically touch the recipient with a bare hand to cast this spell, requiring a successful attack roll if the subject is in battle or unwilling.

Tymora does not allow her *favor* to be granted to the same creature more than once in any day unless there are exceptional circumstances, such as an individual championing Tymora's cause in open battle. Any attempt to cast Tymora's *favor* more than once a day on a nonworshipper of Tymora automatically fails.

Creatures faithful to Tymora are looked upon with disfavor if they request the bestowal of a *favor of Tymora* more than twice in any tending; to rely directly on the goddess is not to trust in her luck. This includes priests of Tymora, who may have to atone for any use of this spell on themselves that exceeds this rate.

The church of Beshaba employs a reversed form of this spell known as the *bane of Beshaba*. The spells *favor of Tymora* and *bane of Beshaba* cancel each other out if cast on the same creature, regardless of how many saving throws the first spell to be cast has affected.

Notes: Granted by Tymora, Lady Luck of the FORGOTTEN REALMS setting.

Favor of Valkur

(Enchantment/Charm)

Sphere: Charm, Elemental Water

Level: 5

Range: 5 yds./level

Components: V, S, M

Casting Time: 8

Duration: Special

Area of Effect: 1 land-based creature

Saving Throw: None

This spell is cast on a willing, living recipient, typically a sailor. The lucky subjects of this spell are enchanted so that if they ever fall overboard or are shipwrecked, a chance confluence of wind and currents float them safely to shore—no matter what the weather conditions—before they drown

or die of thirst or starvation. Whatever shoreline the creature reaches will have sufficient food and water to support it indefinitely (but this is no guarantee against stupidity, disease, or predators common to the region). A creature cannot receive the *favor of Valkur* more than once in its life.

The spell ends once the *favor of Valkur* has been used or one year expires since the spell's casting.

This spell can be cast on a specially prepared amulet. Whoever possesses the amulet can activate it upon himself or herself. Such amulets must be used within five years of their construction or their magic dissipates. Such an *amulet of Valkur* can be prepared only by a Valkurite priest of 16th or higher level and typically sells to merchant captains for 2,000 to 4,000 gp.

The material component of this spell is a small piece of driftwood from a ship that foundered in years past.

Notes: Granted by Valkur, Captain of the Waves, of the FORGOTTEN REALMS setting.

Favor of Yathagera

(Alteration)

Sphere: Animal

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 1 hr./level

Area of Effect: 1 equine

Saving Throw: None

The equine subject of this spell (typically a horse, but sometimes a centaur, unicorn, or pegasus) immediately sprouts a pair of wings similar to those borne by pegasi if it does not already have wings. The newly winged equine can fly with a movement rate of 48 and maneuverability class C (D if mounted). *Favor of Yathagera* makes the spellcaster (but only the spellcaster) proficient in aerial riding for the duration of the spell and enables the equine steed to maneuver and fly as if it was born with wings. As part of the magic of the incantation, any saddle, bit, or bridle placed on the creature immediately slips off and falls to the ground; the winged equine must be ridden bareback. While under the influence of this spell, an equine can dive at an opponent from heights of 50 feet or higher and use its hoof attacks; each such attack roll is at a +2 bonus and does double damage.

If this spell is cast upon a pegasus or any other

naturally winged equine, its movement rate while flying is doubled and its maneuverability class improves by one (to a maximum of A).

The material components for this spell are a feather from a pegasus (freely granted) and the priestess's holy symbol.

Notes: Granted by Lurue, the Unicorn Queen, of the FORGOTTEN REALMS, setting.

Fear Contagion

Quest spell, see appendix in Vol. 3.

Feat

(Alteration)

Sphere: All

Level: 4

Range: Touch

Components: V, S

Casting Time: 7

Duration: Special

Area of Effect: Creature touched

Saving Throw: None

This spell allows the recipient to complete one extremely difficult action or single-step task—in other words, any necessary ability checks and those proficiency checks not involving protracted activity (such as say, constructing a suit of armor) automatically succeed. The magic does not perform the activity for the being and does not protect the being from any risk or damage associated with the task, but merely guarantees that the specified thing to be done is carried out. Even if the creature dies in the attempt, his or her body completes the action. Typical feats include swinging or leaping through a small specific window or opening, catching a small thrown object, falling into a stream or hole or other particular location, firing an arrow through a keyhole, and such. The act must be performed on the round following the casting of the *feat*; otherwise, the magic is wasted and lost.

Notes: Granted by Tymora, Lady Luck, of the FORGOTTEN REALMS setting.

Fedefensor, Azuth's

See Azuth's Fedefensor.

Feeblemind

(Enchantment/Charm)

Sphere: Charm

Level: 6

Range: 160 yds.

Components: V, S

Casting Time: 9

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

A spell solely for employment against persons or creatures who use magical spells, *feeblemind* causes the victim's brain to become that of a moronic child. The individual remains in this state until a *heal*, *restoration* or *wish* spell is used to do away with the effects. The spell is of such a nature that its chance to affect the target creature is generally enhanced (saving throws are lowered).

The spell has no material component.

Notes: Common for clerics (Updated from 1st Ed. *PHB*).

Type of Spells Used by Target Creature	Saving Throw Adjustment
Cleric	+1
Druid	-1
Wizard (human)	-4
Illusionist	-5
Combination or nonhuman	-2

Feign Death

(Necromancy)

Sphere: Necromantic

Level: 3

Range: Touch

Components:

Casting Time: 1/2

Duration: 1 turn + 1 rd./level

Area of Effect: Person touched

Saving Throw: None

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

poison injected or otherwise introduced into the body becomes effective when the spell recipient is no longer under the influence of this spell, although a saving throw is permitted. However, the spell offers no protection from causes of certain death—being crushed under a landslide, etc. Only a willing individual can be affected by a *feign death* spell. The priest is able to end the spell effect at any time, but it requires a full round for bodily functions to begin again.

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

Notes: Common for clerics (*PHB*).

Feign Undead

(Necromancy)

Sphere: Necromantic

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: 1 turn + 1 rd./level

Area of Effect: Person touched

Saving Throw: None



This spell can make the caster or any willing person appear to be a zombie. The person looks undead, ceases to breathe, and feels no pain or emotion. He becomes immune to paralysis, poison, and attacks that drain Strength or energy levels. Poison attacks require a saving throw vs. poison only when the spell expires. The immunity to pain does not protect the person from damage; but does block penalties due to excessive pain.

The person's body looks just like an animated corpse—the skin color changes, and flesh shrinks to show bones. His joints become stiff and his movement jerky. When he attacks, it is as a normal zombie, striking last in the melee round. The person's attire does not change; he must attend to the state of his clothes himself. Spells that normally affect undead have no influence over him, which might reveal his true nature.

Most creatures seeing the person will assume the individual is a zombie. Actual undead won't attack the person unless ordered to do so. If the individual does something out of character for a zombie, then the chances that an intelligent creature deduces that he is not what he seems in-

creases. On the Demiplane of Dread, casting this spell requires a RAVENLOFT powers check.

The material component for this spell is a bit of bone and dirt from a grave.

Notes: Common for priests from the Demiplane of Dread.

Feline Form

(Alteration)

Sphere: Combat

Level: 7

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: The caster

Saving Throw: None

This spell is similar to the 9th-level wizard spell *shapechange*, but it only allows the caster to assume the form of a feline or partial feline of any species. Those who cast *feline form* become the creatures they wish to and have all of their abilities save those dependent upon Intelligence, innate magical abilities, and magic resistance, for the mind of the assumed form is that of the caster. The caster can change into a tressym and fly away, then to a sea lion to dive into a lake, and then into a wemic or dragonne to run across the plains. The first form adopted has whatever hit points the casting priest had at the time of the casting of the *feline form* spell, and subsequent forms carry the current total hit points with them. Each alteration in form requires only a second, and no system shock survival roll is required.

A priest adopting another form also adopts its vulnerabilities. For example, a priest who becomes a sea lion still cannot breathe out of the water for more than 24 hours. Like the *shapechange* spell, a priest who is killed while in another form does not revert to his or original shape, which may disallow certain types of revivification.

The material components for this spell are locks of hair from three different species of feline.

Notes: Granted by Nobanion, the Lion King, of the FORGOTTEN REALMS setting.

Ferment

Lost spell. Rumored to be used in the making of wine.

Fertility

(Necromancy)

Sphere: Creation

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

This spell has two possible uses. The first is an enhanced version of the *plant growth* spell, affecting a 10-mile-square area. The DM secretly makes a saving throw (based on the caster's level) vs. spell, and if the roll is successful, the spell renders plants more vigorous, fruitful, and hardy, increasing yields 30% to 80% given a normal growing season. The spell operates in the same way as *plant growth*, otherwise.

The second use of the spell is often requested as a marital blessing. Again, the DM makes a saving throw based on the caster's level, and success indicates that any creature upon whom the spell is cast who mates within 24 hours has a 95% chance to impregnate or become pregnant. Furthermore, the offspring inspired by this magic is certain to be delivered normally and in good health provided the mother remains healthy and uninjured. Note that factors such as old age and curses may influence the percentage chance of becoming pregnant, as may magic specifically geared to preventing such an occurrence or a being's inability to conceive due to peculiar magical factors. (For instance, many of Mystra's Chosen seem unable to conceive for unknown reasons.)

Shiallia knows if this magical blessing should not be performed and secretly informs her priest if this is so. Shiallia's priest then performs a non-magical blessing very similar in form instead to prevent the couple from being embarrassed if the blessing was to be a public event.

The material component of this spell is any seed.

Notes: Granted by the goddess Shiallia of the FORGOTTEN REALMS setting. Granted by the dwarf goddess Sharindlar.

Fertilize

Aka fertility.

Find Companion

(Conjuration/Summoning)

Sphere: Animal

Level: 4

Range: 1 mile/two levels

Components: V, S, M

Casting Time: 1 hr.

Duration: Special

Area of Effect: 1 animal companion

Saving Throw: Special

This spell is similar to the 1st-level wizard spell *find familiar*, but it is in some respects more powerful. A priest casting this spell is attempting to summon an animal for aid and companionship. A priest can have only one companion at a time, and has no control over what creature answers the spell call unless *animal summoning* is also cast.

No matter the creature summoned, it has greater Intelligence and a longer life span than others of its kind. Priest companions have an Intelligence of 4 or 5. A priest gains the heightened senses of the companion, receiving a +1 bonus to all surprise rolls.

The priest is linked to the animal companion telepathically and can give it directions telepathically or verbally. In return, the priest can understand the thoughts and sounds of the companion as if using a *speak with animals* spell.

If the companion is separated from its linked priest by more than a mile for more than one day, it loses 1 hit point a day until it dies.

Unlike a wizard's familiar, a priest's companion does not have the priest's saving throws. However, the priest does not suffer physical damage if the companion dies.

A priest can try to find a companion once a month until successful. The process involves an hour-long prayer session in which a priest asks the patron deity for a companion and burns 100 gp of incense during the process. (At this point, roll 1d20 on the table.) Immediately after the spell is completed, a priest knows if the casting was successful. The companion arrives at the casting spot within 1d4 hours if the spell was successful.

If the priest strikes the companion or withholds its food, the spell ends, at which time the companion is no longer held and can freely depart. That type of animal won't ever again become a com-

panion to that priest.

A priest's companion typically has 3d4 hit points plus 1 hit point per level of the summoning priest and an Armor Class of 7.

Notes: Granted by the evil god Malar the Beastlord of the FORGOTTEN REALMS setting.

COMPANION TABLE

Die	Companion	Sensory Powers
1-3	Wild Dog	Smell, hearing
4-6	Eagle	Distance vision
7-9	Wild Boar	Smell, hearing
10-12	Fox	Smell, hearing
13-15	Giant Rat	Night vision
16-18	Badger	Smell
19-20	No companion in range	

Find Drinkable Water

(Divination)

Sphere: Divination

Level: 1

Range: 90 miles

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

This spell imparts to its caster the precise direction, approximate distance, and a vague mental picture of the nearest spot within spell range where drinkable water (that is, not tainted, diseased, or poisonous) can be had on the surface of the land.

If no such water exists, the spell indicates this fact and shows the location (with distance and direction) of the closest drinkable subterranean water to the surface, with a mental picture of what is above it on the surface. If only tainted or poisonous water exists within spell range, the spell indicates this as well, and points out the nearest source in a like manner. In all cases, the vision and sense of direction and distance remain with the caster until the spot is reached or the caster next slumbers (these memories do not interfere with spellcasting or concentration).

The spell outlines the presence and location of holy and unholy water, as auras of differing hues, but also keeps to its main purpose of locating available natural water. It does not detect the water in liquids such as blood, sauces, alcoholic beverages, fruit, and the like.

The material component is a drop of water that need not be pure, a drop of dew, or one of the caster's tears, which is touched to the caster's holy symbol.

Notes: Granted by Mielikki, the Forest Lady, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Find Portal

(Divination)

Sphere: Divination

Level: 3

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: 5 rds./level

Area of Effect: 10-ft. wide × 30-ft. long path

Saving Throw: None

This spell reveals all normal or magical portals within its area of effect. This includes doors, windows, magical gates, tunnel openings, teleportals, shifting walls, secret doors, openings concealed by illusions, and similar constructions. False or illusionary doors are excluded; there must be or have been some possibility of function as a method of entrance or egress. The caster does not gain any information about how a portal is used: locks, traps, method of operation, direction of operation (in the case of one-way doors), and similar information is not learned. However, if a portal itself is magical or if it is magically concealed, the caster has a 10% per level chance to determine what type of magic is involved. The spell is most useful for finding secret doors, shifting walls, and the like.

Notes: Very rare spell. (Updated from *POLYHEDRON Magazine*.)

Find Sustenance — Elf

(Divination)

Sphere: Divination

Level: 1

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: Special

Area of Effect: The caster

Saving Throw: None

By means of this spell, the caster can find food and water as if he or she has the survival profi-

ciency. After the spell is cast, the priest develops a sixth sense as to where to look for food and water; this lasts until sufficient food is found. For every caster level above 4th, the priest can find sufficient sustenance to sustain a human or demihuman for one day. Thus, a 7th-level priest can find sufficient food and water for three people.

While food and water sources found by this spell may vary widely in taste, nutritional value, and safety, continued use of this spell allows the priest to locate a sufficiently diverse assortment of food to support life. Thus, it results in a fairly healthy and balanced diet without excessive risk of disease.

Find sustenance fails if there is absolutely no food or water to be found, a situation that seldom occurs if the priest has unrestricted access to the natural world.

Notes: Granted by the feral elven god Fenmarel Mestarine.

Find the Path

(Divination)

Reversible

Sphere: Divination

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 3 rds.

Duration: 1 turn/level

Area of Effect: Creature touched

Saving Throw: None

The recipient of this spell can find the shortest, most direct physical route that he is seeking, be it the way into or out of a locale. The locale can be outdoors or under ground, a trap, or even a maze spell. Note that the spell works with respect to locales, not objects or creatures within a locale. Thus, the spell could not find the way to "a forest where a green dragon lives" or to the location of "a hoard of platinum pieces." The location must be in the same plane as the caster.

The spell enables the subject to sense the direction that eventually leads to his destination, indicating at the appropriate times the exact path to follow (or physical actions to take—for example, with concentration the spell enables the subject to sense trip wires or the proper word to bypass a glyph). The spell ends when the destination is reached or when one turn for each caster level has elapsed. The spell frees the subject, and those with

him, from a *maze* spell in a single round, and continues to do so as long as the spell lasts.

This divination is keyed to the caster, not any companions, and that, like the *find traps* spell, it does not predict or allow for the actions of creatures.

The spell requires a set of divination counters of the sort favored by the priest, bones, ivory counters, sticks, carved runes, or whatever.

The reverse spell, *lose the path*, makes a creature totally lost and unable to find its way for the duration of the spell, although it can be led, of course.

Notes: Common for clerics (*PHB*).

Find the Path — Shukenja

Exactly the same as the standard version, except the divination counters are bone, ivory, or teak.



Find Traps

(Divination)

Sphere: Divination

Level: 2

Range: 0

Components: V, S

Casting Time: 5

Duration: 3 turns

Area of Effect: 10-ft. × 90-ft. path

Saving Throw: None

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

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

The caster learns the general nature of the trap (magical or mechanical) but not its exact effect, nor how to disarm it. Close examination will, however, enable the caster to sense what intended actions might trigger it. Note that the caster's divination is limited to his knowledge of what

might be unexpected and harmful. The spell cannot predict actions of creatures (hence a concealed murder hole or ambush is not a trap), nor are natural hazards considered traps (a cavern that floods during rain, a wall weakened by age, a naturally poisonous plant). If the DM is using specific glyphs or sigils to identify magical wards (see the 3rd-level priest spell, *glyph of warding*), this spell shows the form of the glyph or mark. The spell does not detect traps that have been disarmed or are otherwise inactive.

Notes: Common for clerics (*PHB*).

Find Underground Water

See find water.

Find Water

(Divination)

Sphere: Divination

Level: 1

Range: 0

Components: V, S, M

Casting Time: 4

Duration: 3 turns

Area of Effect: 10-ft. wide, 90-ft. long path

Saving Throw: None

This spell enables the caster to find any water source within range of the spell, allowing him to estimate how plentiful the water is. After casting the spell, the caster can search the immediate vicinity, and any water within 90 feet of the druid in the direction of concentration along a 10-foot-wide path) will be detected. The caster can tell approximately how much water there is; these estimations are: *traces* only, a *small* amount, a *goodly* amount, a *large* amount, or a *vast* supply. The caster has a 5% chance per level to know if the water is drinkable (*fresh, salty, unfit*). Thus, the caster might detect a water source beneath a cave floor, but might not know if it is potable until the party digs down to it. Water can be found through rock, metal, or any other material, as long as the water is within spell range and area.

The material component for this spell is a forked stick (divining rod).

Notes: Very rare spell, more commonly known to druids or granted by gods of divination. (Updated from *DRAGON Magazine*.)

Finger of Death

(Necromancy)

Sphere: Animal

Level: 7

Range: 60 yds.

Components: V, S, M

Casting Time: 3

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Neg.

The *finger of death* spell causes a creature's heart to stop. The caster utters the incantation, points his or her index finger at the creature to be slain, and unless the creature succeeds in making the appropriate saving throw, death occurs. A successful saving throw vs. death magic negates the spell.

Notes: Uncommon for druids. (Updated from 1st Ed. PHB.)

Fire Eyes of Gorm — Dwarf

(Evocation)

Sphere: Combat

Level: 4

Range: 0

Components: V, S, M

Casting Time: 4

Duration: 1 rd./level

Area of Effect: Ray, 1 ft./level

Saving Throw: ½

This spell allows the priest to emit a fiery beam from either one or both of his eyes. This thin, ruby-red beam can strike up to two opponents a round, attacking with the priest's normal THAC0. The priest can engage in other physical activities (including combat) in the same round.

The beam deals 2d8 fire damage to all creatures struck by it (save vs. spell for half damage). Creatures immune to flame damage are unharmed.

The beam acts as an instant (*searing*-level) *heat metal* on all metal it touches. A second beam striking the same piece or area of metal melts the metal, unless it makes a successful item saving throw vs. lightning (magical items have a saving throw bonus equal to any attack bonuses they possess).

An armored individual struck by the beam suffers both direct beam damage and the searing damage as from a *heat metal* spell. If the beam

struck again, both types of damage are suffered again, and the armor collapses into liquid metal blobs and falls from its wearer's body.

The material component of this spell is the priest's holy symbol, which is touched during casting. It is not harmed, and need not be continuously touched as the spell continues.

Notes: Granted by the dwarven god Gorm Gulthyn.

Fire of Justice

(Necromancy)

Sphere: Combat

Level: 5

Range: 90 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 being

Saving Throw: None

The *fire of justice* spell induces corrosive internal energy surges in the recipient, causing 1d4+1 points of damage per level of the caster (10d4+10 points maximum). Undead suffer double damage. This damage is not affected by fire or heat resistance of any sort.

This spell can be cast only by a priest of Tyr who has already inflicted some unhealed melee, missile, or magical damage on the creature. A single hit point inflicted by the priest is sufficient, but the spell fails if this is not done.

The material components of a *fire of justice* spell are a coal that has once been in a fire (it need not be smoldering, or even warm) and a drop of holy water consecrated by a priest of Tyr.

Notes: Granted by Tyr, the Just God, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Fire Purge*

(Abjuration)

Sphere: Wards

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: 10-yd. square

Saving Throw: None

An area enchanted with *fire purge* is protected against 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, any creature in the area of effect receives a +4 bonus to its saving throws vs. fire-based attacks. It does not extinguish existing fires.

The *fire purge* spell can be cast as cooperative magic. The duration of the spell becomes 1 turn per level of the most powerful priest, plus 1 additional 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 square of protection).

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

Notes: Common for priests with major access to the sphere of Wards.

Fire Purge — Myrikan

Lost spell. Rumored to be known by a rare type of paladin-druid called a myrikan.

Fire Quench

Reversed form, fire storm.

Fire Seeds

(Conjuration)

Sphere: Elemental Fire

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 rd./seed

Duration: Special

Area of Effect: Special

Saving Throw: ½

The *fire seeds* spell creates special missiles or timed incendiaries that burn with great heat. The spell can be cast to create either *fire seed* missiles or *fire seed* incendiaries, as chosen when the spell is cast.

Fire Seed Missiles: This casting turns up to four acorns into special grenade-like missiles that can be hurled up to 40 yards. An attack roll is required to strike the intended target, and proficiency penalties are considered. Each acorn bursts upon striking any hard surface, causing 2d8 points of damage and igniting any combustible materials within a 10-foot diameter of the point of impact. If

a successful saving throw vs. spell is made, a creature within the burst area receives only one-half damage, but a creature struck directly suffers full damage (i.e., no saving throw).

Fire Seed Incendiaries: This casting turns up to eight holly berries into special incendiaries. The holly berries are most often placed, being too light to make effective missiles (they can be tossed up to six feet away). They burst into flame if the caster is within 40 yards and speaks a word of command. The berries instantly ignite, causing 1d8 points of damage to any creature and igniting any combustible within a five-foot diameter burst area. Creatures within the area that successfully save vs. spell suffer half damage.

All fire seeds lose their power after a duration equal to one turn per experience level of the caster—e.g., the seeds of a 13th-level caster remain potent for a maximum of 13 turns after their creation.

No other material components beyond acorns or holly berries are needed for this spell.

Notes: Common for druids (PHB).

Fire Storm

(Evocation)

Reversible

Sphere: Elemental Fire

Level: 7

Range: 160 yds.

Components: V, S

Casting Time: 1 rd.

Duration: 1 rd.

Area of Effect: 20-ft. cube/level, minimum 16 10-ft. cubes

Saving Throw: ½

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame that equal a *wall of fire* spell in effect. Creatures within the area of fire and 10 feet or less from the edge of the affected area receive 2d8 points of damage plus 1 additional point of damage equal per caster level. A successful saving throw vs. spell reduces damage by half. The damage is inflicted each round the creature stays in the area of effect. The area of effect is equal to two 10-foot × 10-foot cubes per level of the caster—for example, a 13th-level caster can cast a *fire storm* measuring 130 feet × 20 feet × 10 feet. The height of the storm is 10 or 20 feet; the balance of its area is in length and width.

The reverse spell, *fire quench*, smothers twice the area of effect of a *fire storm* spell with respect to normal fires, and the normal area of effect with respect to magical fires. Fire-based creatures, such as elementals, salamanders, etc., of less than demigod status have a 5% chance per experience level of the caster of being extinguished. If cast only against a *flametongue* sword, the sword must roll a successful item saving throw vs. crushing blow or be rendered nonmagical. Such a sword in the possession of a creature first receives the creature's saving throw, and if this is successful, the second saving throw is automatically successful.

Notes: Common for druids (PHB).

Fire Trap

(Abjuration, Evocation)

Sphere: Elemental Fire

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Permanent until discharged

Area of Effect: Object touched

Saving Throw: ½



Any closeable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth) can be warded by a *fire trap* spell. The spell is centered on a point selected by the spellcaster. The item so trapped cannot have a second closure or warding spell placed upon it. A *knock* spell cannot affect a *fire trap* in any way—as soon as the offending party opens the item, the trap discharges. As with most magical traps, a thief has only half his normal find traps score to detect a fire trap. Failure to remove it successfully detonates it immediately. An unsuccessful dispel *magic spell* won't detonate the spell.

When the trap is discharged, there is an explosion of 5-foot radius from the spell's center. Each creature within this area must roll a saving throw vs. spell. Damage is 1d4 points, plus 1 additional point per level of the caster; those who successfully save take half damage. Underwater, this ward inflicts half damage and creates a large cloud of steam. The item trapped is not harmed by this explosion.

The caster can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast (the method usually involves a keyword).

To place this spell, the caster traces the outline of the closure with a stick of charcoal and touches the center of the effect. Attunement to another individual requires a hair or similar object from the individual.

The material components are holly berries.

Notes: Common for druids (PHB).

Firebreak

(Alteration)

Sphere: Plant

Level: 2

Range: 10 yds./level

Components: V, S, M

Casting Time: 5

Duration: 1 turn/level

Area of Effect: 800 square ft./level

Saving Throw: None

The *firebreak* spell renders all living vegetation in the area, including plant-like monsters and animated plant life, immune to normal fire, and cuts all damage to such plants from magical fire in half. Dead plant matter in the area of effect can still burn, as can living plants moved outside the area. The spell does not function indoors or underground. The caster can cover an area of 800 square feet per level (for example, a 10-foot wide firebreak, 80 feet long per level).

The material component is a bit of charred wood.

Notes: Very rare spell (Updated from *DRAGON Magazine*).

Firelight

(Alteration)

Sphere: Elemental Fire

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 4 hrs. + 1 hr./2 levels

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.

Notes: Uncommon for druids (*PO:SM*).

Fireward

(Abjuration)

Sphere: Elemental Fire

Level: 5

Range: 0

Components: V, S, M

Casting Time: 8

Duration: 1 rd./level

Area of Effect: Sphere of 1 ft. in diameter/level

Saving Throw: None

This spell temporarily renders a spherical area fireproof, instantly extinguishing all fires and preventing the ignition of future conflagrations for the spell's duration. Despite its name, this magic does not ward away flames, but rather drinks them in, destroying them. The sphere is centered on the caster but is stationary once created. The caster can move about, engage in other spellcasting activities, slumber, or even leave and reenter the sphere repeatedly without affecting it in any way.

The *fireward* spell is effective against red dragon breath, fire elementals (which cannot enter or be summoned into the sphere), natural fires of all sizes (including forest fires), and fiery magic. It prevents heat and vapor transfer between its protected area and the surroundings so that smoke cannot enter a *fireward* area, a conflagration cannot roast its occupants, nor can a fire suck all the oxygen out of the ward to feed its own roaring flames.

The material components of this spell are a pinch of sand and a drop of water.

Notes: Granted by Silvanus Oakfather of the FORGOTTEN REALMS setting.

Firing Frenzy, Azuth's

See Azuth's firing frenzy.

Fist, Ilmater's

See Ilmater's fist.

Fist of Faith

(Invocation/Evocation)

Sphere: Combat

Level: 2

Range: 10 yds.

Components: V, S

Casting Time: 5

Duration: Instantaneous

Area of Effect: 1 being

Saving Throw: None

This spell causes an invisible fist of force to strike any being visible to the caster who is within range. The *fist of faith* strikes only once, but cannot miss. It causes no damage to items (even fragile ones), acting only on living or undead bodies, and inflicts 4d4 points of damage (4d6 to undead). Once struck, a creature is immune to all effects of other *fist of faith* spells until 24 hours have elapsed.

Notes: Granted by Helm the Vigilant of the

FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Fist of Gond

(Evocation)

Sphere: Combat

Level: 6

Range: 0

Components: V, S, M

Casting Time: 9

Duration: 6 rds.

Area of Effect: The caster's arm

Saving Throw: None

This spell temporarily augments the might and hardness of one of the caster's arms, encasing it in an invisible field of force and raising its Strength to 22. The caster's muscles and joints are magically bolstered so they are not torn when blows from the *fist of Gond* land. Such blows can punch through armor and stone alike, striking at a +4 attack bonus, dealing 1d4+10 points of damage, and forcing saving throws vs. crushing blow on all items they hit.

The material components of a *fist of Gond* spell are a cube of solid adamantite not less than 1 inch on a side and a diamond of not less than 500 gp value.

Notes: Granted by Gond, Lord of All Smiths, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Flame Blade

(Evocation)

Sphere: Elemental Fire

Level: 2

Range: 0

Components: V, S, M

Casting Time: 4

Duration: 4 rds. + 1 rd./2 levels

Area of Effect: 3-ft. long blade

Saving Throw: None

With this spell, the caster causes a blazing ray of red-hot fire to spring forth from his hand. This bladelike ray is wielded as if it was a scimitar. If the caster successfully hits with the flame blade in melee combat, the creature struck suffers 1d4+4 points of damage, with a damage bonus of +2 (that is, 7-10 points) if the creature is undead or is especially vulnerable to fire. If the creature is protected

from fire, the damage inflicted is reduced by 2 (that is, 1d4+2 points). Fire dwellers and those using fire as an innate attack form suffer no damage from the spell. The flame blade can ignite combustible materials such as parchment, straw, dry sticks, cloth, etc. However, it is not a magical weapon in the normal sense of the term, so creatures (other than undead) struck only by magical weapons are not harmed by it. This spell does not function underwater.

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

Notes: Common for druids (PHB).

Flame Harvest

(Conjuration, Invocation)

Sphere: Elemental Fire

Level: 5

Range: Special

Components: V, S, M

Casting Time: 1 hr.

Duration: Special

Area of Effect: Special

Saving Throw: ½



This powerful spell creates a trap of a large field, copse of trees, or other flammable area, triggered by certain, predefined conditions.

The priest slowly walks the area to be trapped for a period of an hour, envisioning the rising flames and deciding on the conditions that trigger its activation. When the meditation period ends, the priest can leave the area and the trap remains set for 1 month.

The player must write the conditions of the spell on paper for the DM, and the DM should take these words as literally as possible. The conditions can be as simple or as complex as the player likes, but they must be written. Some possible conditions are: whenever anyone sets foot in this grove, or, whenever templars draw their weapons.

When the condition is met, the area is engulfed in flames, and those inside take 6d8 points of damage. The site continues to burn normally, and anyone trapped takes 1d4 points of damage until the fire burns itself out.

The area affected is 90 feet square, or its equivalent, and the engulfing flames rise to a height of 10 feet. The shape of the area does not affect the spell in any way.

Notes: Uncommon for priests from the DARK SUN setting.

Flame Shield

(Evocation)

Sphere: Elemental Fire

Level: 3

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell creates a pulsating, 6-foot-high shield of darkness at the end of the caster's hand. The shield is weightless and intangible. Missiles and other weapons and solid objects, including parts of the caster's body, pass through it without impediment. The shield remains attached to one of the caster's hands (chosen during the casting) unless the casting priest touches another creature's hand and wills control of the shield to pass to the other (who must agree to the transfer or it cannot occur).

The shield works against flame. Its touch extinguishes normal torches, flaming oil, and candles instantly. Larger fires are diminished. A *fireball* striking or exploding around the bearer of a *flame shield*, for example, causes only half damage. A *flame blade* coming into contact with a *flame shield* is harmlessly destroyed. A *flame shield* fully cancels out a *flame strike* if held directly in the path of the *flame strike* (over the shield-bearer's head); this destroys the *flame shield* instantly. If the *flame shield* is not held in such a fashion, the shield-bearer takes half damage.

Flame-related illusions, hypnotic patterns, and the like have no effect on any being viewing them through a *flame shield*. A magical, flaming sword striking through a *flame shield* encounters no resistance and inflicts normal weapon damage but no flame damage. Any part of such a blade that has passed through the shield remains free of flames while any part of the blade is in contact with the shield; thus a flaming sword striking through a *flame shield* cannot ignite a scroll or other flammable object by touch.

The material components for this spell are a piece of phosphorous, a drop of mercury, and a cobweb.

Notes: Granted by nature goddess Eldath of the FORGOTTEN REALMS setting.

Flame Strike

(Evocation)

Sphere: Combat

Level: 5

Range: 60 yds.

Components: V, S, M

Casting Time: 8

Duration: Instantaneous

Area of Effect: 5-ft. radius by 30-ft.-high column

Saving Throw: ½

When the priest calls down a *flame strike* spell, a vertical column of fire roars downward in the exact location called for by the caster. Any creature within the area of effect must make a saving throw vs. spell. Failure means the creature sustains 6d8 points of damage; otherwise, the damage is halved.

The material component is a pinch of sulphur.

Notes: Common for priests (PHB).

Flame Walk

(Alteration)

Sphere: Elemental Fire

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 1 rd. + 1 rd./level

Area of Effect: Creature(s) touched

Saving Throw: None

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

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

Notes: Common for druids (PHB). The oriental (shukenja) version is identical.

Flesh to Stone

Reversed form, stone to flesh.

Float**(Alteration)****Sphere: Creation**

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 5 rds.

Duration: 2 turns+1 turn/level

Area of Effect: Object touched

Saving Throw: None

This spell allows the priest to bestow a form of magical flight upon an object weighing 500 pounds or less. The priest moves the object through concentration, causing it to move either vertically or horizontally at MV FL 6 (C) and half that rate if ascending or descending. Further, the caster can cause the object to hover motionless, suspended in the air. If the caster's concentration is disrupted, the spell is ended.

The material component for the spell is a bit of down from a duck.

Notes: Known to be uncommon in the FORGOTTEN REALMS setting.

Float

A 1st-level spell that makes creatures and objects buoyant. See waterfloat.

Flock of Birds — Old Empire**(Conjuration/Summoning)****Sphere: Animal, Summoning**

Level: 4

Range: 120 yds.

Components: V, S, M

Casting Time: 7

Duration: 2 rds./level

Area of Effect: 30-ft.-diameter sphere

Saving Throw: None

This spell summons a dense flock of ordinary birds. In an environment free of normal birds (for example, underwater), the spell fails. The birds obscure vision, limiting it to 20 feet. Spellcasting within the flock is impossible. The

A spellcaster of 11th level or greater can cause the birds to attack if desired. The flock attacks any one being in the area of effect, heedless of their own safety. A creature within the flock is subject to countless suicidal attacks by diving birds and suffer 1d2 points of damage plus 1 additional point

of damage for every four levels of the spellcaster (round down) per round. (Note that monsters immune to weapons of a nonmagical nature suffer no damage from the birds, which are in all respects ordinary avians.) Invisibility provides no protection, and neither does *protection from normal missiles*, as the birds are not missile weapons. Any creature within the area of effect must also make a morale check every other round (beginning with the second round of the spell's effect) or flee until it is more than 240 yards from the birds.

Nothing drives the flock of birds from the area of effect or dissuades them from attacking (if the spellcaster is of sufficient level and so desires). However any area-of-effect spell that inflicts a minimum of 4 points of damage (assuming all saving throws would be successfully made by the birds), encompasses the entire flock, and is cast after the flock of birds is summoned ends the *flock of birds* spell effect immediately by killing all the birds. Other attacks that inflict insufficient damage or have a smaller area of effect kill many of the birds, but do not noticeably decrease the size of the flock. An all-compassing protective barrier, such as that created by a *cube of force*, protects anyone within its confines for as long as the barrier exists or until the spell expires.

Note that while the weaker version of this spell is fairly harmless, if the priest causes the flock of birds to attack, many of the birds are likely to perish during the aerial assault. As a result, some nature priests (particularly druids) are unhappy with the use of this spell and may seek to make the caster atone in some manner for its use.

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

Notes: Granted by the Mulhorandi god Totho of the FORGOTTEN REALMS setting.

Flowstone — Dwarf**(Alteration)****Sphere: Elemental Earth**

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: 8

Duration: 1 rd.

Area of Effect: 3 cubic ft./level

Saving Throw: Special

This spell makes stone flow like syrup, and then harden. The stone flows in response to gravity, but can be directed by beings (such as skilled

dwarves) wielding wooden paddles or erecting temporary dams. The flowing stone is not heated or altered in hue.

Dwarves often use this spell to shape stone conduits, by flowing stone around logs that are later burnt away, and to sculpt stone into smooth door surrounds, covering or shielding embedded locks and the like.

The spell can also allow escape from stone prisons, by using wooden poles to open holes in the melted stone of walls and to uproot manacle bolts or other fastenings. Its most deadly use is to trap beings by entombing them or encasing their feet or other body parts in the hardening stone.

Any creature in contact with flowing stone is allowed a saving throw vs. poison. If successful, the creature entirely avoids having stone cling or envelop any part of it. It wins free of the affected area without harm (but must save again upon re-entering).

A creature that fails this save is partially encrusted with stone, *slowed* in movement rate, and suffer a two-point Dexterity penalty until the stone is washed off (within 2 rounds) or shattered and scraped off (thereafter).

If an encrusted being is immobile, or is in the center of an affected area more than 10 feet across when the round of flowing ends, a saving throw vs. spell is also necessary. If it fails, the being is stuck. A Strength check is allowed to beings struggling against the hardening stone. If successful, they reach the edge of the affected area, emerging with one or more limbs encased in immobilizing blobs of stone. Failure traps the creature in the hardening stone. If stone covers breathing organs (in most beings, the head), death occurs in 1d4+1 rounds. If stone merely prevents movement, the being dies of starvation in 1d10+10 days, or whenever overcome by rising water, attacking beasts, or the like.

Attacks on the stone transmit half damage directly to the trapped person; an encased limb can typically be freed by either amputating it (loss of one-quarter hit points, plus an immediate system shock survival roll), or inflicting 20 points of crushing or piercing damage on the stone (10 points to the trapped being). A second *flowstone* spell can free trapped beings without harm.

The material components of this spell are a drop of water, a daub of mud, a grain of sand, and a pebble.

Notes: Granted by the dwarven goddess Sharindlaran

Flyfield

(Alteration)

Sphere: Guardian

Level: 5

Range: 20 yds. + 10 yds./
level

Components: V, S

Casting Time: 1 rd.

Duration: Special

Area of Effect: 5 tons/level

Saving Throw: Special



This spell allows the caster (only) to cause a powerless, drifting spelljamming ship to suddenly lunge through space in a desired direction and distance, up to the limits of the caster's range. It is commonly used to move a ship away from ramming attempts or collisions, escape missiles in combat, or to dart through crystal sphere portals.

The caster can activate the spell even if the words of activation cannot be heard due to magical silence or other circumstances. The spell activator has total control over the ship's direction and distance. If no direction is chosen, the DM can choose one at random, using the rules governing grenade-like missiles in the *DMG*.

The incomplete spell remains effective for one day per level of the caster (for example, a 16th-level priest could cast the spell, and at any time within the next 16 days speak the final words—and the ship she was in would instantly lunge as she desires).

If the priest is killed or *feble-minded* between casting and the end of effectiveness period, the spell is lost (normal sleep or unconsciousness do not count).

If the priest is in contact with two ships when the spell is activated, nothing occurs. The spell's magical field can be centered only on the priest and on a single ship.

This spell does not work upon any ship currently under power (for example, being moved by spelljamming, a furnace, or other power source), but does work in wildspace, phlogiston, and atmospheres alike. It cannot affect a ship whose total tonnage (atmosphere excluded) exceeds the limits of the caster's area of effect—if tried, the spell is lost.

The material components are two small pieces of any metallic, magnetized substance (or natural lodestones) and a small sphere of crystal.

Notes: Common for spelljamming cultures; otherwise very rare.

Focal Stone

(Alteration)

Sphere: All, Elemental Earth

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Permanent

Area of Effect: 1 gemstone

Saving Throw: Special

This spell transforms the internal structure of a clear or translucent gemstone of crystalline structure no larger in size than the caster's balled fist to enable it to receive and hold a spell dweomer (usually cast into it by use of a *dweomerflow* spell). At the time the spell is cast, roll an item saving throw for the gemstone vs. magical fire (rock, crystal vs. magical fire). Success means that the spell is successful; failure destroys the gemstone. Gemstones of above-normal quality may receive a bonus to the saving throw at the DM's discretion (usually from +1 to up to +3 for flawless or otherwise extremely exceptional quality stones).

The gemstone glows with a soft internal radiance once *focal stone* is cast (which in some markets raises its value), and it emits a faint dweomer. If immersed in a poisonous liquid, the *focal stone* turns a vivid purple and can be commanded by touch and will to *neutralize poison*. If so commanded, the *focal stone* dissolves and is destroyed, but it leaves the liquid safe to drink or touch.

A *focal stone* otherwise has no special properties; contrary to popular belief, it cannot reach out and trap spells cast near it or suck in passing enchanted creatures, though it is an ideal receptacle for the life force of a being using a magical spell. The *focal stone* spell does not prevent the *focal stone* from being shattered by deliberate attack (a crushing blow, for instance), but does prevent it from being damaged by natural and magical heat, flame, lava, extreme cold, or mineral contamination. Shattering a *focal stone* immediately unleashes the full effects of any spell stored in it in a manner determined by the DM. A *dispel magic* cast on such a stone does not affect it or any stored magics.

The material component is a pinch of any sort of opal dust.

Notes: Very rare spell in the FORGOTTEN REALMS setting.

Focus

(Invocation)

Sphere: All

Level: 4

Range: 10 ft.

Components: V, S, M

Casting Time: 1 day

Duration: Special

Area of Effect: Special

Saving Throw: None

This spell creates a focus through which faith magic can work. The focus cannot function without a source of devotional energy, such as a congregation or group of priests. The focus gathers devotional energy and reshapes it to amplify other spells (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 focus 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 the table.

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 needs 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 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 the table.

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 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 must be at least 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 are obtained each time the spell is cast.

Notes: Uncommon spell (ToM).

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>Dragonbane</i>	S
<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>Protection 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 states a desired range (temperature, wind strength, etc.) within the spell's normal limitations at the time it is cast.

Foesight

(Divination)

Reversible

Sphere: Divination

Level: 4

Range: ½ mile/level

Components: V, S, M

Casting Time: 1 turn

Duration: 24 hrs.

Area of Effect: The caster

Saving Throw: None



Foesight lets the caster detect enemies at a distance, allowing time to flee or prepare a defense. The effect is centered on and mobile with the caster, extending to a radius of ½ mile per caster level.

If a being that means harm to the caster (or his group) comes within the area of the *foesight*, the caster immediately senses the enemy's presence. After two rounds, the feeling grows in strength, and the caster knows the approximate distance of the foe, the general direction from which it comes, and the speed at which it travels.

The spell does not in any way identify the enemy or provide information on its strength. It does, however, give the caster a sense of the foe's numbers (whether it's one or an army). The caster's sense of danger doesn't increase as the enemy draws closer. Rumors exist of higher-level variants of this spell and its reverse that affect more than one person—even whole armies, in some cases. The material component is the caster's holy (or unholy) symbol.

The reverse of this spell, *hidden hatred*, prevents detection by *foesight* until within 10 feet of the protected creature. At that distance, *hidden hatred* can no longer cloak the attacker's enmity. Unlike *foesight*, the *hidden hatred* spell can be cast on any creature. The material component is the caster's holy (or unholy) symbol.

Notes: Uncommon for planar priests; otherwise very rare.

Footsore

(Enchantment/Charm)

Sphere: Travelers

Level: 4

Range: 20 yds.

Components: V, S, M

Casting Time: 7

Duration: 1 day/level

Area of Effect: 1 creature/level

Saving Throw: None

This specialized curse causes any journey of more than one league (three miles) to become twice as long as normal. Those affected drag their feet, walk in circles or in an irregular line, insist on long rests, and take other actions (or inaction's) to increase the distance traveled or slow travel time (or both). Any normal mount ridden by those affected are affected as well.

The only way to counteract this spell is with *remove curse* spell cast by a priest of higher level

than the original caster, or by waiting for its duration to run out.

The material component is Fharlanghn's disc and curved line holy symbol and a pinch of road dust or damp mud.

Notes: Granted by the Fharlanghn, god of travel, of the WORLD OF GREYHAWK setting.

Forbiddance

(Abjuration)

Sphere: Guardian, Wards

Level: 6

Range: 30 yds.

Components: V, S, M

Casting Time: 6 rds.

Duration: Permanent

Area of Effect: 60-ft. cube/level

Saving Throw: Special

This spell can secure a consecrated area (see *DMG*), sealing it from teleportation, plane shifting, and ethereal penetration. At the option of the caster, the ward can be locked by a password, in which case it can be entered only by those speaking the proper words. Otherwise, the effect on those entering the area is based on their alignment, relative to the caster's. The most severe penalty is used.

Alignment identical: No effect. If password locked, cannot enter area unless password is known (no saving throw).

Alignment different with respect to law and chaos: Save vs. spell to enter the area; if failed, suffer 2d6 points of damage. If password locked, cannot enter unless password is known.

Alignment different with respect to good and evil: Save vs. spell to enter this area; if failed, suffer 4d6 points of damage. If word locked, cannot enter unless password is known. The attempt does cause damage if the save is failed.

Once a saving throw is failed, an intruder cannot enter the forbidden area until the spell ceases. The ward cannot be dispelled by a caster of lesser level than the one who established it. Intruders who enter by rolling successful saving throws feel uneasy and tense, despite their success.

In addition to the priest's holy symbol, components include holy water and rare incenses worth at least 1,000 gp per 60-foot cube. If a password lock is desired, this also requires the burning of rare incenses worth at least 5,000 gp per 60-foot cube.

Notes: Common for clerics and druids (*PHB*).

Force Shapechange

(Abjuration)

Sphere: Protection



Level: 6

Range: 120 yds.

Components: V, S, M

Casting Time: 1

Duration: Instantaneous

Area of Effect: 1 creature/level

Saving Throw: ½

This spell allows the shukenja to force any shapechanger to reveal its true form (the form most commonly used). The shukenja simply points at those known or believed to be shapechangers. These creatures, if they are shapechangers, must make a successful saving throw vs. spell or immediately revert to their true forms. In addition, the change is accompanied by wracking pain, causing 3d10 points of damage to the shapechanger. The shapechange takes an entire round, during which the creature can take no other action. If the saving throw is successful, the shapechanger does not change form. However, the strain of resisting the spell causes pain equal to half the normal amount.

The material component for this spell is a live butterfly, released when the spell is uttered.

Notes: Common for priests from an oriental setting; otherwise, very rare.

Force Werechange

Lost spell. Essentially a variant of force shapechange.

Forceward

(Abjuration)

Sphere: Wards

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: Sphere of 10-ft.-radius/level

Saving Throw: Special

This spell creates an immobile, spherical area of protection. The air within glows faintly. This radiance is barely visible in full sunlight, but the area is clearly lit in darkness. When *forceward* is cast, all creatures except those touched or named by the priest in the spellcasting must make a successful

saving throw vs. spell or be forced away from the caster. Those failing are forced back 10 feet per level of the caster. Missiles and spells can be launched freely into and out of the warded area. The *forceward* remains stationary; it does not move with the caster.

Creatures forced outside the protected area can try to break in. One attempt per creature per round is allowed, and a successful saving throw vs. spell at a -3 penalty means the creature breaks through. Any creature breaking through the ward can move and act freely within its confines, but cannot confer freedom from the *forceward* upon others, even by attempting to drag them along.

Any creature can freely leave the warded area but must make a successful saving throw vs. spell (with the -3 penalty) to reenter, even if originally designated as protected when the spell was cast or if successful in breaking through earlier.

The *forceward* ends instantly if the casting priest leaves its confines, is slain or rendered unconscious, or wills the ward out of existence. The caster can engage in spellcasting without affecting the *forceward*; concentration is not required to maintain it. A successful *dispel magic* spell destroys a *forceward* instantly.

The material components are a string of gems, rock crystals, or glass beads, plus the caster's holy symbol.

Notes: Granted by Helm of the Vigilant of the FORGOTTEN REALMS setting.

Foresight

(Divination)

Sphere: Combat, Divination

Level: 1

Range: 200 yds.

Components: V, S, M

Casting Time: 4

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: Special

This spell enables the priest to foresee the actions of a single creature two rounds into the future. For every three levels of experience, the caster can predict the actions of the creature an additional round into the future (to a limit of four rounds). For example, a 1st- or 2nd-level priest can foresee the actions of the target creature in the following two rounds, while a 3rd-, 4th-, or 5th-level priest can foresee the actions of the target creature

in the following three rounds. The caster must be able to see the creature or read its mind (through the use of *mind read*, a *potion of ESP*, etc.) for the spell to work.

A priest benefiting from a *foresight* spell cannot be surprised by any action of the creature. For example, if a priest foresees that the creature will cast a *fireball* spell, she could quaff a *potion of fire resistance*. A priest who perceives that the creature will make any sort of physical attack receives a +4 Armor Class bonus, for that attack only, for anticipating the opponent's maneuver. The priest also receives a +4 saving throw bonus against attacks like area-effect spells and breath weapons, if a saving throw is allowed.

The target creature is allowed a secret saving throw vs. spell when this spell is cast. If the saving throw is failed, the priest receives a true vision. If the saving throw is successful, the spell is wasted. If the target creature rolls a 1, the priest receives a false vision. This gives the priest a penalty of -4 Armor Class and saving throws when trying to avoid the predicted attack.

A priest who reveals the visions in any fashion that the target creature can understand, the creature might adjust its actions accordingly. For example, if a priest shouts "Everyone take cover, the wizard is casting a lighting bolt!", the wizard might change her spell selection. However, if the priest shouts in elvish and the enemy wizard does not speak elvish but the priest's comrades do, the wizard is unlikely to change her action.

The spell requires the priest's holy symbol, a miniature silver hourglass filled with fine white sand worth at least 50 gp, and a small piece of amber. Only the last is consumed in the casting.

Notes: Granted by Savras the All-Seeing, of the FORGOTTEN REALMS setting.

Forge Fire

(Alteration)

Sphere: Elemental Fire

Level: 2

Range: 20 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 3 turns/level

Area of Effect: Single forge or furnace

Saving Throw: None

This spell enables a dwarf to create a strong, efficient fire in a forge or furnace without burning up

large quantities of fuel. Only a small bundle of sticks or a single lump of coal is needed to start a *forge fire*. Thereafter, the fire burns without need for more fuel for the duration of the spell. No harmful gases are given off by the use of this spell. The spell only works in a smithy forge or smelting furnace consecrated when constructed to accept the spell, in a special ceremony performed by a dwarven priest that includes the casting of a *prayer* spell.

The power and heat of the fire, and the metals that can be forged, increase with the caster's level as follows:

3rd level: Lead, zinc, tin.

5th level: Copper, silver, gold, brass, bronze, electrum.

7th level: iron, common steel alloys, meteoric-steel alloy.

9th level: Mithral steel alloy, platinum.

16th level: Adamantite-steel alloy.

The material components for this spell include the bundle of sticks or lump of coal used as starter fuel and a pinch of sulphur.

Notes: Restricted to dwarven priests, very rare. (Updated from *DRAGON Magazine*.)

Forgotten Melody

(Enchantment/Charm)

Sphere: Charm, Combat

Level: 5

Range: 120 yds.

Components: V

Casting Time: 8

Duration: Special

Area of Effect: 1 to 4 creatures in a 60-ft. cube

Saving Throw: Neg.

To set this spell in motion, the caster sings the first phrase or the chorus of a tuneful, catchy song. Those potentially affected by the *forgotten melody* must each make a successful saving throw vs. spell at a -4 penalty or become obsessed with that song. Those affected cannot get the song out of their heads until they finish it, and they worry the lyrics around in their minds over and over, trying to remember them and complete the song. While trying to finish the song, those affected cannot cast spells or use psionic abilities since they cannot focus on any other intense mental activity other than finishing the song.

This spell is especially devastating to very intelligent beings, since it subverts their ability to

concentrate intensely. The duration is determined by the Intelligence of the individual affected: Beings who fail their saving throws are affected for the number of rounds equal to their Intelligence. This duration adjusted by their magical defense adjustment (determined by Wisdom). A bonus subtracts that number of rounds from the spell's duration; a penalty adds that number of rounds. For example, a creature with an Intelligence of 12 and a Wisdom of 15 is affected for 11 rounds.

Mindless undead creatures and creatures with Animal intelligence or less (an Intelligence of 1 or less) cannot be affected by a *forgotten melody* spell, and neither can beings who cannot hear or do not understand the language of the caster. (The caster can use magical means to make himself or herself understood and then affect such creatures.)

Notes: Granted by Milil, Lord of Song, of the FORGOTTEN REALMS setting.

Fortify

A 3rd-level spell from the sphere of War. See appendix in Vol. 3.

Fortify

Aka fortify healing.

Fortify Healing*

(Necromancy)

Sphere: Healing

Level: 4

Range: 0

Components: V, S, M

Casting Time: 6

Duration: Special

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. Through this spell, the priest improves the quality of another priest's healing spells.

The *fortify healing* spell must be cast simultaneously with a *cure light wounds*, *cure serious wounds*, or *cure critical wounds*. The priest casting *fortify healing* lays his or her 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. The fortified cure spell function at maximum effect. Thus, a *cure se-*

rious wounds spell heals 17 points of damage and a *cure critical wounds* spell heals 27 points of damage.

The material component is the priest's holy symbol.

Notes: Uncommon spell (ToM).

Fortifying Stew

(Necromancy)

Sphere: Healing

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 1 turn

Area of Effect: 1 bowl of stew, etc./level

Saving Throw: None

Any bowl of broth, porridge, or stew the priest has concocted can be affected by the *fortifying stew* spell. A priest can enchant one bowl of stew (about 8 ounces) per experience level. Someone must consume the enchanted meal within one turn of the casting or the effect is wasted.

Anyone partaking of an entire bowlful reaps magical benefits. First, the diner gains nourishment for an entire day from the single meal. In addition, for two hours plus one round per caster level, the creature receives 1d4+1 temporary hit points. Any damage suffered is taken from the bonus hit points first. The effects of multiple helpings of *fortifying stew* are not cumulative.

For example, Snapdragon, a 7th-level druid, cooks a meaty broth, casts *fortifying stew* on it, and eats the bowlful. A roll of 2 gives her 3 extra hit points. When the spell's effects wear off just over three hours, she loses these extra points. If she suffers 5 points of damage in the meantime, she actually loses only 2 hit points of her own, since 3 hit points were the extra hit points.

The material component is a vial of stock made of the first fruit of the harvest.

Notes: Uncommon for druids.

Fortitude

See natural fortitude.

Fortitude — Drow

(Necromancy)

Sphere: Necromantic

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 2 rds./level

Area of Effect: Creature touched

Saving Throw: None

This spell gives the recipient the ability to ignore mortal wounds and continue fighting. The creature, after being brought to 0 hit points or less, can fight normally for 1d4+1 with a hit point total of -1 to -9 before collapsing. A creature brought to -10 hit points or less dies immediately. The spell effect ends once the creature dies or collapses into unconsciousness.

The material components are the caster's holy symbol and several drops of cave bear blood.

Notes: Granted by the drow god Selvetarm, Champion of Lolth.

Fortitude of Uthgar

(Enchantment/Charm)

Sphere: Charm

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 being

Saving Throw: None

This spell fortifies the recipient with strength of mind and body that enables him or her to endure pain or adversity with courage. A shaman of Uthgar can cast this spell upon himself or any other member of his tribe. A *fortitude of Uthgar* spell has no effect on those not formally inducted into the shaman's tribe.

The affected individual passes all Constitution ability checks (assume a starting value of 20 in the case of degenerating checks such as those for drowning). In addition, he or she receives a +2 bonus to all Strength and Wisdom checks. Finally, the individual receives a +1 magical defense adjustment, identical to (and cumulative with) the bonus received for a high Wisdom ability score, against magical spells that attack the mind such as

beguiling, charm, fear, hypnosis, illusions, possession, suggestion, etc.

The spell lasts one day for every two levels of the caster (round up). A small token of the beast totem, such as a bear claw or raven feather, must be carried by the spell recipient. If the token is lost for any reason during the normal duration of a *fortitude of Uthgar* spell, the spell effect ends immediately.

The material component of this spell is the priest's holy symbol (the shaman's sacred bundle).

Notes: Granted by the barbarian demipower Uthgar of the FORGOTTEN REALMS setting.

Fortunate Fate

(Abjuration, Necromancy)

Sphere: Protection

Level: 7

Range: Touch

Components: V, S

Casting Time: 2 rds.

Duration: Until the next time the spell recipient is reduced to 0 or fewer hit points

Area of Effect: 1 being

Saving Throw: None

This powerful spell cloaks the recipient (who cannot be the caster) with a protective aura that withstands *dispel magic* and other destructive spells and lasts until expended. If the recipient ever reaches 0 or fewer hit points, the *fortunate fate* acts, instantly healing all damage (including diseases, curses, open wounds, molds, parasites, and charm, geas, or other mental controls) without the spell recipient needing to make a system shock roll. Death is prevented (it does not momentarily occur and then reverse), and unless the recipient is already unconscious when the *fortunate fate* acts, there is no loss of consciousness. This spell confers one such protection and is discharged in doing so.

It is a sin to cast this spell on anyone not of chaotic good alignment unless they are directly acting as a formal champion of Tymora (or to aid or protect Tymoran clergy). The spell simply does not work if cast on an evil creature or applied to its caster. There are instances of rulers and rich people persuading Tymoran priests to give them *fortunate fate* protections, but the clergy have undertaken this the sin only in return for a service or donation of great value (100,000 gold pieces or more, or the gift of lands and legal changes that make more temples possible) to the faith. This is typically done after consultative prayer, and

Tymora usually sends a vision of what service or penance the priest must perform—or a stern prohibition not to cast the spell on the supplicant at all. In the days when many Halruuans used skyships, a *fortunate fate* protection was a coveted protection against death by falling.

Notes: Granted by Tymora, Lady of Luck, in the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Fostered Protection

(Abjuration)

Sphere: Protection

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 1 turn/level

Area of Effect: 1 creature

Saving Throw: None



Fostered protection can be cast only on creatures that already possess some level of natural magic resistance. Other beings simply aren't affected by the spell.

When cast on a naturally magic-resistant creature, *fostered protection* increases the resistance by 2 percent per level of the caster for the duration of the spell. Under no circumstances can the creature's magic resistance exceed 95%.

The material component for this spell is a drop of blood or ichor from a magic-resistant creature.

Notes: Rare for planar priests; otherwise, virtually unknown.

Free Action

(Abjuration, Enchantment)

Sphere: Charm

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: 1 turn/level

Area of Effect: Creature touched

Saving Throw: None

This spell enables the creature touched to move and attack normally for the duration of the spell, even under the influence of magic that impedes movement (such as *web* or *slow* spells) or while under water. It even negates or prevents the effects

of paralysis and *hold* spells. Under water, the individual moves at normal (surface) speed and inflicts full damage, even with such cutting weapons as axes and swords and with such smashing weapons as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The *free action* spell does not, however, allow water breathing without further appropriate magic.

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

Notes: Common for clerics (*PHB*).

Free Will

(Enchantment/Charm)

Sphere: Charm

Level: 2

Range: Touch

Components: V, S

Casting Time: 5 or special

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: None

This spell breaks all enchantments, charms, or psionic effects affecting the will or the mind of the recipient. By means of this spell, the spellcaster immediately ends the effects of all spells such as *beguiling*, *charm*, *command*, *confusion*, *enthrall*, *fear*, *hypnosis*, *suggestion*, etc.

If any such spells are cast on a priest who has a memorized *free will* spell, the priest has the option of immediately using the *free will* spell, assuming she or he has not yet performed any action during the current round. (The mind-affecting magic cannot be structured to prevent the casting of a *free will* spell if conditions permit.) The decision whether or not to cast the *free will* spell is made before saving throws are rolled or magic resistance is checked. Casting a *free will* spell in this fashion counts as the priest's action for the current round.

Notes: Granted by the jungle god Ubtao of the FORGOTTEN REALMS setting.

Frenzy of the Celts

(Enchantment/Charm)

Sphere: Combat

Level: 3

Range: 30 yds.

Components: V, S, M

Casting Time: 6

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

This 3rd-level priest spell allows the Celtic priests to drive their armies into a battle frenzy before combat. The spell affects 20 Hit Dice of creatures per casting (usually ten 2nd level Celtic warriors). For its duration, the *frenzy of the Celts* spell allows those affected to never check morale, gives them a +1 to all saving throws and attack rolls, and allows them to move 50% more than their normal distance without penalty. Those affected immediately charge the closest enemy forces and engage them in combat, whether this is wise or not. Warriors under a *frenzy of the Celts* spell do not require leadership, but those who recover from the spell without a leader in sight will run back to their own lines or some other point of safety.

The material component for this spell is a tiny chariot wheel and a spark created with flint and steel.

Notes: Restricted to priests of Celtic cultures, common.

Frisky Chest

(Enchantment, Charm)

Sphere: Wards

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: Permanent

Area of Effect: 10-ft. cube

Saving Throw: None

With this spell, the caster can enchant a chest, book, or any other nonliving object no larger than a 10-foot cube and no heavier than 100 pounds per level of the caster. 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 (Fl 24, MC 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 moves only through open spaces. It won't 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 1d4+1 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 can be restrained by tossing a net or heavy blanket over it or by surrounding it.

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

Notes: Common for priests with access to the sphere of Wards. (Updated from the original.)

Frost Breath

(Invocation/Evocation)

Sphere: Combat, Elemental Water

Level: 2

Range: 0

Components: V, S, M

Casting Time: 5

Duration: Instantaneous

Area of Effect: Beam, 5 ft. diameter × 20 ft. long

Saving Throw: Special

This spell brings into being a straight beam that moves away from the caster's chest (in the direction the caster is facing) to a distance of 20 feet. The first creature to come into contact with the beam suffers 2d4+2 points of cold damage, and must make a successful saving throw vs. spell or be chilled and shuddering for the rest of the round (attacks not yet taken in the round are lost). Additional creatures struck by the beam suffer 1d4 points of cold damage (half if they successfully save vs. spell).

The material component is a group of three drops of water (or fragments of ice) held in the priest's cupped palm and breathed upon.

Notes: Granted by Auril Frostmaiden of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Frost Fingers

(Evocation)

Sphere: Combat, Weather

Level: 1

Range: 0

Components: V, S

Casting Time: 3

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: ½

Frost fingers is a cold form of the *burning hands* 1st-level wizard spell. When cast, it causes freezing cold and shards of ice to blast from the caster's fingertips to a distance of 3 feet in a 120-degree arc in front of the caster. Any creature in this area suffers 1d3 points of damage plus 2 points for every level of the spellcaster, to a maximum of 1d3+20 points of cold damage. Those who make a successful saving throw vs. spell receive half damage. Liquids engulfed by the cold freeze unless an item saving throw vs. cold is successful.

Notes: Granted by Auril Frostmaiden of the FORGOTTEN REALMS setting.

Frost Whip

(Alteration, Evocation)

Sphere: Combat, Weather

Level: 2

Range: 0

Components: V, S

Casting Time: 5

Duration: 1 rd./level

Area of Effect: Flexible 6-ft.-long beam 4 inches in diameter

Saving Throw: ½

This spell creates a beam of frost stretching from the caster's hand. With a one-round delay, it can be shifted to any other body extremity; this ability is normally used only when the caster is climbing, dangling down from a ledge, or pinned under foes. The beam lasts until the spell expires, the caster wills the magic to end, or the priest undertakes the casting of another spell.

A *frost whip* is commonly swung about to lash foes. It can pass through them like a force, rather than a real whip, so that if the caster faces several opponents, it can be swung in an arc through all of them. If held in front of the body or across an opening, it can sometimes be made unavoidable so that foes must take damage from it, but it otherwise attacks once per round at the caster's normal THAC0 for 4d4 points of damage. A successful saving throw vs. spell reduces the damage by half.

A gently applied *frost whip* can also freeze windows shut, stop pipes, freeze water, ruin fruits and vegetables, and render items fragile or surfaces slippery.

Notes: Granted by Auril Frostmaiden of the FORGOTTEN REALMS setting.

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