

Advanced
Dungeons & Dragons®

Volume Three
Priests' Spell



Compendium

Priest's Spell Compendium

Accessory

Credits

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Volume Three

Spike Growth to Zone of Truth

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Introduction

The *Priest's Spell Compendium* continues the work of the *Wizard's Spell Compendium* series. This final volume completes the alphabetical reference to priest spells of the AD&D® game system, covering the letters Sp through Z, and contains various appendices as well. 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 player or Dungeon Master knew was a spell name, each level's list of spells had to be checked. While this last volume includes 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 *DARK SUN*® setting are close enough to standard spells to be included in a special section in the final volume. Clerical cantrips, or *orisons*, are included in this 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 short 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 *GREYHAWK* settings) are marked with a special symbol so they can be easily recognized. See page 584 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 optional priest classes with unique spell lists, such as the *NPC savant-cleric*, 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 limitation of how the spell can be used, and any special preparations or materials that are 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 this 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 sphere assignments from the *Players Handbook* are given, however, the revised assignments of the **PLAYER'S OPTION: Spells & Magic** book are assumed to be official updates. 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 are 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 this 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.

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 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 Wards, and minor access to Travelers. *Paladins* might receive access to Law and War. *Rangers* might receive access to Travelers and 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.

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 9th 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 tempo-

rary 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 description, 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; "½" 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 resistance 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—fly, swim
(MC) =	Maneuverability Class (A to E)
HD:	Hit Dice
#AT:	Number of Attacks
THAC0:	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 priest 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 *sword+1*. 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 (such as 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* (such as 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 appendix of this 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.

Magic in the Worlds

Elemental magic in the traditional FORGOTTEN REALMS, 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 *awnsheglien*, and those of heroic bloodlines are called *ensheglien*. 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*



Spike Growth

(Alteration, Enchantment)

Sphere: Plant

Level: 3

Range: 60 yds.

Components: V, S, M

Casting Time: 6

Duration: 3d4 turns + 1 turn/level

Area of Effect: 10-ft. square/level

Saving Throw: None

Wherever any type of plant growth of moderate size or density is found, this spell can be used. The ground-covering vegetation or roots and rootlets in the area become very hard and sharply pointed. In effect the ground cover, while appearing to be unchanged, acts as if the area were strewn with caltrops. In areas of bare ground or earthen pits, roots and rootlets act in the same way. For each 10 feet of movement through the area, a creature suffers 2d4 points of damage, and must also roll a saving throw vs. spell. If this saving throw is failed, the creature's movement rate is reduced by $\frac{1}{3}$ of its current total (but a creature's movement rate cannot be less than 1). This penalty lasts for 24 hours, after which the creature's normal movement rate is regained.



Without the use of a spell such as *true seeing*, similar magical aids, or some other special means of detection (such as *detect traps* or *detect snares and pits*), an area affected by *spike growth* is undetectable as such until a creature enters the area and suffers damage. Even then, the creature cannot determine the extent of the perilous area unless some means of magical detection is used.

The components for this spell are the priest's holy symbol and either seven sharp thorns or seven small twigs, each sharpened to a point.

Notes: Common for druids (PHB).

Spike Stones

(Alteration, Enchantment)

Sphere: Elemental Earth

Level: 5

Range: 30 yds.

Components: V, S, M

Casting Time: 6

Duration: 3d4 turns + 1 turn/level

Area of Effect: 10-ft. square/level, 1 spike/sq. ft.

Saving Throw: None

The *spike stones* spell causes rock to shape itself into long, sharp points that tend to blend into the background. It is effective on both natural rock and worked stone. The spike stones serve to impede progress through an area and to inflict damage. If an area is carefully observed, each observer is 25% likely to notice the sharp points of rock. Otherwise, those entering the spell's area of effect suffer 1d4 points of damage per round. The success of each attack is determined as if the caster of the spell were actually engaging in combat. Those entering the area are subject to attack immediately upon setting foot in the area and for each round spent in the area thereafter. The initial step enables the individual to become aware of some problem only if the initial attack succeeds; otherwise movement continues and the spike stones remain unnoticed until damage occurs. Charging or running creatures suffer two attacks per round.

Those falling into pits affected by *spike stones* suffer six such attacks for every 10 feet fallen, each attack having a +2 bonus to the attack roll. In addition, the damage inflicted by each attack increases by +2 for every 10 feet fallen. Finally, the creatures also suffer any normal falling damage.

The material component is a group of four tiny stalactites.

Notes: Common for druids (PHB).

Spiral of Degeneration

Quest spell, see appendix.

Spirit Animal Form

(Alteration)

Sphere: Animal

Level: 3

Range: Touch

Components: V, S

Casting Time: 1 hr.

Duration: 1d10 days

Area of Effect: Person touched

Saving Throw: None

This spell is most commonly used on warriors in the pursuit of some heroic deed. *Spirit animal form* can be cast upon the self or another willing person. After entering a trance that lasts at least one hour, the subject changes into a typical member of his or her spirit animal's species. For all intents and purposes, the subject becomes that animal, receiving all of its normal attributes and abilities, save that intellect is retained. The transformed person uses the spirit animal's combat tables, but the saving throw tables appropriate to his human form. Everything worn or carried becomes part of the animal form, and is still with the subject upon returns to normal form. The spell lasts 1d10 days, and neither the caster nor the subject has any control over when it will expire.

This spell cannot be used to assume the form of supernatural or supernaturally large animals, such as thunder birds. If such an attempt is made, the receiver assumes the form of a similar type of creature—in the case of thunder birds, for example, an eagle.

Notes: Common for Amerind cultures (originally from *Legends & Lore*).

Spirit Annihilation

(Necromancy)

Sphere: Necromantic

Level: 6

Range: Touch

Components: V, S

Casting Time: 3 rds.

Duration: Instantaneous

Area of Effect: 1 barely living or recently deceased sentient being

Saving Throw: Neg.

By use of this spell, the caster completely annihilates a creature's spirit, utterly wiping it from existence. The spirit never reaches the Outer

Planes, but is caught up by the force of the spell and utterly shattered, or its energy is diverted to some foul use (such as to power a particularly monstrous spell of gigantic complexity).

This spell is usable only on those who are about to die or who have died (below 0 hit points, or below -10 hit points if that optional rule is in use) within one round per level of the caster. The subject receives a saving throw vs. spell, which negates the effect if the saving throw is successful. Those who fail their saving throws cannot be spoken with by means of *speak with dead*, *raised*, *reincarnated*, or *resurrected*, though the body of the victim can be animated as a mindless undead creature.

Spirit annihilation was used by the priests of Bane centuries ago to negate the operation of spells used to retrieve information from the Banites' victims, such as *speak with dead*. The only place to currently find this spell is on ancient scrolls hidden deep within old Banite haunts.

Notes: Granted by the evil god Bane of the FORGOTTEN REALMS setting. Knowledge of this spell is all but lost.

Spirit Bind

(Necromancy)

Reversible

Sphere: Necromantic

Level: 3

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 corpse

Saving Throw: Neg.

When cast near the corpse of a newly dead individual, this spell binds an individual's life force to its physical remains, preventing a spirit's departure to the afterlife. The (presumably unwilling) spirit of the deceased is allowed a saving throw vs. spell to resist the effect (made as if still alive). The casting priest imposes a -1 penalty to the save for every 3 levels of experience he or she has attained (-2 penalty at 7th level, -3 at 10th level, to a maximum of -6 at 19th level).

Spirit bind must be cast on the body of the recently deceased within one round per level of the caster. Thus a 10th-level priest can bind the spirit of an individual who was dead for up to a turn. If successful, the *spirit-bound* corpse takes on a pale silvery or mauve radiance. Normal animals and even monsters of Low Intelligence involuntarily shun this necromantic aura.

While under the effect of this spell, a cadaver becomes immune to the normal effects of rot and decay. *Spirit bind* can thus be employed to preserve a body for a subsequent *raising* or *resurrection*, for which the spirit-bound individual is considered to have been dead for less than a day. Because of the strong, necromantic link already forged between the spirit and the body, the subject receives a -10% penalty to his or her Resurrection Survival roll.

However, this spell is more often put to much darker ends by death priests. Note that, for the deceased, being *spirit-bound* is not a pleasant experience. The spirit may not be aware of its current location or the passage of time (or so good-aligned priests who employ this spell may like to think), but it is most certainly aware of being trapped or constrained. Once bound to its body, a spirit is much easier to coerce with threats of permanent imprisonment and to interrogate with *speak with dead* spells. Some sages speculate *spirit bind* may also be involved in the loathsome creation of a flesh golem.

While immune to normal decay and dissolution (and the ravaging of animals and dumb monsters), the *spirit-bound* corpse is in no way protected from destruction. Should its body be destroyed, the spirit is bound to the area instead. Such a restless, quasi-liberated spirit might become a noncorporeal undead (such as an apparition, banshee, haunt, poltergeist, wraith, ghost, or spectre). A spirit imprisoned in this manner can be released by casting the reverse of this spell or *dispel evil* (*dispel magic* and *remove curse* are ineffective). Because of the considerable dangers for the subject and moral quandaries involved, good-aligned priests are naturally reluctant to employ *spirit bind* except in the most dire emergencies.

The reverse of this spell, *spirit release*, severs a spirit's ties with the material world. Unwilling noncorporeal undead are allowed a saving throw vs. spell effect, subject to the same penalties as *spirit bind*. If failed, the undead spirit departs for the Outer Planes and is effectively dispersed. Note that neither version of this spell affects corporeal undead (such as ghouls, lichs, and vampires), nor do they affect extraplanar creatures.

Notes: Uncommon for necromancer-priests.

Spirit Mask

(Alteration)

Sphere: Divination

Level: 1

Range: 0

Components: V, S, M

Casting Time: 4

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

This spell is available only to shamans of Ubtao, known as spiritlords. By means of this incantation, a spiritlord can wrap his or her own essence in that of a minor or major spirit. While under the effects of a *spirit mask* spell, many Divination spells are diverted to affect the enveloping spirit, not the spiritlord. For example, spells cast on a priest protected by a *spirit mask* spell such as *know alignment* and *ESP* are redirected to detect information about the spirit in which the spellcaster is enshrouded, not the caster. This misdirection is not readily apparent to the caster of the divination magic. Spells such as *detect magic*, *detect invisibility*, and similar magics are unaffected by a *spirit mask* spell.

The material component is the spiritlord's spirit mask (his or her holy symbol).

Notes: Granted by the Chultan jungle god Ubtao of the FORGOTTEN REALMS setting.

Spirit of Flame

(Evocation)

Sphere: Elemental Fire

Level: 6

Range: 2 mi./level

Components: V, M

Casting Time: 6 rds.

Duration: Special

Area of Effect: The caster

Saving Throw: None

With this spell, a priest can walk into a fire and teleport to any other fire up to the limit of his range. The priest can go blindly, and will appear in a random campfire in a place determined by the DM. If the caster isn't near a settlement, then 30% of the time no suitable fire is within range and the spell is wasted. The destructive fire elementals demand a high price for this spell, and the priest sacrifices 1d6 hit points (as damage) each time it is cast. The damage can be healed by any method that restores lost hit points.

Notes: Uncommon for Elemental Fire priests from the DARK SUN setting; otherwise, very rare.



Spirit of Power*

(Invocation, Summoning)

Sphere: Summoning

Level: 7

Range: 0

Components: V, S, M

Casting Time: 3 turns

Duration: 1 hr.

Area of Effect: The caster

Saving Throw: None

This cooperative spell is rarely used or spoken of, since its requirements are strict and the outcome is uncertain. The spell must be cast by six priests of the same faith. All six must touch hands at the time of casting. At the completion of the spell, the priests fall into a trance. The life essences of the priests leave their bodies and merge at a point within 10 feet of the casters. The spirits of the priests meld together to form the avatar of the priests' deity.

In this manner, the six become a single being with all the powers and abilities allowed to that avatar. The only stipulation is that the priests' deity cannot have created all avatars allowed to it at that moment. If this has happened, the spell fails and the priests are drained as described below.

If the spell succeeds, the priests have completely given their wills over to their deity, essentially forming the vessel into which it funnels power. In becoming the avatar, the priests retain the ability to make most of their own decisions. (The six must work in harmony or allow one of their number to decide all actions.) However, the deity can assume direct control of the avatar at any time it desires—the avatar is, after all, an earthly manifestation of the deity.

Although the spell has a duration of one hour, the deity is not obliged to release the priests at that time. If the priests are not released at the end of the spell's duration, they instantly die. A deity can choose to sacrifice its priests in order to maintain its avatar on the Prime Material Plane. For good deities or those that have any respect for life, free will, or mercy to abuse this spell is virtually unknown. For dark and sinister gods, the question is much more uncertain. If a deity chooses to maintain the avatar longer than one hour, control of the avatar instantly and permanently passes to the DM. (Clearly, a DM should seldom if ever exercise this power.)

While the priests are formed into the avatar, their bodies remain in a death-like trance. The priests have no idea what might be happening to their real bodies (unless the avatar can observe

them). Any damage to a priest's body requires an instant System Shock roll. If successful, the damage is recorded normally, but the damage does not take effect until the spell ends (at which point the priest will almost certainly die). If the System Shock roll is failed, the priest dies instantly and the spell ends. Those who die in this manner cannot be *raised*, *resurrected*, or *reincarnated*. They have been taken to the ultimate reward (or punishment) for the service they have rendered. If the bodies are moved from their positions, the spell ends.

Even if the deity releases the priests, they are left severely drained. All spells memorized are lost until the priests can rest and perform their prayers once again. The physical drain leaves each priest with only 1 hit point upon awakening, regardless of the number of hit points the priest had when the spell was cast. Since damage suffered during the spell takes effect instantly, any priest who is hurt may die immediately (although quick action by others might save him).

Each priest who survives the spell will be bound by a *quest* (a duty that must be completed in exchange for calling upon their god).

The material component is an offering appropriate to the deity. The DM determines the exact nature of the offering required.

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

Spirit Quest

(Divination)

Sphere: Divination

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 24 hrs.

Duration: Special

Area of Effect: 1 being

Saving Throw: None

This spell combines the strictures of a *quest* spell (as the 5th-level priest spell) with a series of visions that appear to the spell recipient in his or her dreams or feverish hallucinations. Unlike a *quest* spell, a *spirit quest* can be cast only on a willing recipient. The spellcasting shaman cannot specify the nature of the quest or the requirements of the task in any fashion. Instead, the totem spirit of the beast cult communicates the *spirit quest* to the spell recipient through an ongoing series of cryptic dreams and mystifying visions. The spell recipient must interpret the visions and attempt to complete the quest. If the visions indicate that certain companions are allowed to join the quester on his or

her *spirit quest*, then they (and only they) can participate without afflicting the spell recipient with the penalties of a standard *quest* spell.

If the spell recipient admits failure and gives up the *spirit quest* at any time, the effects of the spell end immediately and the carried token (described below) crumbles into dust. The quester suffers no further effects, except a loss of status in the tribe. However, if a quester succeeds, he or she becomes a legend among the children of Uthgar and receives a permanent, unique power granted by his or her tribe's totem spirit. (This unique ability must be designed by the DM and should be commensurate for the difficulty and importance of the *spirit quest* performed. In addition, the successful completion of a *spirit quest* should be marked by the granting of a large experience point reward.)

No being can attempt a *spirit quest* more than once per lifetime, regardless of the success or failure of a previous attempt.

The spell requires that the quester carry a small token of his or her beast totem, such as a bear claw or raven feather. If the token is lost for any reason before the *spirit quest* is completed, the visions cease immediately, although the requirements of the *quest* aspect of the spell remain in force. The visions resume if and when the token is recovered.

The material components are the priest's holy symbol (the shaman's sacred bundle) and a bundle of potent herbs and incense that is burned while the spell is cast.

Notes: Granted by the barbarian demipower Uthgar of the FORGOTTEN REALMS setting.

Spirit Release

Reversed form, spirit bind.

Spirit Trap (of the Darkbringer)

(Abjuration)

Sphere: Plant, Necromantic

Level: 5

Range: 0

Components: V, S, M

Casting Time: 1 hr.

Duration: Special

Area of Effect: 1 living creature

Saving Throw: Neg.

This spell creates an innocuous-appearing false walnut. Once the spell is cast to create it, it can be activated at will by any possessed Minion of Moander by clenching it in a special way. When activated, the round nut radiates a sphere of darkness that expands to the size of a pumpkin to encompass the bearer's hand and forearm in an inky black ball in

a single round. In the following round, the sphere shimmers like hot tar and emits a vinelike tendril of glassy black up to 20 feet in length that touches the target being. A subject who fails a saving throw vs. spell with a -4 penalty is enveloped in darkness and transformed into a silhouette. The silhouette then constricts and squeezes into a tiny, black, marble-size sphere that is pulled by the tendril into the Minion's hand. The darkness then dissipates, leaving a clear, crystal walnut in the Minion's hand surrounding the marble-size black sphere that is the imprisoned being. A being who makes a successful saving throw vs. spell is unaffected by the vine-like tendril, and the spell dissipates immediately.

The clear spirit prison lasts for 1 day per level of the spellcaster. When the crystal nut is shattered or when the spell duration expires, the marble-size sphere of darkness reforms into the shape of the imprisoned creature and then the darkness dissipates, leaving the creature unharmed.

The material component is a black sapphire with greenish-yellow highlights of at least 5,000 gp value, which is transformed into the false walnut.

Notes: Granted by Moander the Darkbringer of the FORGOTTEN REALMS setting.

Spiritual Corruption

(Enchantment/Charm)

Sphere: Charm

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: Special

Area of Effect: Living creature touched

Saving Throw: Special

This spell is an insidious enchantment that tempts the heart and soul of any victim subject to its degenerative effects. The effects of a *spiritual corruption* spell can be ended only by a *limited wish* or *wish* spells or the actions of a deity, artifact, or relic. *Dispel magic* and similar spells have no effect. The casting of this spell is an evil act.

The target creature is allowed an initial saving throw vs. spell to avoid the effects of *spiritual corruption* entirely. Good-aligned beings receive a +4 bonus to their initial saving throw, neutral-aligned beings (with respect to good and evil) receive no bonus or penalty, and evil-aligned creatures are unaffected by this spell.

Once under the effects of a *spiritual corruption* spell, a being's moral fiber is severely tested. Within one day of the casting of this spell, the being is tested by a minor moral dilemma selected by the

DM. A being who fails a saving throw vs. spell (secretly rolled by the DM, and the above-mentioned modifiers do not apply) chooses the morally suspect option. A being that succeeds at the saving throw is no longer under the effect of the *spiritual corruption* spell. Saving throws can, of course, be voluntarily forgone.

If the saving throw is failed on the first day, the being is tested again by a more significant moral dilemma on the second day. Again a saving throw is required, this time with a -1 penalty. Success means the creature is tested again the following day by a less significant moral dilemma, but with no penalty to his or her saving throw. If the saving throw fails, the temptations increase, and a third test occurs on the third day, with a -2 penalty.

This series of temptations fluctuates in degree and penalty indefinitely until the being either makes his or her saving throw on a day with no penalty or fails a saving throw vs. spell with a -7 penalty. In the former case, being is no longer under the effect of the *spiritual corruption* spell, but still has to deal with the consequences of any moral failures and may need an *atonement* spell. In the latter case, the spell also ends, but the being's alignment irrevocably shifts to evil (alignment with respect to law and chaos remains unchanged), and he or she feels strongly drawn to the worship of Gargauth.

The material component is a piece of fruit that looks delicious on the outside, but which is completely rotten within.

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

Spiritual Hammer

(Invocation)

Sphere: Combat

Level: 2

Range: 10 yds./level

Components: V, S, M

Casting Time: 5

Duration: 3 rds. + 1 rd./level

Area of Effect: Special

Saving Throw: None

By calling upon his deity, the caster of a *spiritual hammer* spell brings into existence a field of force shaped vaguely like a hammer. As long as the caster concentrates upon the hammer, it strikes at any opponent within its range, as desired. Each round the caster can choose to attack the same creature as the previous round or switch to a new creature that he can see anywhere within his maximum range. The hammer's chance to successfully hit is

equal to that of the caster, without any Strength bonuses. In addition, it strikes as a magical weapon with a bonus of +1 for every six experience levels (or fraction) of the spellcaster, up to a total of +3 to the attack roll and +3 to the damage roll for a 13th-level caster. The base damage inflicted when it scores a hit is the same as a normal war hammer (1d4+1 vs. opponents of man-size or smaller, 1d4 upon larger opponents), plus the magical bonus. The hammer strikes in the same direction as the caster is facing, so if he is behind the creature, all bonuses for rear attack are gained along with the loss of any modifications to the creature's AC for shield and Dexterity.

As soon as the caster ceases concentration, the *spiritual hammer* spell ends. A *dispel magic* spell that includes either the caster or the force in its area of effect has a chance to dispel the *spiritual hammer*. If an attacked creature has magic resistance, the resistance is checked the first time the *spiritual hammer* strikes. If the hammer is successfully resisted, the spell is lost. If not, the hammer has its normal full effect for the duration of the spell.

The material component is a normal war hammer that the priest must hurl toward opponents while uttering a plea to his deity. The hammer disappears when the spell is cast.

Notes: Common for clerics (PHB).

Spiritual Wrath*

(Invocation)

Sphere: Combat

Level: 6

Range: 300 yds.

Components: V, S

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 60 ft. to 120 ft. radius

Saving Throw: ½

This powerful cooperative spell is rarely invoked since it requires the concerted effort of six or more high-level priests. The casting effort severely weakens the priests, discouraging casual use of this spell.

To cast the spell, six or more priests must be within a 15-foot radius. Each priest must cast *spiritual wrath* at the same time. Before beginning the spell, the priests must decide upon the area of effect. The spell causes 10d6 points of damage, plus an additional 1d6 points per priest casting the spell. (The minimum damage, therefore, is 16d6.) Creatures within the area of effect are allowed a saving throw vs. spell to reduce the damage to half.

The spell strikes as a great wave of force that descends from the sky. Small objects exposed to it must save vs. crushing blow. Structures suffer damage as if hit by a heavy catapult. The force of this spell raises a great cloud of dirt and dust, obscuring the area for 1d4+1 rounds.

The spell's area of effect is determined by the number of casters. Each priest contributes 10 feet to the radius of the spell. Six casters would create a spell with a radius of 60 feet. No more than twelve casters can cooperate to cast this spell (maximum of 22d6 damage and a 120-foot radius area of effect).

The spell is difficult to cast, physically taxing the priests so much that each suffers 3d10 points of damage from the effort (no saving throw).

Notes: Uncommon for priests with major access to the sphere of Combat (ToM).

Spittle

(Alteration)

Sphere: Combat

Level: 1

Range: 10 yds.

Components: S

Casting Time: 1

Duration: 1 attack

Area of Effect: 1 creature

Saving Throw: Neg.

This spell allows the priest to generate a disgusting spittle that can paralyze any creature it touches. The priest must make successful attack, and the creature is considered to be at short range. Any creature struck must make a successful saving throw vs. spell or lose the use of the area struck (see the table below). The attack can be used but once, and the spell ends if not used within 5 rounds of the casting. All effects last 1d4+1 rounds. The DM might alter the hit location chart to account for creature facing or non-humanoid body type.

Notes: Granted by Iuz the Evil of the GREY-HAWK setting.

Spittle Hit Location Table

1d8 Roll	Area Struck	Effect
1	Head	Unconscious
2-4	Body	Paralyzed
5	Weapon Arm	No attacks
6	Non-weapon Arm	No shield bonus
7-8	Leg	Movement reduced 50%; lose defensive Dexterity bonuses

Spliff's Wonder Bubbles

(Conjuration)

Sphere: Chaos

Level: 3

Range: 0

Components: V, S, M

Casting Time: 5

Duration: 1d4 rds. + 1 rd./level

Area of Effect: 10-ft. stream, 3 ft./level long

Saving Throw: None

By means of this enchantment, a priest calls forth 1d4 bubbles, plus one bubble for every level he or she has attained. The bubbles shoot forth from the priest's fingertips in a 10-foot-wide stream that is 3 feet long per level of the caster. For example, a 6th-level priest releases 1d4 + 6 bubbles in a stream 10 feet wide and 18 feet long. The priest makes an attack roll against the Armor Class of each creature caught in the stream. A bubble that strikes releases a variable spell effect (see table). Bubbles that do not strike a creature *for no effect*.

Notes: Very rare spell. (Updated from *POLYHEDRON* Newzine).



Wonder Bubble Effects

1d6 Roll	Effect
1	Cures 1d3 points of damage
2	Cures 1d4 points of damage
3	Cures 1d6 points of damage
4	Releases a <i>slow poison</i> spell
5	Releases an <i>aid</i> spell
6	Releases a <i>bless</i> spell

Splinter Wood

(Alteration)

Sphere: Plant

Level: 3

Range: 60 yds.

Components: V, S, M

Casting Time: 6

Duration: Instantaneous

Area of Effect: 1 wooden item

Saving Throw: Neg.

This spell causes one wooden object to explode violently into thousands of splinters. The druid can affect up to one spear shaft in volume per level (one axe handle, seven arrow shafts, or 7 pounds of wood). An item with a volume greater than the caster can affect suffers no harm. Otherwise, the item is allowed an item saving throw vs. crushing blow with a -1 penalty for every four levels of the druid (magical items have bonuses as noted in the *DMG*).

Any creature within a certain distance takes damage from the flying splinters. The affected area depends on the size of the splintered object: 2 feet, plus 1 additional foot per 20 pounds mass. The splinters cause damage equal to 1 hit point per 7 pounds of wood. Thus, a spear shaft inflicts 1 point of damage to any creature holding it or within 2 feet.

Damage caused by the splinters is reduced by a value equal to the Armor Class of the creature subtracted from 10. Thus, a creature with AC -1 is protected from 11 points of damage.

A creature's Dexterity is reduced by 1 point for every 5 points of damage inflicted by this spell until such time as all splinters are removed. This takes one round per point of damage received. (Splinters inflicting less than 5 points of damage need not be removed.)

Additionally, creatures without great helms or eye protection have a 5% chance of being blinded for 2d4 rounds.

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

Spoil

Reversed form, ferment.

Spring

(Alteration)

Sphere: Elemental Water

Level: 2

Range: 3 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: 24 hrs. maximum

Area of Effect: Creates 1 spring

Saving Throw: None

The druid can use this spell to create a temporary spring of water with a flow rate of 2 to 12 gallons a minute, depending on the relative dryness of the region. If the DM determines that underground water exists within range, it is detected and drawn to the surface at the spot chosen unless its path is blocked by solid rock. The appearance of the water is delayed one round for every 10 feet it must travel. In arid country, the spring may last for as little as 1 hour and flow at a lower rate.

The material component is a small forked stick, which is thrust into the ground.

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

Spring Mastery

(Alteration, Evocation)

Sphere: Creation, Elemental Water

Level: 6

Range: Special

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: Special

Saving Throw: None

This spell can be employed in three ways: If cast on a spot where there is no running watercourse, it causes water to spring up from the earth. If cast on an existing spring, it purifies the water and makes it totally transparent and nondistorting to the caster's eyes. If the caster is in contact with a spring, the magic can be used to perform a limited sort of *teleport*.

The first function of the spell causes water to flow up from a spot on the ground forever if enough subterranean groundwater is present to feed a spring. If there is no water around, it causes a steady flow of *water of Eldath* for one turn per level of the caster. One creature per round can drink of

the flow, but if it is used to fill leather canteen flasks, potion bottles, or other containers permitting transportation away for later imbibing, the spell is exhausted after 1 container per level of the caster is filled. Any container larger in volume than the caster's two hands placed together counts as two or more containers, depending on its size.

The second function of the spell allows the caster to clearly see through the spring's water to find creatures therein and examine submerged objects or the streambed itself. Normally invisible creatures such as water weirds or water elementals in the spring affected by *spring mastery* are made evident to the caster even if they are merged. *Spring mastery* used in this fashion permanently banishes all taints, poisons, waterborne diseases, and corrosive substances, including monster secretions. An aquatic monster employing such fluid-based attacks discovers that they simply do not function within a 70-foot spherical radius of where the spell was cast for one full year after the round of casting.

The third function of *spring mastery* permits instantaneous travel for the caster and all nonliving worn, carried, or held items only (to whatever limits the caster can normally carry) from the place of casting to either a known, previously visited spot in or on the bank of any other spring in Faerûn (including subterranean watercourses) or to the nearest junction with another watercourse either upstream or downstream (which need not be a locale known to the caster), as the caster chooses.

The material components are three drops of water blessed by Eldath, blessed by one of her personal servants (her servitor creatures) in her name, or consecrated to her by an *Exalted of Eldath*. These must be poured upon the spot where the priest desires a spring to issue from in the first spell use, introduced into the existing spring in the second, or poured in the hand of the casting priest in the third.

Notes: Granted by Eldath, the Green Goddess of the FORGOTTEN REALMS setting.

Sprite Venom — Elf

(Alteration)

Sphere: Combat

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: 1 arrow/level

Saving Throw: None

By means of this spell, the caster can create an ointment similar to that employed by sprites to coat the tips of their arrows. For every level of the caster, the caster can create enough *sprite venom* to coat the tip of a single arrow, dart, needle, or quarrel. (Sling bullets and other missile weapons that inflict bludgeoning damage do not benefit from the application of *sprite venom*.)

Any creature struck by an arrow treated with *sprite venom* must make a saving throw vs. poison or fall into a deep sleep lasting 1d6 turns. Unlike the ointment created by sprites, magic resistance protects against the ointment created by this spell.

The material components are the priest's holy symbol and a pinch of sand from a sandman, a type of elemental from the Elemental Plane of Earth.

Notes: Granted by the elven god Erevan Ilesere.

Squeaking Floor

(Evocation)

Sphere: Wards

Level: 3

Range: 30 yds.

Components: V, S, M

Casting Time: 6

Duration: 1 hr./level

Area of Effect: 10-ft./level square

Saving Throw: None

The *squeaking floor* spell squeaks loudly when any creature larger than a normal rat (larger than one-half cubic foot or weighing more than three pounds) steps on or touches the warded area. The spell affects a square whose sides equal the caster's level times 10 feet (a 9th-level priest could affect a square whose sides are 90 feet long).

The squeaks can be heard in a 100-foot radius, regardless of interposing barriers such as walls and doors. The squeaks occur regardless of the surface, whether wood, stone, dirt, or any other solid material. Listeners automatically know the direction of the sounds.

Those who successfully Move Silently reduce the radius of the noise to 50 feet. Those able to fly or otherwise avoid direct contact with the affected surface do not activate the squeaking floor. A magical *silence* effect suppresses the squeaking originating within its area.

The material component is a rusty iron hinge that squeaks when moved.

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

Stalk

(Alteration)

Sphere: Animal, Traveler

Level: 2

Range: Touch

Components: V, M

Casting Time: 5

Duration: 1 turn/level

Area of Effect: Creature touched

Saving Throw: None

This spell makes the affected creature nearly invisible in rural surroundings (99% undetectable visually, as if hiding in shadows). The creature also becomes almost totally silent (as if moving silently with a 99% skill), and both its natural scent and its heat signature are masked by the spell (making infravision or scent detection of the creature also 99% unlikely). A stationary creature under the effect of *stalk* is impossible to detect by nonmagical means at a range of greater than 10 yards.

Movement does not negate the spell, but it renders nonmagical detection possible by keen observation. In this case, the affected creature still can Move Silently with a base 50% chance for success and remain undetected with a base 65% chance for success with respect to vision and infravision. If the creature's normal Hide in Shadows or Move Silently skills are higher than these percentages, then they are used instead, although the infravision-masking chance while moving remains 65%. Scent masking is always at 99% for the duration of the spell.

The spell effect ends when the duration expires or when the creature attacks.

The material components are a piece of dried chameleon or lizard skin and the holy symbol of Mielikki.

Notes: Granted by the nature gods Mielikki and Gwaeron Windstrom of the FORGOTTEN REALMS setting. Granted by Ehlonna in the GREYHAWK setting.

Stalker

Quest spell, see appendix.

Starflight*

(Alteration)

Sphere: Elemental Air, Travelers

Level: 3

Range: 10 yds.

Components: V, S

Casting Time: 2 turns

Duration: Special

Area of Effect: 1 to 3 worshipers of Mystra

Saving Throw: None

This cooperative spell requires at least two Mystran priests casting the spell simultaneously. For every two additional Mystran clergy members (of any class) who participate in the ceremony, another Mystran worshiper can be affected, to a maximum of three worshipers. Other participating clergy must either cast *starflight* or donate three spell levels of magical energy to the spell. Clergy who donate energy lose three spell levels of spells from memory as if they had been cast. Portions of a spell donated result in the loss of the whole spell as if it were cast. This spell bestows on its recipient the capability of magical flight. If empowers a worshiper of Mystra to move vertically and horizontally at MV 24 (A), and at MV 12 (A) if ascending and MV 36 (B) if diving sharply. The spell recipient can swoop and rise with a mere thought and can carry up to his or her own body weight along in flight. It lasts as long as stars are visible in the sky, normally ending with sunrise, but possibly terminating earlier because of a storm or heavy fog.

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

Starharp

(Alteration, Necromancy)

Sphere: Healing, Protection

Level: 6

Range: 0

Components: V, S, M

Casting Time: 9

Duration: 1 rd./level

Area of Effect: 2-ft./level diameter sphere

Saving Throw: None

Starharp creates a blue-white, glowing image of a harp floating in the air above the caster's head. The harp plays by itself, echoing and elaborating on whatever tune the caster sang or hummed during the casting, and emits little stars of twinkling radiance as it does so.

All creatures within a sphere 2 feet in diameter per level of the caster centered on the harp (an area of effect that moves with the caster) are instantly freed from any existing natural or magical pain, nausea, *charm* spells or effects, *hold* spells or effects, *fear*, stunning, and *repulsion* spell effects. These effects do not return after the *starharp* fades away. In addition, the caster can concentrate on any one being within a 2-foot-diameter sphere per level of himself or herself during spellcasting. That being is magically cured of 2d4 points of damage as soon as the *starharp* appears. If no being is chosen, this healing power is lost; it cannot be saved for later.

This spell cannot be disrupted by attacks against the caster or the harp image. Magical darkness of any sort cannot form or persist within the *starharp's* area of effect.

Once the spell is cast, the creator of a *starharp* is free to fight, sleep, cast spells, and engage in other activities without affecting the *starharp*. If the caster is slain, the *starharp* continues to function but turns blood-red in color, its tune becoming sad.

This spell has been customarily known only by Harpers, but it is now known also by the clergy of Finder Wyvernspur.

The spell's material components are a tear from the caster and a tiny carved harp of wood, bone, or ivory.

Notes: Granted by Finder Wyvernspur of the FORGOTTEN REALMS setting. Uncommon for Harper priests.

Starshine

(Evocation, Illusion/Phantasm)

Sphere: Sun

Level: 3

Range: 10 yd/level

Components: V, S, M

Casting Time: 6

Duration: 1 turn/level

Area of Effect: 10-ft square/level

Saving Throw: None

A *starshine* spell enables the caster to softly illuminate an area as if it was exposed to a clear night sky filled with stars. Regardless of the height of the open area in which the spell is cast, the area immediately beneath it is lit by starshine. Vision ranges are the same as those for a bright moonlit night—movement noted out to 100 yards; stationary creatures seen up to 50 yards; general identifications made at 30 yards; recognition at 10 yards. The spell creates shadows and has no effect on infravision. The area of effect actually appears to be a night sky, but disbelief of the illusion merely enables the

disbeliever to note that the stars are actually evoked lights. This spell does not function under water.

The material components are several stalks from an amaryllis plant (especially *Hypoxis*) and several holly berries.

Notes: Common for druids (PHB).

Steal Breath

(Evocation)

Sphere: Elemental Air



Level: 2

Range: 120 yds.

Components: V, S, M

Casting Time: 1

Duration: 3 rds.

Area of Effect: 1 creature

Saving Throw: Neg.

This spell forces the air out of an opponent's lungs. Nonbreathing creatures are unaffected by this spell, but any other creature that fails a saving throw vs. spell loses one round of actions and suffers a -3 initiative modifier for the next three rounds. *Steal breath* can disrupt spellcasting. The *steal breath* spell counters and can be countered by the 1st-level spell *deep breath*.

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

Steal Psionic Strength — Duergar

(Alteration)

Sphere: Thought

Level: 1

Range: 10 yds./level

Components: V, S, M

Casting Time: 4

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Neg.

This spell steals 1d8 PSPs per level of the caster (to a maximum of 10d8 PSPs) from a being with psionic abilities and transfers them to the priest casting the spell. The target creature receives a saving throw vs. spell to avoid the effect. If the creature has fewer PSPs than are stolen, then the priest receives all the creature's remaining PSPs. The bonus PSPs are used first when the priest engages in psionic activity, whether it be a psionic attack, defense, or power. Stolen PSPs that are not used before the spell ends dissipate without effect.

The spell dissipates without effect if the target creature and/or the caster has no psionic ability or if the creature has 0 (zero) PSPs. Psionic defense

modes cannot block the theft of PSPs by this spell, but magical defenses such as a *ring of mind shielding* or certain spells granting impervious mind shielding block the effect.

The material component is the priestess's holy symbol, which is touched to her brow during the casting of the spell.

Notes: Granted by the duergar goddess Deep Duerra.

Stealth of Brandobaris — Halfling

(Alteration)

Sphere: Guardian

Level: 3

Range: 0

Components: S, M

Casting Time: 1

Duration: 1 turn + 1 rd./level

Area of Effect: The caster

Saving Throw: None

When this spell is cast, the priest temporarily gains the ability to Move Silently and Hide in Shadows as a thief of equal level (see the Average Thief Ability Table in the DMG). Dexterity and racial adjustments apply, as do armor penalties. If the caster is a multiclassed priest/thief or a specialty priest of Brandobaris, the chance of success when using either skill is instead increased by 20%. *Stealth of Brandobaris* is canceled if exposed to a successful *dispel magic* or similar power.

The material component is the priest's holy symbol.

Notes: Granted by the halfling god, Brandobaris.

Steelskin — Gnome

(Alteration)

Sphere: Protection

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 3 rds. + 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

By means of this spell, the caster transforms the hide of a creature into an alloy of flesh and steel. The added protection gives a +1 bonus to Armor Class for every three levels of the priest (round up), to a maximum bonus of +5. However, the *steelskin* reduces the recipient's Dexterity to two-thirds of normal (rounded down) with a corresponding adjustment to Dexterity-related abilities.

The material components are the priest's holy symbol and a forged steel rod.

Notes: Granted by the gnome god Flandal Steelskin.

Steep Soma-Juice — Vedic

(Alteration)

Sphere: Protection

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 8 hrs.

Duration: 1 wk.

Area of Effect: 2 ounces/level

Saving Throw: None

This spell is required for the preparation of soma juice, a special drink sacred to the moon-god Soma. It is primarily for those of Indian societies, though the DM may allow it to be granted by other deities if desired. When the priest brews and blesses the soma plant's leaves, he or she creates a powerful magical juice. Those drinking at least one ounce a week receive two benefits: an increase of one point of Constitution and an immunity to nonmagical disease. These effects dissipate at the end of a week

(7 days) without soma-juice. The priests generally restrict the juice to the use of nobles and priests.

Notes: Common for priests of Soma; otherwise very rare. A description of Soma can be found in the *Legends & Lore* book, page 132. (Updated from *DRAGON Magazine*.)

Sterility

Reversed form, see fertility.

Sterilize

Reversed form, see fertilize.

Sticks to Snakes

(Alteration)

Reversible

Sphere: Creation, Plant

Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 7

Duration: 2 rds./level

Area of Effect: 1d4 sticks + 1 stick/level in a 10-ft. cube

Saving Throw: None



By means of this spell, the caster can change 1d4 sticks, plus one stick per experience level, into snakes; thus, a 9th-level priest can change 10–13 sticks into an equal number of snakes. These snakes attack as commanded by the priest. There must, of course, be sticks or similar pieces of wood (such as torches, spears, etc.) to turn into snakes. Such a stick cannot be larger than a staff. Sticks held by creatures are allowed a saving throw equal to that of the possessor (for example, a spear held by an orc must fail the orc's saving throw vs. polymorph). Magical items, such as staves and enchanted spears, are not affected by the spell. Only sticks within the area of effect are changed.

The type of snake created varies, but a typical specimen has 2 Hit Dice, Armor Class 6, a movement rate of 9, and either constricts for 1d4+1 points of damage per round or bites for 1 point plus poison (if any). The chance of a snake thus changed being venomous is 5% per caster level, if the spellcaster desires. Thus, an 11th-level priest has a maximum 55% chance that any snake created by the spell is poisonous. The spell lasts for two rounds for each experience level of the spellcaster.

The material components of the spell are a small piece of bark and several snake scales.

The reverse, *snakes to sticks*, changes normal-sized snakes to sticks for the same duration, or it negates the *sticks to snakes* spell according to the level of the priest countering the spell (for example, a 10th-level priest casting the reverse spell can turn 11–14 snakes back into sticks).

Notes: Common for clerics and druids (PHB).

Still Waves

(Invocation/Evocation)

Sphere: Elemental Water

Level: 4

Range: 20 yds.

Components: V, S

Casting Time: 7

Duration: 1 turn+3 rds./level

Area of Effect: 20-ft. × 20-ft. area

Saving Throw: Special

This spell immobilizes normal wave motion in a 20-foot by 20-foot area. It stills the waters, permitting drowning sailors, lost cargo, or other items to be fished out of heavy seas. When cast during a heavy chop, the ocean within the area of effect becomes as still as pond water; if seas are heavier than this (as during a violent storm), the wave action is reduced to a heavy chop. If the sea is agitated by an elemental or hostile magic, *still waves* fails unless the spellcaster makes a saving throw vs. spell. If the seas are already affected by *still waves*,

a hostile spellcaster or elemental must make a successful saving throw vs. spell to disrupt the magically calmed waves.

Notes: Granted by Valkur, Captain of the Waves, of the FORGOTTEN REALMS setting.

Stone Curse

(Alteration)

Sphere: Elemental Earth

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Permanent

Area of Effect: 1 cu. yd./level

Saving Throw: ½ or None

The *stone curse* spell allows the priest to weaken stonework progressively over time by changing it into a spongy, soft material. When the spell is cast, an initial volume of stone is rendered soft, spongy and porous, being altered to a substance so brittle that it can easily be broken off and crushed in the hand. This fact is not obvious in the appearance of the stone, however. Only a creature with some expert ability in evaluating stonework can detect a *stone curse*. For instance, a dwarf or an individual possessing the Stonemasonry non-weapon proficiency can recognize a *stone curse* on a d20 roll of 19+ upon casual inspection. A *detect magic* spell reveals Alteration magic at work in the area of effect, as does direct tactile exploration (simply touching the stone is not sufficient).

The danger of a *stone curse* is that it can spread undetected. Each day following its casting, a further adjacent volume of stone equal to the original volume is also transformed by the spell. Eventually, this may have some important structural effect, like the crumbling of a supporting wall or the collapse of a mineshaft or tunnel, as the DM deems fit. A *stone curse* can be negated by a *remove curse*, a successful *dispel magic*, or by a spell that changes the nature of the stone more dramatically, such as *transmute rock to mud*.

A *stone curse* can inflict damage upon creatures from the Elemental Plane of Earth, such as xorn, galeb duhr, and the like. The caster must make a successful attack roll. The spell otherwise inflicts 1d4 points per level of the caster. A successful saving throw indicates the damage is halved. Likewise, a wizard employing a *statue* spell or a priest employing a *meld into stone* spell suffers damage from a successful *stone curse* attack.

The material component is a small chunk of very soft sandstone

Notes: Granted by Iuz the Evil of the GREY-HAWK setting.

Stone Form — Gnome

(Alteration)

Sphere: Elemental Earth

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: 3 rds. + 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

By means of this spell, the recipient is transformed into living stone, not unlike a stone golem or stone guardian. This spell has no effect if cast upon an unwilling creature. As a creature of magical stone, the subject has an effective Armor Class of 5, or a +1 bonus to current Armor Class, whichever is better, and immunity to nonmagical attacks (such as acid, normal fire, normal weapons, and so on). However, a being in *stone form* is affected by all spells that affect stone, including *stone shape*, *transmute rock to mud*, etc. Any spell effect or physical blow that transforms or shatters the *stone form* in any way immediately ends the spell effect and inflicts 4d6 points of damage to the subject.

The material components are the priest's holy symbol and a shard of rock from a once-animate stone (perhaps part of a destroyed stone golem or a rock previously subjected to an *animate rock* spell).

Notes: Granted by the gnome god Callarduran Smoothhands.

Stone of Sharpening

(Alteration)

Sphere: Elemental Earth



Level: 4

Range: 0

Components: S, M

Casting Time: 5 rds.

Duration: Special

Area of Effect: 1 weapon (per level)

Saving Throw: None

Any sword or edged weapon struck against this temporarily enchanted rock has its edge perfectly sharpened and oiled, giving it a +3 damage bonus against the next target struck, +2 against the second, and +1 against the third. After the third blow has been struck, there are no other special effects. The stone can sharpen metal, obsidian, and bone weapons, as many as the caster has levels. To

prepare the spell, the caster wraps a cloth around the stone, which can be no more than 2 feet in diameter, and soaks it with oil. The cloth is set on fire and allowed to burn until it disintegrates. The stone can then be used to sharpen as many weapons as the caster has levels of experience.

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

Stone Quench

Reversed form, stone storm.

Stone Seeing — Dwarf

(Divination, Elemental Earth)

Sphere: Divination, Elemental Earth

Level: 5

Range: Unlimited

Components: V, S, M

Casting Time: 8

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

Similar to the wizard spells *clairvoyance* and *wizard eye*, the *stone seeing* spell enables the caster to scry whatever is within sight range of the locale chosen. Distance from the priest is not a factor, but, unlike the aforementioned wizards spells, the selected locale must be entirely contained within solid rock.

Stone seeing enables the caster to see through the enveloping rock to a range of 100 yards per level of the caster or as far as the rock itself extends, whichever is less. The caster can see in only one direction at a time, but by turning his or her head, the caster can adjust the direction of the *stone seeing* in any direction desired. The spell enables the caster to "see" various veins and inclusions in solid rock, including creatures that can move through rock, such as xorn. The spell enables sight beyond the rock surface only as dwarves do; in other words, as if the caster was peering out from a cavern floor wall or ceiling.

The material components are the priest's holy symbol and a small stone chip of the type of rock on which the spell is centered.

Notes: Granted by the dwarven god Dumathoin.

Stone Shape

(Alteration)

Sphere: Elemental Earth

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 3-ft. cube plus 1 cu. ft./level

Saving Throw: None

By means of this spell, the caster can form an existing piece of stone into any shape that suits his purposes. For example, a stone weapon can be made, a special trapdoor fashioned, or a crude idol sculpted. By the same token, it enables the spell-caster to reshape a stone door, perhaps so as to escape imprisonment, providing the volume of stone involved is within the limits of the area of effect. While stone coffers can be thus formed, stone doors made, etc., the fineness of detail is not great. If the shaping has moving parts, there is a 30% chance they do not work.

The material component is soft clay that must be worked into roughly the desired shape of the stone object, and then touched to the stone when the spell is uttered.

Notes: Common for clerics and druids (PHB).

Stone Storm — Dwarf

(Evocation)

Reversible

Sphere: Elemental Earth

Level: 7

Range: 160 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd.

Area of Effect: Special

Saving Throw: ½

When a *stone storm* spell is cast, the area of effect is enmeshed in a vortex of swirling, battering rock and stone. Creatures within the area of hurtling stone receive 2d8 points of damage, plus one additional point of damage per caster level (thus a 14th-level priest inflicts 2d8+14 points of damage). A creature that makes a successful saving throw vs. spell suffers only half damage. The area of effect is selected by the caster at the instant of casting from two options. The first is a circle of 60-foot radius, with a 10-foot diameter "eye" in the center that is not affected. The second is a cloud whose dimensions do not exceed 120 feet (for

example, the cloud might be 40 feet wide, 20 feet tall, and 60 feet long).

The reverse of this spell, *stone quench*, clears twice the area of effect of a *stone storm* of dust, dirt, and other particles suspended in the air. Thus, a dusty haze that obscures vision and impedes breathing (such as that generated in battle or by an avalanche) is cleared instantly. Magic of 6th level or less that creates such effects is instantly ended (*dust devil*, *wall of sand*, *sandstorm*, and so on). Creatures from the Elemental Plane of Earth of less than demigod status can be returned to that plane by a *stone quench* cast for this purpose. The base chance is a roll of 6 or better on 1d20. The caster's level is added to the roll, and the creature's Hit Dice are subtracted from the roll.

The material components are the priest's holy symbol and a handful of pebbles, sand, or dirt (the latter is thrown into the air).

Notes: Granted by the dwarven god Moradin.

Stone Tell

(Divination)

Sphere: Divination, Elemental Earth

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn

Area of Effect: 1 cu. yd.

Saving Throw: None

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

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

Notes: Common for clerics and druids (PHB).

Stone to Flesh

(Alteration)

Reversible

Sphere: Creation

Level: 6

Range: 10 yds./level

Components: V, S, M

Casting Time: 9

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Special

The *stone to flesh* spell turns any sort of stone into flesh. If the stone object was formerly living, this spell restores life (and goods), although the survival of the creature is subject to the usual System Shock survival roll. Any formerly living creature, regardless of size, can be thus returned to flesh. Ordinary stone can be turned to flesh in a volume of 9 cubic feet per level of experience of the spell-caster. Such flesh is inert, lacking a vital life force, unless a life force or magical energy is available (for example, this spell would turn a stone golem into a flesh golem, but an ordinary statue would become a body). If cast upon stone, the wizard can create a cylinder of fleshy material from 1 to 3 feet in diameter and up to 10 feet long, allowing a passage to be made.

The material components are a pinch of earth and a drop of blood.

The reverse, *flesh to stone*, turns flesh of any sort to stone. All possessions on the person of the creature likewise turn to stone. The intended subject of the spell receives a saving throw vs. spell to avoid the effect. If a statue created by this spell is subjected to breakage or weathering, the being (if ever returned to his original, fleshy state) will have similar damage, deformities, etc. The DM may allow such damage to be repaired by various high-level priest spells, such as *regenerate*.

The material components of the spell are lime, water, and earth.

Notes: Very rare spell, possibly available to clerics and priests with major access to the sphere of Creation.

Stone Trap — Dwarf

(Alteration)

Sphere: Guardian

Level: 4

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 turn

Duration: Permanent until discharged

Area of Effect: 1 cu. ft./level

Saving Throw: Special

This spell renders stone invisible and moves it to a mid-air location (within range) chosen by the caster. It levitates in place, sometimes for years, until the spell is released, either by will of the caster, or by the caster's death. This spell is often used to devise a trap, holding boulders as deadfalls above archways (including castle or delve entrances), vault doors, thrones, bathtubs, beds, or other strategic areas.

Release can be accomplished by the utterance of a word or phrase, (often a phrase spoken in the original spellcasting). The spell also might be keyed to specific conditions, like the 2nd-level wizard spell *magic mouth* (in other words, "when the lock on the door is broken or picked" and so on).

When the spell is triggered, the stone turns visible as it falls, inflicting 2d4 points of damage per level of the caster. Each creature in the area must make a saving throw vs. spell. Success allows a Dexterity check. A successful Dexterity check indicates the creature escapes damage completely, while a failed check means the creature takes half damage.

Skilled dwarves often fashion false stone ceilings of smooth-finished stones and raise them overhead to serve as *stone traps*. A *true seeing* effect reveals the levitating stone clearly, but if the caster has prepared it with enough skill (using shaped stone blocks, or carved ornaments such as gargoyle-heads or vault arches), the viewer may not recognize the viewed stone as any sort of trap. The levitating stone does radiate magic, faintly—but then, many dwarven delves radiate magic from most of their stone surfaces, if spells have been used in their shaping or subsequent use. A suspicious thief can find the trap at half his or her normal Find Traps skill, and a successful Remove Traps check (also at half the usual chance) can bring down the stone without harm to the thief.

The material components are a speck of grit, a drop of water, an eyelash from any creature, and a pebble.

Notes: Granted by the dwarven god Vergadain the Trickster.

Stone Walk

(Alteration, Necromancy)

Sphere: Elemental Earth

Level: 7

Range: Special

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: Special

Saving Throw: None

This spell is used to link far-flung temples or sacred areas for important and emergency journeys. A *stone walk* is a special form of teleportation that circumvents all known magical barriers and safeguards against teleportation, including gorgon's blood, *proof against teleportation* spells, and so on.

A *stone walk* involves two stony areas large enough to stand on. Both must be prepared with a secret ritual involving crushed gems before the spell itself is cast. Once the *stone walk* is cast, a being can pass instantly and unerringly from one stone to the other by standing on one and speaking a secret password set during the casting. The two ends of the teleportation must be on the same plane of existence but can be any distance apart. The trip itself is always instantaneous and safe, though the destination itself may be guarded, trapped, flooded, or the like. The traveler always arrives at the other end; blocking the stone transport site with solid matter merely causes the traveler to arrive at a nearby open, flooded space.

One one-way trip per level of the caster can be made for one being (usually the caster, but not necessarily) and all carried or worn items, accouterments, and nonliving items, up to 100 pounds additional weight. Living creatures who touch the caster can also be transported along with 100 pounds of gear each, but each creature plus 100 pounds of gear uses up one trip. Nonliving material of more than 100 pounds in weight is simply left behind and cannot *stone walk* without the touch (and accompaniment) of a living creature. Usually, only a single priest makes a trip, and the extra capacity of the spell is left for subsequent trips. Note that the password cannot be changed until the spell is exhausted and a new one cast to replace it.

If too many creatures try to come on a *stone walk*, the spell is exhausted. The caster or whoever speaks the password is first taken and then whichever other creatures the magic can accommodate. Extra creatures and all nonliving material in excess of the spell's capacity are left behind.

The material component of the preparatory ritual for the end sites of the spell is a paste with

which each end of the *stone walk* is outlined. For each end, this paste requires four crushed rubies of at least 5,000 gp value each. The ends must be personally prepared by the caster of the *stone walk* within 444 days of the casting of the spell. The ritual of preparation involves the spellcaster bathing, thoroughly washing the stony areas selected, and outlining these areas with the paste while whispering the future password.

The caster can travel between the two end sites by any form of motivation desired (walking, flying, burrowing, riding a horse, etc.) and can cast the *stone walk* immediately after the second end is prepared. The spell lasts until the caster uses up all of the trips provided, or until a successful *dispel magic* is used at either of the two ends of the *stone walk*.

The spell itself requires a piece of spider silk at least a foot in length, two intact diamonds of 5,000 gp value or greater, a handful of earth, and a wing feather of any flying bird.

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

Stone Walk — Drow

(Alteration)

Sphere: Elemental Earth

Level: 4

Range: 0

Components: S,

Casting Time: 7

Duration: 1 rd. + 1 rd./level

Area of Effect: The caster

Saving Throw: None

A development of the *meld into stone* spell, this magic allows a caster to merge into solid stone and travel short distances through it. Travel is possible through loose, or broken stone, but not mud, sand, or fine gravel. Movement is always at a rate of 10 feet per round.

If spell duration permits, a caster can enter stone, leave it, and re-enter it or another mass of stone, without casting a second *stone walk*. While in stone, the caster can sense any ending or edges of stone within 120 feet, as well as the presence, location, and size of any cavities, seep-water, fissures, air pockets, and beings (such as digging or *imprisoned* creatures, and those able to pass through stone, such as xorn). The stone blocks all hearing, but some vibrations can be felt. The caster can walk up or down as well as horizontally, and can tell direction relative to the natural grain of the rock.

The caster is trapped alive, entombed in solid stone (the same as a victim of the 9th-level wizard spell *imprisonment*) if not out of stone when the

spell expires. A priest within 12 feet of a break in the stone when the spell ends can *struggle onwards* to break out at a cost of 1d6 lost hit points (2d6 if a System Shock roll fails). In the round of emergence from stone, the caster is unable to use spells or attack, has an effective Armor Class of 10, and moves at half rate (rounding down).

Notes: Rare spell known by the drow.

Stonebirds

(Alteration)

Sphere: Animal, Elemental Earth

Level: 3
Range: Special
Components: V, S
Casting Time: 4
Duration: Special
Area of Effect: 2d10 birds
Saving Throw: none

When cast, this spell summons 2d10 birds, which are transformed into living stone. The birds are under the control of the caster and retain all of their avian abilities. Each stone bird is treated as a 1 Hit Die creature with a THAC0 of 19. A stone bird has 4 hit points and inflicts 1d4 points of damage with each pecking attack.

Stone birds can be directed to fly into a creature. If the bird successfully strikes a creature, it inflicts 2d8 points of damage and dies.

Birds remain in their stone form for 10 minutes per level of the caster, or until they are killed. At the end of the spell's duration, the birds are no longer under the caster's control.

Notes: Granted by Ilmater, the One Who Endures, of the FORGOTTEN REALMS setting.

Stoneblend — Dwarf

(Illusion/Phantasm)

Sphere: Elemental Earth

Level: 1
Range: Touch
Components: V, S, M
Casting Time: 4
Duration: Special
Area of Effect: Creature touched
Saving Throw: None

This spell enables the recipient to blend against stone walls so as to be effectively invisible for as long as he or she holds still. The creature must press its body against the stone wall when the spell is cast.

Careful observation of the exact area in which the concealed creature stands allows a 5% chance

for visual detection. Tactile or other physical inspection of the specific region immediately reveals the presence of the creature and ends the spell.

The material components are the priest's holy symbol and a pinch of dust. The spell also requires that the recipient be dressed in dull or drab colors (browns, blacks, and/or grays) that do not clash with the surrounding environment.

Notes: Granted by the dwarven craft god Laduguer.

Stonefall — Dwarf

(Alteration)

Sphere: Elemental Earth

Level: 4
Range: 120 yds.
Components: V, S, M
Casting Time: 7
Duration: 1 rd.
Area of Effect: 3 cu. ft./level
Saving Throw: Special

This spell causes rocky materials present in an area to fall suddenly in one of four fashions. If this spell is cast within three rounds after a *stonefire* spell is cast by a priest of Moradin, the fiery damage of that spell is added to the striking damage of this one.

- If cast underground, it causes stalactites to fall or starts a cave-in. A fall of stalactites forces the intended target creature to make 1d6 Dexterity checks (these represent the number of falling stalactites; if fewer stalactites are available, reduce the number of checks). Each failed check results in a hit for 2d6 points of damage. Exposed fragile items must make saving throws vs. crushing blow if in the affected area. This sort of attack is relatively unlikely (roll 1 on 1d6) to cause a more general cave-in. If it does, the next effect occurs as well.
- A deliberate cave-in causes 4d8 damage to all below it (save vs. petrification for half damage). If the situation makes it possible for a cave-in to miss intended target creatures, the priest must make a successful attack roll (at +5 bonus to the attack), as if attacking directly. A miss means the creature scrambled adroitly enough to avoid all damage.
- If cast indoors, it causes a ceiling collapse. An indoor ceiling collapse causes only 3d8 points of damage (save vs. petrification for half), but damage to breakable items in room and the space above the ceiling must be considered. Beings that fall down with the ceiling suffer 3d6 points of damage (minimum; more falling damage might



be taken at the rate of 1d6 per 10 feet fallen). A successful saving throw vs. spell lowers this damage by half.

- If cast in open air, it causes one fist-sized stone to fall rapidly out of the sky and strike the intended creature, causing 3d4 points of damage (the creature is allowed a saving throw vs. spell to avoid the missile and all damage).

The material component is a handful (at least three) of fingerjoint-sized or larger stones or pebbles.

Notes: Granted by the dwarven god Dumathoin.

Stonefire — Dwarf

(Alteration)

Sphere: Elemental Earth, Elemental Fire

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 1 rd./level

Area of Effect: 1 cu. ft./level

Saving Throw: None

This spell allows the caster to ignite stone into roaring flames. The stone blackens, stretches to reveal holes, burns away from the edges of these holes in ever-widening cavities until large amounts of stone have actually been burnt away, and then smolders into quiescence again, creaking as it cools.

The *stonefire* gives off an acrid, billowing white smoke, an earthy, metallic stink, and flames that cause 2d6 points of fire and heat damage (per round) to creatures within 10 feet. Actual contact with *stonefire* causes 4d4 points of damage and forces a System Shock roll to avoid collapsing unconscious from the pain.

Creatures especially susceptible to fire damage suffer double these effects. Creatures made of stone take 4d4 points of damage in the first round and a like amount each round until a successful saving throw vs. spell is made, checking each round. Creatures resistant to fire suffer 1d2 points of damage from contact with *stonefire*. (They suffer some damage due to the corrosive effects of the burning). Stone burned away by this spell is consumed, forever gone.

If key areas of stonework (such as pillars) or natural stone walls, ceilings, or supporting floors are burned away, collapses and cave-ins may occur. The effects of such cave-ins are detailed in the spell description for *stonefall*. Collapses entail the same damage, plus falling damage (and item saving throws) for beings and things that fall as a result of the spell. This spell cannot be precisely controlled,

even with long practice; it is unsuitable for stone-carving or decorating uses. The caster can affect 1 cubic foot of stone per level; a man-sized statue is roughly 12 cubic feet.

The material components are a few grains of saltpeter and a piece of stone, which are rubbed together.

Notes: Granted by the dwarven god Moradin.

Stoneiron

(Enchantment)

Sphere: Elemental Earth



Level: 3

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 5 rds./level

Area of Effect: Weapon(s) touched

Saving Throw: None

This spell causes stone weapons (flint, obsidian, and so on) to have the attack and damage scores of ordinary steel weapons, eliminating all penalties and higher chances of breaking. One large or two small weapons can be affected by each casting of this spell. Enchanted missiles lose their dweomer after striking their target; otherwise, the spell lasts 5 rounds per level of the caster. Repeated castings do not improve the weapon's abilities further.

The material component is a small chunk of stone of the same type as the weapon to be enchanted.

Notes: Very rare for priests of the DARK SUN setting. Optionally known by shamans and other priests from savage settings.

(Updated from DRAGON Magazine.)



Stoneskin — Dwarf

(Alteration)

Sphere: Elemental Earth

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1

Duration: Special (24 hrs. maximum)

Area of Effect: 1 creature

Saving Throw: None

When this spell is cast, the affected creature gains a virtual immunity to any attack by cut, blow, projectile, or the like. Even a *sword of sharpness* cannot affect a creature protected by *stoneskin*, nor can a rock hurled by a giant, a snake's strike, etc. However, magical attacks from such spells as *fireball*, *magic missile*, *lightning bolt*, and so forth have their normal effects. The spell blocks 1d4 attacks, plus one attack per two levels of experience the caster has achieved. This limit applies regardless of attack rolls and regardless of whether the attack was physical or magical. For example, a *stoneskin* spell cast by a 9th-level caster would protect against from five to eight attacks. An attacking griffon would reduce the protection by three each round; four *magic missiles* would count as four attacks in addition to inflicting their normal damage.

The material components are granite and diamond dust sprinkled on the recipient's skin.

Notes: Very rare spell granted by some dwarven deities, identical to the 4th-level wizard spell of the same name. (Updated from DRAGON Magazine.)

Special Note: This spell is subject to considerable abuse by player characters. Multiple *stoneskins* placed on a single creature are not cumulative. If two or more *stoneskin* spells are cast on the same creature, roll normally for the number of attacks each spell protects against. If a new spell protects against more spells than does the present one, the recipient gets the benefit of the increased protection; otherwise, there is no effect. The caster does not necessarily know how many attacks the spell can shield him from.

Stoneskin protects only against blows, cuts, pokes, and slashes directed at the recipient. It does not protect against falls, magical attacks, touch-delivered special attacks (such as touch-delivered spells, energy draining, green slime, etc.), or nonmagical attacks that do not involve blows (such as flaming oil, ingested or inhaled poisons, acid, constriction, and suffocation). *Stoneskin* lasts for 24 hours or until the spell has absorbed its allotment of attacks.

Stonewood

(Alteration)
Sphere: Plant

Level: 5
Range: Touch
Components: V, S, M
Casting Time: 8
Duration: Permanent
Area of Effect: Special
Saving Throw: None

This spell bestows the strength of stone on a given volume of wood without otherwise altering its appearance or weight. A wooden door or wall, for example, would have the sturdiness (and saving throws) of stone. The *stonewood* spell affects a maximum of 100 square feet of wood per level of the caster, to a thickness of 1 foot (or any equivalent numerical combination). Only one wooden object can be strengthened per casting.

The material components are a gemstone of at least 500 gp value and a small piece of hardwood.

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

Storm Cone

(Alteration, Evocation)
Sphere: Elemental Air, Weather

Level: 5
Range: 5 yds./level
Components: V, S
Casting Time: 8
Duration: 4 rds. + 1 rd./3 levels above 9th
Area of Effect: Cone, 20-ft.-wide × 60 ft. long
Saving Throw: Special

This spell creates a whirling vortex of wind in a 60-foot-long cone shape that flares from its apex at the caster to a mouth 20 feet in diameter. The caster can move the *storm cone* up, down, or sideways 10 feet in each round of its existence. The storm cone lasts for 4 rounds plus 1 round for every three whole levels of experience the caster has above 9th level (5 rounds at 12th level, 6 at 15th level, etc.).

A *storm cone* whirls about all beings it touches, buffets them with invisible "stones" of solid air contained within the *storm cone*, and stabs them with tiny lightning bolts that arc about continuously within the vortex. The whirling and buffeting effect inflicts 5d4 points of damage to all beings in the area of effect. They must also make saving throws vs fall and crushing blow for all worn or carried items. The lightning bolts strike creatures touched

by the *storm cone* for an additional 2d4 points of damage and force affected beings to make saving throws vs. lightning for all worn or carried items unless they are protected against electrical damage. Both buffeting damage and lightning damage are suffered in each round of contact with the *storm cone*.

A successful saving throw vs. spell halves the physical damage (round down); there is no save against the lightning. Beings caught within a *storm cone* cannot cast spells or launch attacks and can fight free of the *storm cone* only by making successful Strength and Dexterity ability checks on the same round.

Notes: Granted by Talos the Destroyer, of the FORGOTTEN REALMS setting.

Storm Legion

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

Storm of Vengeance

Quest spell, see appendix.

Storm Shield

(Abjuration)
Sphere: Protection, Weather

Level: 3
Range: 10 yds./level
Components: V, S
Casting Time: 6
Duration: 6 rds.+1d4 rds.
Area of Effect: Special
Saving Throw: None

This spell creates a floating, weightless, mobile barrier of solid air that blocks all damage from winds, lightning, normal missiles, and heat or cold. A *storm shield* attracts all electrical discharges within 30 feet and absorbs them so that no harm is done to nearby beings. It automatically neutralizes any extreme of heat (including fire), or cold (including ice), that it comes into contact with, but does so only once for each extreme. A *storm shield* neutralizes a second encounter or round of contact with either extreme heat or cold, but as it does so, the *storm shield* itself dissipates, ending the spell.

A *storm shield* is always about 6 inches thick and occupies a square, flat area of 10 square feet per level, stopping where it encounters solid obstacles. It can be fitted into a narrow passage or opening, so as to seal it entirely or be made to fold in on itself if the caster so wills to make a smaller barrier that can be moved about in narrow confines

without becoming stuck. The caster can move the *shield* by force of will at MV 12 (B) and turn or tilt it as desired, until he or she engages in other spellcasting, whereupon control over the *shield* is lost, and it remains stationary until the spell expires.

A *storm shield* is effective from all sides, but it only deflects normal missiles; a sword or other weapon can be thrust through it with no effect on either the *shield* or the attack.

Notes: Granted by Talos the Destroyer, of the FORGOTTEN REALMS setting.

Stormcloak

(Abjuration, Evocation)

Sphere: Protection, Elemental Water

Level: 4
 Range: Touch
 Components: V, S, M
 Casting Time: 7
 Duration: 1 year
 Area of Effect: 1 living being
 Saving Throw: None

Stormcloak sets up a condition that, when the spell is activated at any time for up to a year after being cast by speaking a secret word aloud, the spell recipient cannot die as a result of a storm at sea that he or she is currently experiencing. Once activated, the spell guarantees that by some assortment of coincidental conditions (as far-fetched or commonplace as need be), the spell recipient will not drown, be struck down by flying debris, die of being hurled ashore against rocks, etc. from that particular storm.

Umberlant priests cannot cast this spell on themselves.

The material component is the holy symbol of the Umberlant casting it (which is not consumed in the casting).

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

Stormrage

(Alteration, Invocation/Evocation)

Sphere: Combat

Level: 6
 Range: Touch
 Components: V, S, M
 Casting Time: 9
 Duration: 1 rd./4 levels (round down)
 Area of Effect: Creature touched
 Saving Throw: None

This spell empowers the caster or another touched being (who must be willing or the spell fails) to fly and hurl lightning. The flight is at MV fly 18 (B), and responds perfectly to the will of the flyer, who can hover, stop, go backwards, and even hang in one place with enough stability to cast spells. Such spellcasting does not end the *stormrage*, but does prevent the hurling of any lightning during the round or rounds in which it takes place.

A *stormrage* spell enables its recipient to emit from his or her eyes two straight-line lightning bolts per round, each of which do 6d6 points of damage. A successful attack roll, at the recipient's normal THAC0, is necessary to strike a desired target. Items are allowed saving throws vs. lightning if targeted and struck; if they fail, they are



destroyed. Creatures receive a saving throw vs. rod, staff, or wand if struck; those that succeed take only half damage. Both bolts can be directed at the same target if desired (determine the results of each separately), but lightning bolts not hurled during a round cannot be used to augment the number or damage of bolts unleashed in later rounds.

A *stormrage* ends when the caster wills it to, at the expiration of its normal duration, or when *dispel magic* is successfully cast on its recipient, whichever happens first. Until then, it drains 4 hit points from the recipient per round. (A recipient who discovers this effect and is no longer willing to be under the effects of this spell can end it after one round.)

While under the effects of *stormrage*, the recipient is immune to all lightning and wind damage and can "stand fast" against natural and magical winds.

The material components are a feather from any sort of bird that can fly, a pinch of ash from any burnt organic material that was struck by lightning, and a piece of flint.

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

Stormvoice — Old Empire

(Alteration)

Sphere: Weather

Level: 2

Range: Special

Components: V, S

Casting Time: 5

Duration: 1 rd.

Area of Effect: Special

Saving Throw: Neg.

This spell enables the caster to speak with the voice of a storm. The caster can be heard clearly at 10 times normal distance. All creatures within a 20-foot radius of the caster must roll successful saving throws vs. spell or be deafened for 1d4 rounds and be knocked from their feet.

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

Straighten Wood

Reversed form, warp wood.

Strength — Shukenja

(Alteration)

Sphere: Combat



Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 1 hr./level

Area of Effect: Person touched

Saving Throw: None

Use of this spell increases the Strength of the individual touched by a number of points that depend on the character's class.

Class	Strength Gain
Samurai, sohei, kensai, bushi, & barbarians	1d8 points
Shukenja and yakuza	1d6 points
Wu jen and monks	1d4 points

Ninja gain Strength as their other class.

Samurai, kensai, bushi, and barbarians gain strength in 10% increments upon reaching 18 Strength.

The material component is a piece of fur of a strong animal such as a bull or ape.

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

Strength — Dwarf

(Alteration)

Sphere: Elemental Earth

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: 1 hr./level

Area of Effect: Person touched

Saving Throw: None

Application of this spell increases the Strength of the individual by a number of points—or tenths of points after 18 Strength is attained (only if a warrior). Benefits of the *strength* spell last for the duration of the magic. The amount of added Strength depends upon the spell recipient's group and is subject to all restrictions on Strength due to race and class. Multiclass characters use the best die.

Class Strength Gain

Warrior	1d8 points
Priest	1d6 points
Rogue	1d6 points
Wizard	1d4 points

If a warrior has an 18 Strength already, from 10% to 80% is added to his extraordinary Strength roll. The spell cannot confer a Strength of 19 or more, nor is it cumulative with other magic that adds to Strength. Beings without Strength scores (kobolds, lizard men, etc.) receive a +1 to attack and damage rolls.

The material component is a few hairs, or a pinch of dung, from a particularly strong animal such as an ape, a bear, or an ox.

Notes: Very rare spell granted by some dwarven deities, identical to the 2nd-level wizard spell of the same name. (Updated from *DRAGON* Magazine.)

Strength of One**(Alteration)****Sphere:** Law

Level: 3

Range: 10 yds.

Components: V, S

Casting Time: 6

Duration: 2d6 rds.

Area of Effect: 1 creature + 1 creature/2 levels

Saving Throw: None

By casting this spell on a group of lawful creatures, the priest imbues each creature with a Strength bonus equal to that of the strongest creature in the group. To be affected by the spell, all creatures must touch the hand of the priest at the time of casting. Only human, demihuman, and humanoid creatures of man-size or smaller can be affected. The recipients can be a mixed group of lawful neutral, lawful good, or lawful evil alignments. The spell will not take effect if any creature of neutral or chaotic alignment is included in the group.

Prior to casting, one creature is designated the keystone. A group cannot have more than one keystone, even if another creature has equal strength.

Upon completion of the spell, all affected individuals gain a bonus to damage equal to the keystone's bonus to damage from Strength. Any magical bonuses belonging to the keystone are not added; only the keystone's natural strength is conferred on the group.

This bonus supersedes any bonus an affected creature might normally receive. Thus, a warrior with 16 Strength (a +1 bonus to damage) who

benefits from this spell with a keystone who has Strength 18/07 (a damage bonus of +3) gains a total bonus of +3 to damage (not +4 to damage). The keystone receives no bonus.

Affected creatures gain no improvements to THAC0, Bend Bars/Lift Gates, or other functions of Strength.

The spell ends if the keystone is killed before the duration expires. The bonus and duration are not affected if a member of the group is killed within the duration of the spell.

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

Strength of Stone**(Invocation/Evocation)****Sphere:** Elemental Earth

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 3 rds. + 1 rd./level

Area of Effect: 1 creature

Saving Throw: None

This spell grants supernatural strength to the recipient by raising his or her Strength score by 1d4 points, or to a minimum of 16, whichever is higher. Each 10% of exceptional Strength counts as 1 point, so an individual with a Strength of 17 could be raised as high as an 18/30, but no higher. Both the caster and the recipient must be in contact with solid stone or earth when the spell is cast. The spell lasts for 3 rounds plus 1 additional round per caster level or until the subject loses contact with the earth. Obviously, this can happen in a number of ways, including being picked up or grappled by a larger creature, being knocked through the air by an impact or explosion, or even being magically moved in some fashion.

The material components are a chip of granite and a hair from a giant.

Notes: Uncommon spell for druids (*PO:SM*) Granted by the dwarven god Moradin and the gnome god Callarduran Smoothhands.

Strengthen Stone

(Alteration)

Sphere: Elemental Earth

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: 1 hr.

Duration: Permanent

Area of Effect: 1 building or wall

Saving Throw: None

Strengthen stone can reinforce any stone construction (house, tower, wall segment, aqueduct, etc.), against physical damage. The DM adds +4 to the structure's saving throw against any type of damage, from siege engines to natural earthquakes. The stone object gains a saving throw against the *earthquake* spell (see the *PHB*). The spell can be cast only once on any stone object.

If the priest casts this spell on a stone golem or other animated stone being (like one created by *animate rock*), the creature receives a -1 bonus to its Armor Class and adds a +1 bonus to its saving throws for the duration of the spell. *Strengthen stone* has no effect on earth elementals or galeb duhr.

The material component, a diamond chip worth at least 500 gp, must be crushed and sprinkled on the construction.

Notes: Uncommon spell for druids.

Striking Shadows

(Conjuration/Summoning)

Sphere: Guardian

Level: 6

Range: 10 yds./level

Components: V, S

Casting Time: 9

Duration: 1 rd./level

Area of Effect: A 20-sq.-ft./level

Saving Throw: None

The *striking shadows* spell creates two tentacled, smokelike guardian monsters identical to "worker grell" (see the *MONSTROUS MANUAL* tome) in form, attacks (11 attacks at THAC0 15, 10 tentacles and one bite), damage (1d4 × 10/1d6), Armor Class (AC 5), and movement (MV fly 12 (D)). However, these shadow creatures' tentacles cannot paralyze, and they are unable to wield or carry items, speak, or reason. Striking shadows attack all beings within the spell's designated area of effect that are not bearing holy symbols of Mask. They dissipate when the spell expires or when dealt as

many points of damage (each) as the caster possesses.

Notes: Granted by the Mask, god of thieves of the FORGOTTEN REALMS setting.

Striking Wave

(Alteration, Evocation)

Sphere: Elemental Water

Level: 4

Range: 5 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: Special

Saving Throw: Special

This spell causes water to rise up into a single directed strike of massive force. A large body of water must be present (in other words, a pond, lake, or the sea) or the spell is wasted. It cannot create water out of nothing, nor can it cause the contents of a tub or small, ornamental pool to do more than rise up in an impressive manner and crash back down again, splashing things nearby.

A *striking wave* varies from 10 feet to 100 feet wide as the caster directs, moves in the direction its caster directs and can change direction in response to the caster's silent concentration, but it must travel at least 60 feet in a straight line before it can do harm; otherwise, items in its path simply ride up along its swell and are unharmed. The priest must be in contact with the water to cast the spell, although this contact can be as little as a hand or toe dipped into the wetness. The range of the spell applies to how distant the wave can form from the caster, not how far it can travel. If unhindered by impact or obstacle, the *striking wave* travels several miles before subsiding. If cast in a confined area, such as a harbor, so that it strikes a sea wall or other immobile obstacle within 100 feet of its forming, it rebounds back to where it was formed, doing double damage to creatures and items between.

A *striking wave* smashes into immobile objects for 10d12 points of damage. Floating objects are allowed a saving throw vs. spell; if alive and swimming or free to move in the water, floating creatures are also allowed a second saving throw vs. spell. Each saving throw that succeeds removes three dice of damage, so swimmers who make both saving throws suffer only 4d12 points of damage. A rebounding wave must be saved for separately both times; one set of saving throws does not govern both strikes.

Striking waves can attack targets on the shore; however, they lose force as they do so. For every

10 feet up the shore the wave travels, 1d12 of damage is lost from the wave.

Ships suffer structural damage from a *striking wave* as follows: A ship automatically loses 10% of its seaworthiness if at anchor or tied up dockside, but only 5% if floating freely; small open boats suffer double this damage. Open boats and barges may well be capsized by a *striking wave*. The DM must adjudicate such situations. The DM must also determine damage done to wharves and other structures; however, such damage is rarely extensive unless the buildings' construction was not intended for marine or shore use.

The material component is a drop of water blessed by Umberlee or by a senior Umberlant in the name of the goddess.

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

Stumble — Old Empire

(Enchantment/Charm)

Sphere: Combat

Level: 1

Range: 20 yds.

Components: V, S, M

Casting Time: 4

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

This spell causes one creature within its area of effect to *stumble*. While victims are affected by a *stumble* spell, they suffer a -4 penalty to their attack rolls, their movement rate is halved, and they lose all bonuses due to Dexterity. If a creature rolls a successful saving throw vs. spell, he or she is completely unaffected.

The material component is a drop of oil.

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

Styx, Touch of the

See touch of the Styx.

Substitution

(Alteration)

Sphere: Creation

Level: 3

Range: 0

Components: V, S, M

Casting Time: 3 turns

Duration: Special

Area of Effect: Special

Saving Throw: None



After this spell is cast, the shukenja is able to transfer a limited amount of damage from himself to a specially prepared figure of his deity. Before casting the spell, the shukenja must first personally prepare a statue of his deity from materials worth at least five ch'ien (25 gp). In addition, every time the spell is cast, the shukenja must present an offering suitable to his deity. When the spell is cast, the statue is imbued with the power to absorb 1d4 points of damage the shukenja suffers, no matter where the caster may be. This substitution is automatic, the first points of damage suffered are automatically absorbed by the statue. Repeated spells can be cast on the same statue up to a limit of 20 points of damage transferred. The shukenja cannot have more than one such substitution in effect at any given time. When the shukenja is harmed, he bears no sign of the damage. Instead it appears on the statue he has prepared. The statue cannot be healed and once all points are lost a new statue must be prepared. This spell is empowered by the great faith and service of the shukenja to his deity. Those in questionable standing with their deity cannot use this spell, as it is an act of compassion from their deity.

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

Succor

(Alteration, Enchantment)

Reversible

Sphere: Summoning

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1 day

Duration: Special

Area of Effect: Creates 1 item

Saving Throw: None

By casting this spell, the priest creates a powerful magic aura in some specially prepared object—a string of prayer beads, a small clay tablet, an ivory baton, and so on. This object radiates magic, for it contains the power to instantaneously transport its possessor to the sanctuary of the priest who created its magic. Once the item is enchanted, the priest must give it willingly to an individual, at the same time informing him of a command word to be spoken when the item is to be used. To make use of the item, the recipient must speak the command word at the same time that he rends or breaks the item. When this is done, the individual and all items worn and carried (up to his or her maximum encumbrance limit) are instantly transported to the

sanctuary of the priest, just as if the individual were capable of speaking a *word of recall* spell. No other creatures are affected.

The reversed application of the spell, *summon priest*, causes the priest to be transported to the immediate vicinity of the possessor of the item when it is broken and the command word said. The priest has a general idea of the location and situation of the item's possessor, and can choose not to be affected by this summons. This decision is made at the instant the transportation is to take place. However, if he chooses not to go, then the opportunity is gone forever and the spell is wasted.

The cost of preparing the special item (for either version of the spell) varies from 2,000 to 5,000 gp. The more costly items can transport the subject from one plane of existence to another, if the DM allows. The same factors that can prevent the operation of the *plane shift* and *teleport* spells can also prevent the use of this spell.

Notes: Common for clerics (PHB).

Succor of Berronar — Dwarf

(Necromancy)

Sphere: Healing

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: None

This spell gives aid in whatever fashion the recipient requires, whether it be due to injury, poison, disease, or the like. While casting *succor of Berronar*, the caster duplicates the following spell effects: *cure disease*, *cure serious wounds*, *cure blindness*, *cure deafness*, *neutralize poison*, and *repair injury* (this last if the critical hit optional rules are being used).

In addition, for the next 24-hour period, curses (including lycanthropy) and addictions are held in abeyance, sanity is restored, and the recipient's spirit receives a great boost.

This spell is ineffective if used more than once a year on any given recipient.

The material components are the priest's holy symbol and a drop of holy water.

Notes: Granted by the dwarven god Berronar Truesilver.

Summon Ancestor

(Necromancy)

Sphere: Necromantic

Level: 3

Range: 10 ft./level

Components: V, S, M

Casting Time: 4 rds.

Duration: 2 rds./level

Area of Effect: 1 spirit

Saving Throw: None

When a shaman casts this spell upon his tribe's ancestral mound (the only place the spell can be cast), it causes an ancestor to come forth, drawn back as a spirit of chaotic neutral alignment. The spirit takes form as a transparent being, a combination of totem beast and primitive human. To select the type of spirit summoned, the DM rolls 1d20 and matches the result against the table below. The shaman can also try and summon a normal spirit (a minor spirit of the dead), such as a father or child of a tribal member. (These normal spirits cannot leave the vicinity—more than 50 feet—of the ancestral mound where they were buried.)

When the spirit appears, the summoner makes a Wisdom ability check (using the table's modifiers) to control it; otherwise, the spirit becomes an uncontrolled ghost (use the ghost statistics in the *MONSTROUS MANUAL* tome) and immediately attacks all living beings around it. However, even an uncontrolled spirit cannot travel more than 50 feet from the ancestral mound.

A controlled spirit can perform the following functions for a shaman: attack a foe (as a ghost—or another type of undead creature at the DM's discretion), guard the ancestral mound for a year (until freed again at the next Runemeet), tell the shaman ancient secrets, initiate a new shaman (only ancestral shaman spirits can do this), or *raise dead* (refer to the table).

The material components are the priest's holy symbol (the shaman's sacred bundle), a relic of the desired ancestor (though another may appear), and a small bonfire.

Notes: Granted by the barbarian demipower Uthgar of the FORGOTTEN REALMS setting.

Summon Animal Spirit

(Necromancy)

Sphere: Summoning

Level: 3

Range: 10 yds./level

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell summons a minor spirit or entity to the caster's aid. Priests usually summon minor elementals of some kind, while shamans typically conjure an animal spirit or spirit of nature. Regardless of the spirit's origin, it appears as a ghostly beast of some kind—a wolf, bear, tiger, or lion is most common. The *animal spirit* obeys the mental commands of the priest, attacking his enemies or performing any other task that it could reasonably accomplish. The creature is incorporeal and cannot handle or manipulate objects of any kind, but it can see and hear as a normal animal of its archetype and could be used to scout a dangerous area or act as a distraction of some kind.

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

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

The material component is a small whistle carved from a bone taken from the appropriate type of animal.

Notes: Common for shamans, uncommon for clerics (PO:SM).

Summon Cetacean — Sea Elf

(Conjuration/Summoning)

Sphere: Summoning, Elemental Water

Level: 3

Range: 1-mi. radius

Components: V, S, M

Casting Time: 6

Duration: 1 turn

Area of Effect: Special

Saving Throw: None

This spell is a specialized variation of the 4th-level priest spell *animal summoning I*. By means of this spell, the caster calls a number of cetaceans (such as dolphins, porpoises, and whales), whose combined Hit Dice total 32 or less. Dolphins are always summoned first if available. Otherwise, if more than one species is available, the type with greater Hit Dice is summoned. Only cetaceans within a mile of the caster at the time of the casting will respond.

Unlike the *animal summoning I* spell, the caster can make only one call, and cannot choose what form of cetacean shows up, if any. The cetaceans summoned aid the caster by whatever means they possess, staying until the fight is over, a specific mission is finished, the caster is safe, they are sent away, and so on.

Notes: Granted by the elven god Deep Sashelas.

Summon Divine Minion — Old Empire

(Conjuration/Summoning)

Sphere: All

Level: 7

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

This spell, previously known simply as *summon minion*, is available only to priests of the Mulhorandi pantheon. It enables the caster to summon one divine minion. The minion appears where designated by the caster within the spell's range. The divine minion serves the priest faithfully, performing any command

Minion Table

Animal	Deity (AL)	Move	#AT	Dmg	SA
Baboon	Thoth (LN)	12, 12 in trees	1	1d4	Nil
Brown Bear	Osiris (LG) Set (LE)	12	3	1d6/1d6/1d8	Paw hit on 18 ⁺ gives hug for 2d6
Cave Bear	Geb (N)	12	3	1d8/1d8/1d12	Paw hit on 18 ⁺ gives hug for 2d6
Cat, wild	Bast (CG)	18, Cl 9, 9 in trees	3	1d2/1d2/1d2	Surprised only on 1-2; opponent surprise penalty -3; if both paws hit, rear claw rake for 2 × 1d2
Cobra, giant	Nephthys (CG)	15	1	1d3	Poison bite: Save at -2 Die/10 onset 2d4 rounds
Cow, horned	Hathor (NG)	15	1	1d4	Trample for 1d4 if in group stampede
Crocodile	Nephthys (CG) Sebek (NE) Set (LE)	6, swim 12	2	2d4/1d12	Opponent surprise penalty -2
Crocodile, giant	Sebek (NE)	6, swim 12	2	3d6/2d10	Opponent surprise penalty -2
Hawk	Horus-Re LG Isis (NG) Nephthys (CG) Osiris (LG)	1, fly 33 (B)	3	1d2/1d2/1	Swoop at +2 for double damage Beak hit 25% eye, blind 1d10 rounds (permanent eye loss: 10%)
Ibis	Thoth (LN)	swim 6, fly 12 (C)	1	1d3	Nil
Jackal	Set (LE)	12	1	1d2	Nil
Lion	Anhur (CG) Bast (CG) Horus-Re (LG)	12	3	1d4/1d4/1d10	Surprised only on 1, leap 30', if both paws hit, rear claws rake for 2 × 1d6+1
Leopard	Bast (CG)	12, climb 9 6 in trees, swim 6	3	1d3/1d3/1d6	Surprised only on 1, opponent surprise penalty -3, leap 20' up or 25' forward, if both paws hit rear claws rake for 2 × 1d4
Scorpion	Set (LE)	12	3	1d8/1d8/1d3	Claw hit grips for 1d8 continuous Sting poison onset 1 rd., save for death/0.
Snake, giant	Set (LE)	15	1	1d3	Bite poison onset 1 rd, save for death/0

that does not violate the dictates of its deity. This includes giving up its life in combat. Only one *minion* can serve a priest at a time.

The material components are the priest's holy symbol and a large gem of at least 1,000 gp value, which must be sacrificed to the deity in the casting (and is destroyed in the process).

Notes: Granted by the Mulhorandi deities of the FORGOTTEN REALMS setting.

Divine Minion: AC -2; MV 12; HD 6; THAC0 11; #AT 3/2; Dmg 1d12 or by weapon; SA Attack as 10th-level fighter, animal form; SD Save as 10th-level fighter, immune to magic causing fear or doubt; MR 10%; SZ M 6½'; ML fearless (20); Int high (13); %; AL as deity; XP 2,000.

These are messengers and servitors of the Mulhorandi deities. They appear as large, well-muscled warriors in bronze armor decorated with the symbol of the deity. They favor large khopeshes, scimitars, and two-handed swords. A *minion* is 25% likely to have a magical weapon of up to +2 enchantment. Minions need not eat or drink, and they and their equipment disappear if they are slain (they are reformed by their deities in the Outer Planes). They radiate a faint aura of their alignment and the deities portfolio; for example minions of Hathor inspire inherent trust, while those of Set produce instinctive dislike in animals, which flee.

The minions of Set are most active, carry khopeshes or broad swords, and wear black scaly plate mail armor. They often serve as military advisors to mortal worshipers.

Divine minions can also change shape at will to *animal form*, usually only when absolutely necessary. This takes less than a single round, in which the minion's initiative modifier is 5. The minion retains its AC, Hit Dice, and hit points, while gaining the animal form's movement rate, attacks, and any special attack forms. The form dictates how minions coordinate with each other. Bears, hawks, scorpions, and snakes fight alone; crocodiles and ibises attack in swarms; lions and jackals coordinate in complex strategies, including ambushes and other ploys. Animal types are summarized on the Minion Table.

Summon Earth Grue — Gnome (Conjuration/Summoning) Sphere: Elemental Earth, Summoning

Level: 4

Range: 10 yds.

Components: V, S

Casting Time: 1 rd.

Duration: 3 rds./level

Area of Effect: Special

Saving Throw: None

The spell opens a gate to the Elemental Plane of Earth, summoning an earth grue, also known as a *chaggrin* or *soil beast*, to the caster. The caster need not fear that the summoned grue will turn on him or her. Neither concentration on the activities of the grue nor protection from it is necessary. The summoned earth grue helps the caster in whatever manner possible: attacking the caster's foes, tunneling in the general direction desired, and so on. It remains for a maximum of three rounds per level of the caster. It returns to its home plane if slain or sent back by a *dispel magic* spell or similar magic.

The material components are the priest's holy symbol and a unworked raw metals worth at least 50 gp. The latter is offered as a bribe to the creature during the casting, and must be handed over to the creature before it will enter the Prime Material Plane.

Notes: Granted by the evil gnome god Urdlen.

Grue, Earth: AC 4; MV 12, burrow 3; HD 5+5; THAC0 15; #AT 2; Dmg 1d4+2/1d4+2; SA quills, claws, hide in stone; SD +1 or better magical weapon to hit, spell immunity; SZ M (3{FM] long); ML average (8-10); Int low to average (5-10); AL NE; XP 1,400.

Notes: An earth grue can assume the shape of a large mole, a yellowish hedgehog with a skull-like head, or a humanoid of lumpy, wet clay with an asymmetrical and vicious face and small, feral eyes.

Special Abilities: SA—an earth grue in humanoid form can merge into a surface of natural soil or stone, only faintly perceptible to careful observation as a damp, dark outline. It can emerge suddenly to surprise opponents (-5 to surprise rolls). In hedgehog form, unprotected flesh in contact with an earth grue's quills suffers 1d4 points of damage. In any form, after a successful hit, an earth grue can dig in its razor-sharp foreclaws, inflicting 1d6+6 points of damage per round until dislodged; this requires a successful Strength check. SD—an earth grue is immune to earth-based and earth-affecting

spells such as *earthquake*, *passwall*, *transmute rock to mud*, *stone to flesh*, and the like. Its mere presence dispels such magic within a 40-foot radius. Magical items are not affected.

Summon Insects
(Conjuration/Summoning)
Sphere: Animal

Level: 3
Range: 30 yds.
Components: V, S, M
Casting Time: 1 rd.
Duration: 1 rd./level
Area of Effect: 1 creature
Saving Throw: None

The *summon insects* spell attracts a cloud or swarm of normal insects to attack the foes of the caster. Flying insects appear 70% of the time, while crawling insects appear 30% of the time. The exact insects called are bees, biting flies, hornets, or wasps, if flying insects are indicated; biting ants or pinching beetles, if crawling insects are indicated. A cloud of the flying type, or a swarm of the crawling sort, appears after the spell is cast. This gathers at a

point chosen by the caster, within the spell's range, and attacks any single creature the caster points to.

The attacked creature sustains 2 points of damage if it does nothing but attempt to flee or fend off the insects during the time it is attacked; it suffers 4 points of damage per round otherwise. If the insects are ignored, the creature fights with a -2 penalty to its attack roll and a +2 penalty to its Armor Class. If the creature attempts to cast a spell, an initiative roll should be made for the insects to see if their damage occurs before the spell is cast. If it does, the creature's concentration is ruined and the spell is lost.

The insects disperse and the spell ends if the creature enters thick smoke or hot flames. Besides being driven off by smoke or hot flames, the swarm might possibly be outrun, or evaded by plunging into a sufficient body of water. If evaded, the summoned insects can be sent against another opponent, but there will be at least a 1-round delay while they leave the former opponent and attack the new victim. Crawling insects can travel only about 10 feet per round (maximum speed over smooth ground) and flying insects travel 60 feet per round. The caster must concentrate to maintain the swarm; it dissipates if the caster moves or is disturbed.

It is possible, in underground situations, that the



caster might summon 1d4 giant ants by means of the spell, but the possibility is only 30% unless giant ants are nearby. This spell does not function under water.

The materials needed for this spell are the caster's holy symbol, a flower petal, and a bit of mud or wet clay.

Notes: Common for druids (PHB).

Summon Lock Lurker

(Evocation)

Sphere: Summoning

Level: 3

Range: 10 yds.

Components: V, S, M

Casting Time: 6

Duration: 8 hrs.

Area of Effect: Special

Saving Throw: None

Within one round of casting this spell, the priest magically conjures 1d3 lock lurkers. The lock lurkers appear in an area within spell range, as desired by the caster. They follow simple instructions of the caster, who is conveyed the ability to communicate basic concepts verbally to them for the duration of the spell (though the caster cannot understand the lurkers in turn). They are typically set to guard treasure, small areas such as the interiors of chests, bags, or pouches, or the person of the caster.

These creatures do not check morale. They vanish when slain or when the spell duration expires.

The material component is a gold coin.

Notes: Granted by the lesser power Waukeen Merchant's Friend of the FORGOTTEN REALMS setting.

Lock Lurker: AC 3; MV 9; HD 1+3; THACO 19; #AT 1; Dmg 1 (bite), 1d4+5 (sting); SA paralysis; SD partial etherealness; SZ T (1" body, 1' tail); ML elite (13-14); Int low (6); AL N; XP 175.

The lock lurker's body looks like a coin, but it has a powerful tail that exists on the Ethereal Plane until the creature strikes. Usually found as a guardian creature or as a lurking predator that feeds on small vermin, the lock lurker bite cannot pierce metal. The sting can pierce any armor, its whip-like attack stuns smaller than man-sized creatures for 1d2 rounds. The poison slows the creature on the round following the strike, at which time a saving throw vs. poison is made. Success slows the victim a second round, followed by full recovery. Failure rigidly paralyzes for 1d6 hours, followed by 1d2 rounds slowed, followed by full recovery.

Summon Minion

Aka summon divine minion.

Summon Priest

Reversed form, succor.

Summon Shadow Spirit

(Conjuration/Summoning)

Sphere: Summoning

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 24 hrs.

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

This unique spell has shaped the culture of the Eshowe for generations and continues to enmesh the tribe in its malevolent effects. Over half of the Eshowe, including all the chiefs, shamans, specialty priests, crusaders, mages, and prominent warriors, undergo this ritual of binding as part of a tribal ceremony. Only a few of the most remote and insignificant Eshowe clans are completely untouched by this incantation's taint.

By means of this spell, the recipient's shadow is permanently bound into his or her body and spirit. Thereafter, the recipient of a summon shadow spirit spell never again naturally creates a shadow, regardless of the immediate light conditions. The subject of a summon shadow spirit spell receives a saving throw vs. spell at a +1 bonus, modified by his magical defense adjustment due to Wisdom, to avoid this spell's effects unless the saving throw is voluntarily forgone.

Although the Eshowe believe that a being's spirit is restored to its body by means of this spell, in truth this incantation binds a shadow (as described in the *MONSTROUS MANUAL* tome) that dwells on the Negative Material Plane to the recipient. This link transfers many of the shadow's natural defenses to the recipient. A recipient is immune to *sleep*, *charm*, and *hold* spells and cold-based attacks. Opponents require a +1 or better magical weapon to wound a recipient of this spell.

However, this spell also has numerous insidious effects on the subject. The binding of the shadow causes a slow, but inexorable, shift in alignment in the subject to chaotic evil. In addition, there is a 1% cumulative chance per year that a recipient of this spell is permanently transformed into a shadow.

The material components are the priest's holy symbol and an area of shadow.

Notes: Granted by the Chultan god Eshowdow of the FORGOTTEN REALMS setting.

Summon Spectator

(Conjuration/Summoning)

Sphere: Summoning, Protection

Level: 5

Range: 70 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: Special

Saving Throw: None

The annals of the church of Helm relate that in ancient times Helm, He of the Unsleeping Eyes, created the ultimate guardian to assist his necessarily fallible human followers. This creature, known as a *spectator*, appeared as a large orb dominated by an unblinking central eye with four stalks sprouting from the top of the orb to watch in each of the cardinal directions. In a dark time in the church's distant history, the forces of evil gained the upper hand for a while. During this bleak period, various gods of evil corrupted Helm's creations into the horrors known as beholders and their kin. Priests of Bane claim this is so much hogwash; they believe that the Black Lord created the eye tyrants as the ultimate rulers, and spectators are Helm's poor attempt at copying Bane's magnificent creation. The truth is unknown, although priests of Helm are known to destroy beholders and their kin wherever possible, and the remaining priests of Bane (and Xvim) return the favor to spectators whenever possible.

This spell enables priests of Helm to summon nearly infallible guardians to assist in their ordained tasks. *Summon spectator* summons one of Helm's spectator servitors from Mechanus to the Prime Material Plane to serve for up to 101 years in a specified task. The task must involve the guarding of some location or inanimate physical object, such as a portal, shrine, or a holy relic. (The scope of things a *spectator* summoned by *summon spectator* will guard is broader than what one summoned by the particular variant of the 7th-level wizard spell *monster summoning V* that normally summons spectators will guard.) It allows no one except the one who summoned it or another priest of Helm to enter the location it is guarding or to use, borrow, or examine an item or treasure it watches over. It is not gullible and can fairly easily detect false claims to membership in Helm's priesthood by questioning such claimants telepathically about details of the church's rituals and beliefs.

A summoned spectator does not abandon its post unless slain or blinded in all five eyes, in which case it automatically returns to Helm's tower in Mechanus. Its eyes regenerate in 24 hours, after which time it returns to its post. If the object is gone or the location breached when it returns (it can automatically tell), it again leaves for Mechanus, never to return.

The material components are the priest's holy symbol and a steel gauntlet blessed in the name of Helm; the latter is consumed in the casting.

Notes: Granted by Helm the Vigilant of the FORGOTTEN REALMS setting.

Spectator: AC 4/7/7; MV fly 9 (B); HD 4+4; THAC0 15; #AT 1; Dmg 1d4+1; SA Eyes; SD +2 surprise bonus, +1 initiative bonus, central eye; MR 5%; Int high (11-14); SZ M (4' dia.); ML elite (14); AL LN; XP 4,000.

The spectator is a relative of the beholder, with a spherical floating body a large central eye and four eyestalks. The AC ratings are for the body (70%; AC 4, 4+4 HD), eyestalks (20%, AC7, 1 hp), and central eye (10% AC7, 1 hp).

Eye Powers—central eye: *reflect* one spell per round if the spectator makes a successful saving throw vs. spell. Eyestalk abilities are:

Create food & water: for 6

Cause serious wounds: range 60 feet, 1 target, damage 2d8+3, save vs. spell for half.

Paralyzation Ray: range 90 feet, 1 target, save vs. paralyzation or affected for 8d4 rounds.

Telepathy: range 120 feet, 1 target, save vs. spell or *suggestion*.

Summon Spectral Death

(Conjuration/Summoning)

Sphere: Summoning

Level: 6

Range: 10 yds.

Components: V, S

Casting Time: 9

Duration: 1 day/level maximum

Area of Effect: Tracks 1 creature

Saving Throw: None

This evil spell summons a spectral death, a billowing cloud creature of negative energy, to find and slay a creature described to it by the caster. (It cannot otherwise be commanded to fight for the caster.) When it is summoned, the priest must have cast a *protection from evil* spell, be within a pro-

tective circle, or have a special item used to control the spectral death. Otherwise, it attempts to slay its summoner and return from whence it came.

The spectral death returns to its own plane whenever the spell lapses, its mission is fulfilled, it is banished (by means of *abjure*, *dispel evil*, *holy word*, or some similar method), or the priest is slain. If the spectral death cannot complete its mission within 1 day per caster level, and none of the foregoing have occurred, it relentlessly tracks its summoner. If it confronts its summoner, it attacks in a rage, striking as a 20 Hit Die creature and inflicting 3d6 points of damage with each successful hit.

When raging, the spectral death is 50% resistant to any attempt by the summoner to banish it back to its home plane (the quasiaelemental Plane of Vacuum). This is adjusted by 5% per level (or Hit Die) difference. The spectral death has 20 Hit Dice for this purpose, thus its resistance to a 15th-level caster is 75%.

Notes: Used almost exclusively by evil priests of the MYSTARA setting. (The details of the spectral death can be found in the *MYSTARA Monstrous Compendium*.)

Spectral Death: AC 0; MV fly 18 (A); HD 10; THAC0 11; #AT 2; Dmg 1d10/1d10; SA Wisdom drain (save vs. death each hit or lose 1 point); SD hit only by magical weapons, turned as "special" undead, creature has no flank or rear; SZ M (5' dia.); ML fearless (20); Int average (8-10); AL NE; XP 5,000.

Those slain by the spectral death are forever dead, no means short of a full *wish* can restore them. *Raise dead*, *reincarnation*, *resurrection*, *regeneration* and similar means of revivification

all fail. An individual who lost Wisdom but survived the attack regains lost Wisdom at a rate of 1 point per day. The creature looks like a cloud of boiling black vapor surrounded by a faint green-black nimbus.

Summon Spider

See spider summoning; a *drow* spell.

Summon Undead

(Necromancy, Summoning)

Sphere: Necromantic, Summoning

Level: 6

Range: 60 yds.

Components: V, S

Casting Time: 9

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: None

This spell summons one or more undead into the general vicinity of the priest. The creatures answer the summons within 1d6+6 rounds. Upon their arrival, lesser undead will usually seek to eliminate the priest at once unless he (or she) is suitably fortified behind *protection from evil*. More powerful, intelligent undead may attempt to parley with the priest, but they will invariably end the conversation and attack once their initial curiosity has been satisfied. A priest must be prepared to command, cajole, entice, or destroy whatever creature has been called into his service.

Whenever possible, the DM should choose what kind of undead answers the priest's summoning, based on the caste's current surroundings, level of ability, and alignment. Alternatively, the DM can roll 1d20 and consult the table.



1d20 Roll	Undead (Number Appearing)
1-8	Ghouls (4d4)
9-12	Ghasts (2d4)
13-14	Shadows or Wights (1d4+1)
15	Wraiths or Mummy (1d3)
16	Spectre, Ghost, or Banshee (1)
17	Special (1)
18-20	No undead in range (0)

Special undead might include sons of Kyuss, apparitions, crypt things, eyes of fear and flame, and any other unusual undead creature the DM may wish to introduce. In truly rare circumstances (for instance, if the spell is cast near a creature's lair), this spell might attract the attention of a more powerful undead, such as a death knight, vampire, or even a lich. These beings will seldom arrive in a predictable fashion and are most likely to demand some form of nasty retribution or lavish sacrifice to appease.

The summoned undead remain in the vicinity of the priest for at least one turn per level and can be commanded to assist the priest in his or her endeavors (including, possibly, attacking the caster's opponents). Unless fortified with *resist turning*, the undead summoned by this spell can be turned (or commanded) by priests other than the caster. Because it enlists the service of powerful and malicious undead, summon undead is granted only to priests serving evil deities.

Notes: Uncommon for necromancer-priests.

Summon Varrangoin

(Conjuration/Summoning)

Sphere: Summoning

Level: 6

Range: 60 yds.

Components: V, S, M

Casting Time: Special

Duration: Special

Area of Effect: 1 creature

Saving Throw: None

This spell allows a priest to summon one *abyss bat* (varrangoin) as a servant. The priest can specify which type (I-VI) of varrangoin he wishes to summon. The casting time is 1 round per "type level" (a Type II varrangoin can be summoned in 2 rounds, a Type V takes 5 rounds, etc.). However, because of the chaotic nature of the Abyssal planes, there is always some chance that the summoning will bring forth a randomly selected varrangoin type. This chance is 50%, less 2% per level of experience of the priest. If a randomly selected type appears, use the table to determine the type appearing:

d100	Varrangoin Appearing
01-30	Type I
31-50	Type II
51-66	Type III
67-80	Type IV
81-88	Type V
89-92	Type VI
93-00	Spell failure: no varrangoin appear

Lesser varrangoin summoned will do the priest's bidding to the best of their abilities, save that they will not behave in any obviously self-destructive manner. Greater varrangoin, however, have to be negotiated with and offered some reward or sacrifice for their services before they will serve the priest.

This specialized and limited form of gating draws forth an abyssal bat for a limited time only. At each dawn following its summons, the varrangoin is permitted a saving throw vs. spell and, if this is failed, it returns to its home plane. Saving throws must be made in the same manner each dawn following the summons in order for the varrangoin to remain on the Prime Material. Varrangoin do not have true names or individual identities, so it is not necessary for the casting priest to be familiar with the details of the creature being summoned.

The material component is a small quartz prism crafted with asymmetric facets, contained within a brass sphere. It is consumed during the summons.

Notes: Granted by Iuz the Evil of the GREY-HAWK setting.

Sun Scepter

(Enchantment/Charm, Conjuration/Summoning)

Sphere: Sun, Law

Level: 6

Range: Touch

Components: V, M

Casting Time: 9

Duration: 1 turn

Area of Effect: Special

Saving Throw: Special

The casting of this spell borrows an hour of daytime from the day it is cast (or the next day if cast at night) to render its effects. *Sun scepter* temporarily enchants a solid gold scepter or mace that the caster touches into a magical item of some potency. When *sun scepter* is cast, the golden scepter glows with the same brightness and illumination as a *continual light* spell. The individual holding the scepter when the spell is cast can immediately command

Lesser Varrangoin (Abyssal Bat): AC 0; MV fly 18 (C); HD 5+5; THAC0 15; #AT 3 (claw/claw/bite); Dmg 1d4/1d4/1d6; SA by type; SD by type; MR 25%; SZ M (4–5' tall); ML fanatic (17–18); Int very (11–12); AL CE; XP 2,000.

These skeletal bats have rotting wings, a skull-like head, glowing red eyes, and a forked tail. They have special abilities depending on their type. All varrangoin types look alike.

General Powers—Harmed only by silver or magic. *Light* and *continual light* inflict 2 points damage/caster level; if in radius, all attacks and saves at –2. *Sunray* or *sunburst* inflict 6d6, no saving throw if magic resistance fails. Save against any breath weapon for half damage.

I—Breathes *cone of cold* at 11th level for 5d8, 3/day. Immune to cold, half from electricity.

II—Breathes *fireball* 15' radius, 30-yard range, 5d8, 3/day. Immune to fire, half from acid.

III—Spit *lightning bolt* 5 × 60', 5d6, 3/day. Immune to electricity.

IV—Spits *acid* 5' radius, 30-yard range, 5d8, 3/day. Immune to acid, half from fire.

Greater Varrangoin (Abyssal Bat): AC –3; MV fly 18 (C); HD 8+16; THAC0 11; #AT 4 (claw/claw/bite/tail); Dmg 1d6/1d6/1d10/1d8; SA by type; SD by type; MR 35%; SZ M (4–5' tall); ML fanatic (17–18); Int high (13–14); AL CE; XP 6,000.

General Powers—Harmed only by silver or magic. *Light* and *continual light* inflict 2 points damage/caster level; if in radius, all attacks and saves at –2. *Sunray* or *sunburst* inflict 6d6, no saving throw if magic resistance fails. Save against any breath weapon for half damage.

V—*Berserk* (1 turn/day, +2 attack/–2 AC, immune to fear/illusions). *Dispel magic* at 14th level, 2/day, *symbol of pain* 1/day. Immune to charm. Permanent *free action*. Half damage from fire, cold, electricity. Immune to spells that affect their strength and physical capabilities (e.g.: *fumble*, *ray of enfeeblement*, *prayer* effects on attack and damage).

VI—Spells as 9th-level wizard. Save vs. spells and rod/wand/stave at 18th level. Innate magic (all 1/day): *mirror image*, *dispel magic*, *polymorph other*, *polymorph self*, *wizard eye*, *flesh to stone*, *project image*. Immune to 1st–3rd level spells. Can use any wizard item they can physically wield.

the obedience and fealty of creatures within 120 feet of his or her location when the spell is completed. From 200 to 500 Hit Dice (or levels of experience) can be ruled, but a creature with 15 or higher Intelligence and 12 or more Hit Dice or levels is allowed a saving throw vs. spell to negate this power upon itself.

Ruled creatures obey the wielder of the *sun scepter* as if he or she were their absolute sovereign. Still, if the wielder gives a command that is absolutely contrary to the nature of the creatures commanded, the rulership power is broken.

While the rulership power is only effective upon the creatures within 120 feet of the *sun scepter* wielder when the spell is cast, the *sun scepter* can also be wielded as a magical weapon that inflicts 1d8+3 points of damage until the spell expires. Against golems, the *sun scepter* causes 2d8+6 points of damage. If a natural 20 is rolled on the attack roll, the *sun scepter* completely destroys the golem but is itself destroyed in the process. Against creatures of the Outer Planes, the *sun scepter* inflicts 1d8+3 points of damage. If the attack roll is a natural 20, the *scepter* causes triple damage, but the spell is also immediately ended (though the golden scepter is not destroyed).

The material component is a solid gold scepter or mace worth at least 2,500 gp. It is not consumed in the casting of the spell except under the conditions described above.

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

Sunblade

(Conjuration)

Sphere: Elemental Sun



Level: 3

Range: 0

Components: V, M

Casting Time: 4 rds.

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

A brilliant sword of fiery sunlight appears in the caster's hands when this spell is cast. It acts as a magical long sword and grants a +2 to attacks and damage. Blinding rays emanate from the flaming blade, subtracting 1 from enemy's attacks as long as the opponent remains in melee. The sword inflicts double damage on any creatures with a weaknesses for sunlight or bright illumination.

Notes: Common for priests of the Sun sphere of the DARK SUN setting.

Sunburst

(Evocation)

Sphere: Sun

Level: 4

Range: 30 yds.

Components: V, M

Casting Time: 7

Duration: Instantaneous

Area of Effect: 40-ft. radius globe

Saving Throw: Special

This spell creates a brilliant flash of golden light. Undead within the area of effect take 6d6 points of damage (no save). All other creatures within or facing the burst must save vs. spell or be blinded for 1 round. Creatures without eyes, and those not sensitive to visible light, are not effected. A sunburst negates darkness spells within its area, provided the darkness was cast by someone of equal or lower level than the priest.

The material component is Pholtus's silvery sun holy symbol and a bead of any clear crystalline substance.

Notes: Granted by the Pholtus of the Blinding Light of the GREYHAWK setting.

Sunray

(Alteration, Evocation)

Sphere: Sun

Level: 7

Range: 10 yds./level

Components: V, S, M

Casting Time: 4

Duration: 1 rd. + 1d4 rds.

Area of Effect: 5-ft.-radius (special)

Saving Throw: Special

With this spell, the caster can evoke a dazzling beam of light each round in which no action other than movement is performed. The *sunray* is like a ray of natural sunlight. All creatures in the 10-foot diameter area of effect must roll successful saving throws vs. spell or be blinded for 1d3 rounds, those using infravision at the time for 2d4 rounds. Creatures to whom sunlight is harmful or unnatural suffer permanent blindness if the saving throw is failed, and are blinded for 2d6 rounds if the saving throw is successful. Those within its area of effect, as well as creatures within 20 feet of its perimeter, lose any infravision capabilities for 1d4+1 rounds.



Undead caught within the sunray's area of effect receive 8d6 points of damage, one-half if a saving throw vs. spell is successful. Those undead 20 feet to either side of the sunray's area of effect receive 3d6 points of damage, no damage if a save is successful. In addition, the ray can result in the total destruction of those undead specifically destroyed by sunlight, if their saving throws are failed. The ultraviolet light generated by the spell inflicts damage on fungoid creatures and subterranean fungi just as if they were undead, but no saving throw is allowed.

The material components are an aster seed and a piece of aventurine feldspar (sunstone).

Notes: Common for druids (*PHB*).

Sunrise

(Evocation, Alteration)

Sphere: Sun

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 1+1d4 rds. or special

Area of Effect: 5-ft.-sphere around creature touched

Saving Throw: Special

With this spell, the caster evokes a dazzling sphere of light equal to natural sunlight around himself or a touched being or item. All beings in contact with the sphere lose the use of infravision for 2d4 rounds, which is halved if a saving throw vs. spell is successful.

Vampires and other undead, fungoid creatures, and subterranean fungi in contact with the sphere suffer 4d6 points of damage, which is halved if a saving throw vs. spell is successful. Upon their first contact (only) with the dazzling radiance, such creatures are affected as if by a *confusion* spell on the round following contact. On first contact with the radiance, these creatures may continue an attack or fighting actions that bring them into the light, but on the next round they hesitate and are unable to attack or take any deliberate action.

Creatures harmed by sunlight are affected by the radiance as if they were caught in actual sunlight. Undead vulnerable to sunlight receive a saving throw vs. spell to avoid destruction.

The caster can choose to have it delay and not take effect until a word of activation that was whispered during casting is spoken again. The spell effect occurs at any later time when the word is spoken unless the touched being dies first or is affected by a *dispel magic*. In addition, if the delayed form of the spell is cast on the caster, it can even be activated by silent force of will alone; no word need be spoken. The spell is not affected by other spellcasting or magical activity on the part of the caster, but its delayed effect cannot be unleashed in the same round as the caster activates a magical item or casts another spell.

The material components are an aster seed and a piece of sunstone (aventurine).

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

Sunsorch

(Invocation/Evocation)

Sphere: Sun

Level: 1

Range: 40 yds.

Components: V, S

Casting Time: 4

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Neg.

This spell creates a brilliant ray of scorching heat that slants down out of the sky to strike one creature of the caster's choice. The creature is allowed a saving throw vs. spell to avoid the ray—a successful save indicates that it missed altogether.

Any creature struck by the ray sustains 1d6 points of damage, plus 1 point per caster level. Undead creatures and monsters vulnerable to bright light sustain 1d6 points of damage, plus 2 points per caster level. In addition to sustaining damage, living victims who fail their save are also blinded for 1d4 rounds by the spell.

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

Notes: Common for priests of the Sun sphere of the DARK SUN setting.

Sunstroke

(Summoning)

Sphere: Elemental Fire, Elemental Sun

Level: 6

Range: 10 yds./level

Components: V, M

Casting Time: 6 rds.

Duration: Special

Area of Effect: 1 creature

Saving Throw: Special



The caster points his finger at a creature and a brilliant beam of sunlight shoots outward to cause a severe case of heat exhaustion. The creature must make a successful saving throw vs. spell or instantly collapse into a convulsive mass until treated or dead. The creature's skin becomes cold and clammy, it does not sweat regardless of the heat, and its muscles convulse dangerously. This causes the creature to lose 1d4 hit points per round. The condition can be stopped by a *heal* or *cure critical wounds* spell, or by pouring at least one gallon of cool water over the creature's head.

A creature that has suffered a severe heat stroke once is forever susceptible. Those affected require twice their normal amounts of water if exposed to the sun for more than four hours, and may go into convulsions if not adequately hydrated.

If the saving throw is successful, the creature is affected as if by the 3rd-level *heat exhaustion* spell. All attack rolls and saving throws are made at a -2 penalty until the effect is countered by cooling (a canteen of water poured on the head is sufficient), by magical healing (such as *cure light wounds*), or by a *dispel magic* spell.

Notes: Common for priests of the spheres of Sun and Elemental Fire of the DARK SUN setting.

Sunstroke —Old Empire

(Alteration)

Sphere: Elemental Fire, Sun

Level: 3

Range: 60 yds.

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

Sunstroke afflicts the target creature with the effects of heat stroke for the duration of the spell. While suffering from the effects of insolation, the creature's internal body temperature rises by 1° Fahrenheit per round, to a maximum of 8° higher than normal.

Undead and creatures immune to heat or fire are totally unaffected by this spell. Cold-blooded animals simply move slower and slower. For every degree of increased temperature, cold-blooded creatures have a -1 penalty to initiative.

Warm-blooded creatures display increasingly feverish side effects while under the effects of this spell. For every degree of increased temperature, warm-blooded creatures suffer 1 point of damage and suffer a -1 penalty to their attack, damage, saving throw, and initiative rolls, to a maximum penalty of -5. If the creature's body temperature rises 6° or more above normal, the creature is wracked by convulsions and cannot attack, defend, or cast spells. If the creature's body temperature rises 8[DM] above normal, it immediately lapses into a coma and cannot be revived until the spell effect expires.

A successful saving throw vs. spell negates this spell immediately. Target creatures are allowed a saving throw when the spell is cast and once every other round thereafter. An *endure heat* spell in effect on the creature when *sunstroke* is cast grants the creature a +1 bonus to its saving throw; a *resist fire* grants the creature a +3 bonus; and a *protection from fire* grants immunity to the spell's effects.

Sunstroke's effects can be halted immediately by means of a *dispel magic*, *remove curse*, *cure disease*, or *heal* spell. Other healing spells have no effect.

The material components are the priest's holy symbol and a small piece of flammable material (paper, cloth, dry wood).

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

Superheroism

(Alteration)

Sphere: Combat

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 9

Duration: 3 rds./level

Area of Effect: Creature touched

Saving Throw: None

This spell affects 0-level individuals and warriors only. It confers a temporary increase in life energy levels upon any such individual with fewer than 13 experience levels. The exact number of levels (and associated Hit Dice gained) is given on the table.

The recipient fights as though at the experience level bestowed by the magic. Any damage sustained is taken first from the magically gained hit points and Hit Dice. The magic lasts for one round per caster level, after which any remaining bonus energy levels or hit points are lost.

The material component is the priest's holy symbol.

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

Superheroism Spell Effect

Level of Recipient	Number of Energy Levels Bestowed	10-sided dice for Accumulated Damage Bestowed
0	6	5
1st-3rd	5	4+1
4th-6th	4	3+2
7th-9th	3	2+3
10th-12th	2	1+4

Surelock

(Abjuration)

Sphere: Wards



Level: 4

Range: 0

Components: V, S, M

Casting Time: 1 hr.

Duration: 1 day/level

Area of Effect: 60-ft. radius

Saving Throw: None

Surelock was specifically designed to protect against unwanted plane-spanning portals. As long as it's in effect, the spell seals all gates and portals that reach into other planes. The spell does not affect movement abilities within a single plane, so a *teleport* spell is unaffected. However, permanent, temporary, and shifting portals cannot open within the area affected by the spell. Likewise, *plane shift* and *astral spell* don't function within the area of effect. A *gate* spell cannot pull a creature into or out of the affected area. Any attempt to use any of these powers results in automatic failure—a spell to that effect would be wasted and a charge from a magical item would be lost.

When cast, *surelock* spreads out in a radius from the caster to the full extent of its area of effect. It is not possible to exclude portals within this area; everything is affected equally. Nor can the effect be lowered, even by the caster, without the use of *dispel magic*. Once cast, the area does not move—although originally centered on the priest, it does not follow him around thereafter.

Despite the various *gate ward* and *gate seal* spells used by wizards, this is still—by far—the most potent ward against interplanar travel. Its radius of effect, duration, and ability to block spells as well as actual gates and portals makes it clearly superior. Despite this, note that in Sigil, the Lady of Pain has absolute control over the city's portals and may choose to overturn the spell's effects at her whim.

The material component is a crystal key that must be shattered when the spell is cast.

Notes: Rare for planar priests. Unlikely to be learned except through visiting the Outer Planes.

Surf

(Alteration)

Sphere: Elemental Water

Level: 3

Range: 30 yds.

Components: V, S

Casting Time: 6

Duration: 1 turn + 1 turn/level

Area of Effect: 10 yds. beachfront/level

Saving Throw: None

This spell aggravates the natural wave action on a beach so that higher and higher waves rush ashore until a violent crashing surf rolls in. It can catch people unaware or hinder boats moving to and from the beach. At its most violent, surf can damage or destroy beachfront structures and docks. Once the wave action begins, the spell-caster himself must move away from the surf, for the longer the spell lasts, the more violent the resulting wave action will be. For its first turn of duration, the surf rushes up to its normal high-water mark. For every turn past that, the surf advances a further 10 yards inland. Surf raised by a 6th-level sea priest, for instance, will wet the shore a distance of 60 yards, from the normal high-water mark.

Notes: Uncommon for Sea priests; otherwise, very rare. (Updated from *DRAGON Magazine*.)

Surface Sojourn — Sea Elf

(Alteration)

Sphere: Animal, Elemental Water

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 3 hrs./level

Area of Effect: 1 creature

Saving Throw: None



Surface sojourn affects only water-dwelling beings that are capable of existing on land for short periods of time, but who favor aquatic environments. Examples of eligible races include aquatic elves, aquatic half-elves, malenti, merfolk, and sahuagin.

For the duration of this spell, the recipient can exist on land without the attendant discomfort, penalties, restrictions, or the like that doing so normally entails. During such sojourns, the affected creature is enveloped in a thin mantle of water that keeps its skin moist.

The material components are the priest's holy symbol and a snail shell.

Notes: Granted by the sea elf god, Deep Sashelas.

Suspended Animation

(Necromancy)

Sphere: Necromantic

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: Special

Area of Effect: Creature touched

Saving Throw: None

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

This spell has many useful applications. First, all bodily or mental afflictions become quiescent during the victim's slumber. Poison, insanity, and many curses (including lycanthropy, geas, and mummy rot) can be arrested, if not cured, and have no effect on the subject while he sleeps. Of course, if the spell is broken prematurely, all the conditions that were halted by the spell will start once again. Second, the subject requires no food or water, but he still needs air and dies if deprived of oxygen. Third, for every month spent in *suspended animation*, the subject recovers one hit point.

The caster can awaken the subject at any time within the spell's duration, although he must be in the subject's presence to do so. Optionally, the priest can pre-specify an amount of time within the spell duration or a special condition to awaken the sleeper. A condition must include a physical stimulus to the subject, such as a change in temperature, the touch of the sun, the kiss of a princess, or whatever the priest desires. If the priest maintaining the spell dies or is not able to awaken the sleeper, then the subject can be taken to another priest of the same deity to be awakened.

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

Some of the drawbacks to this spell affect the casting priest. First of all, it takes all of the priest's concentration to cast and maintain this spell. This means that the priest cannot cast any other spell while a subject is being held under the influence of the *suspended animation*. For each week that the subject is in *suspended animation*, the priest loses one point of Constitution. This happens each week until the priest transfers the spell to another priest of the same alignment. Transferring this spell requires a successful saving throw vs. spell. If the saving throw is successful, then the priest who transfers the spell can start recovering Constitution at a rate of one point per hour of bedrest. If the saving throw doesn't succeed, then the priest loses another point of Constitution and cannot try to transfer the spell again for 8 hours. Either way, because of the temporary lapse of the spell, the subject will automatically lose 1 hit point each time a transfer is attempted.

The material component is a rare herb that must be prepared with exacting care. The treatment costs at least 200 gold pieces and requires 1d3 days of the priest's time and attention.

Notes: Uncommon for clerics (PO:SM).

Sustain

(Alteration)

Sphere: Healing



Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 6 hrs./level

Area of Effect: 1 creature/2 levels

Saving Throw: None

This spell allows the shukenja or any creature it is cast upon to do without food or water for the duration of the spell. The creature does not suffer the effects of starvation or thirst, although it can eat and drink normally. When the spell ends, the creature must resume normal eating and drinking habits, but does not feel any adverse effects from the time spent without food. Likewise, if the spell is cast upon a creature suffering from starvation and thirst, it counters the effects as if the creature had eaten one filling meal for every six hours of the spell's duration.

The material components are a flask of warm sake and a rice cake.

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

Sustarre, Chariot of

See chariot of Sustarre.

Sustarre's Transformation

(Alteration)

Sphere: Plant

Level: 7

Range: 5 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1d4 creatures in a 60-ft. cube

Saving Throw: Special

This potent transformation will polymorph one or more living creatures (as per the *polymorph other* spell), causing them to take root and turn into trees unless a successful saving throw vs. polymorph is made. Up to twice the caster's level in Hit Dice can be affected, and the caster must select which creatures will be affected. Creatures that successfully save are *slowed* for 1d4 rounds. A single creature saves at -4, two save at -2, and three or four save at -1. The effect cannot be *dispelled*, but a *remove curse* from a caster of higher level than the druid will release a trapped creature. The caster can release any such trapped creature at will.

The material component is mistletoe.



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

Swim

(Enchantment/Charm)

Sphere: Charm

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 1 hr. + 1 turn/level

Area of Effect: 1 creature/2 levels

Saving Throw: None

This spell gives an untrained swimmer the ability to swim as if proficient, with all chances for success detailed in the *PHB* under the description of the swimming nonweapon proficiency. If cast on a proficient swimmer, the recipient swims with a +2 bonus to his or her Constitution for purposes of determining success. One creature for every two experience levels of the spell's caster (round up) can be affected.

The material component is a small pumice stone for each recipient.

Notes: Granted by Valkur, Captain of the Waves, of the FORGOTTEN REALMS setting.

Swirling Scythes — Old Empire

(Invocation)

Sphere: Plant, Combat

Level: 4

Range: 0

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: 3-ft. radius/level

Saving Throw: ½

This spell creates a whirling horizontal circle of invisible scythes, each created from a field of force, centered on the spellcaster. One scythe is created for each level of the caster. Casters of swirling scythes mentally specify the height at which all of the scythes spin, and they can change that level each round as long as it is not lower than their feet or higher than their heads. Swirling scythes pass through rock and metal as if those materials did not exist. Only living organic material is affected by this spell. This spell ends immediately when the duration expires or the caster ceases to devote full concentration to the spell. Casters can move at half their normal movement rate and maintain concentration (though they

cannot take other actions); the swirling scythes move with the caster.

Although this spell was created to reap the fields of Mulhorand, it is an extremely deadly combat spell as well. Any creature caught within the area of effect suffers 2 points of damage per round per swirling scythe. A successful saving throw vs. spell halves this damage.

The material component is a miniature silver or gold scythe and the priest's holy symbol.

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

Sword and Hammer

(Evocation)

Sphere: Combat

Level: 6

Range: 10 yds./level

Components: V, S

Casting Time: 9

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: Special

This spell creates a shadowy sword and war hammer of twice normal size. These are animated magical constructs rather than tangible items. They fly about within the spell range, which is centered on the caster, at MV fly 30 (A), striking once per round at THAC0 4 at a being or object mentally chosen by the caster. The two weapons can attack the same creature or each can strike at a separate creature. They can change targets as often as the caster desires. The sword inflicts 4d4 points damage, and the hammer deals 2d4 points. If they both attack the same creature, there is no saving throw to avoid the damage they inflict, but a creature facing only one of the spell weapons is allowed a saving throw vs. spell to suffer only half damage.

The weapons are considered sufficiently enchanted to hit any sort of foe (such as those hit only by weapons of +3 enchantment). They automatically continue to attack the same creature they did on the previous round if the caster is slain, departs, or turns his or her attention to other spellcasting. (When such a spell is finished being cast, the caster may return his or her attention to the *sword and hammer* and reassign them to other creatures if desired.)

The magical constructs created by *sword and hammer* strike silently, are nonmetallic, cannot be fooled by illusions, and cannot be magically controlled by anyone other than the caster. They

vanish in a twinkling of lights when the spell expires or earlier if the caster wills the spell to end.

Notes: Granted by the Tyr the Just God of the FORGOTTEN REALMS setting.

Swordward

(Alteration, Evocation, Necromancy)

Sphere: Protection, Necromantic

Level: 6

Range: 5 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd. + 1 rd./level

Area of Effect: 5 to 60 sq. ft.

Saving Throw: None

This spell creates a guardian effect in a clearly defined area of shimmering silver-gray air. Within its confines, all points of damage done to foes by the attacks of lawful good-aligned beings are gained as extra (or replace lost) hit points by the attacking lawful good beings. Moreover, all edged weapons wielded against lawful good individuals strike at a -3 penalty on attack rolls and a -3 penalty to every die rolled for damage rolls (for example, 2d6+3 becomes 2d6-3). The caster can choose to make the *swordward* fill any area between 5 and 60 square feet, but its potency is unaffected by the size of its coverage.

A *swordward* cannot coexist with a *blade barrier*. If either spell is cast so as to come into contact with any part of the area of effect of the other, both spell effects vanish instantly in a thunderous explosion, and all beings in the former areas of effect of both spells take 6d12 points of blast damage; this damage is halved for those that they make a successful saving throw vs. spell. All items in the same area in such an event must make successful item saving throws vs. magical fire or be destroyed. Any beings located in the overlap area where the two spells met are allowed no saving throw, and items in that area must make successful saving throws vs. disintegration, not magical fire.

The material components are an edged weapon (or a fragment of such a blade) that has drawn blood in battle, a piece of lodestone, and an amethyst of at least 5 gp value.

Notes: Granted by the war god Torm of the FORGOTTEN REALMS setting.

Sylvan Creature Form

See sylvan form.

Sylvan Form — Elf

(Alteration)

Sphere: Animal

Level: 4

Range: 0

Components: V, S, M

Casting Time: 7

Duration: 2 turns/level

Area of Effect: The caster

Saving Throw: None

When this spell is cast, the priest is able to assume the form of any non-evil humanoid sylvan creature, as adjudicated by the DM, from as small as a gorse (3 inches tall) to as large as a voadkyn (9½ feet tall). Other commonly assumed forms include that of an atomie, brownie, dobie, dryad, grig, hamadryad, kilmoulis, korred, leprechaun, nixie, nymph, pixie, satyr, sea sprite, seelie faerie, sprite, or sylph. It is not possible to assume nonhumaniform guises, such as that of a centaur or unicorn, nor that of an evil sylvan creature, such as a bramble faerie or quickling. Furthermore, the priest gains the assumed form's physical mode of locomotion and breathing. No System Shock roll is required. The spell does not give the new form's other abilities (attack, magic, special movement,

etc.), nor does it run the risk of the priest changing personality and mentality.

When the new form is assumed, the caster'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 caster retains all mental abilities, including spell use, assuming the new form allows completion of the proper verbal and somatic components and the material components are available. 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 he or she practices sufficiently to master it.

Thus, a priest changed into a sylph could fly, but his magic resistance would be unaffected and he could not summon an air elemental or turn *invisible at will*; a change to a korred would provide an 18/76 Strength and the ability to hurl boulders but not the ability to *laugh* or to participate without risk in a korred dance.

Naturally, the strength of the new form is sufficient to enable movement. The priest retains his or her own hit points, attack rolls, and saving throws. Only one form can be assumed by means of this spell, although the priest can revert to his or her normal form at any time, immediately ending the



spell. A priest voluntarily returning to original form and ending the spell regains 1d12 hit points. The priest also returns to the original form when slain or when the effect is dispelled, but no hit points are restored in these cases.

The material component is the priest's holy symbol.

Notes: Granted by the elven god Corellon Larethian.

Symbol

(Conjuration/Summoning)
(Sphere: Guardian, Wards)

Level: 8

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 3 or 1 turn

Area of Effect: 60-ft. radius

Saving Throw: None or neg.

This spell allows the caster to scribe any of on the potent runes described below. A symbol can be quickly scribed in the air or on some surface, or carefully inscribed on a surface.

A *quickly scribed* symbol has a casting time of 3. The resulting rune becomes active immediately. It lasts one turn per caster level and glows faintly while it lasts. Symbols of *fear*, *hopelessness*, *pain*, or *persuasion* can be used in this manner. Symbols of *death*, *discord*, *insanity*, *pain*, *sleep*, *stunning*, and *spell loss* cannot.

The only material components required are a small amount of mercury and phosphorus.

A *carefully inscribed* symbol has a casting time of one turn. The *symbol* is inactive when finished and remains so indefinitely until triggered. Once triggered, it becomes active and glowing, usually lasting one turn per caster level. Some symbols can burn out more quickly. For example, a *symbol of death* ends when it has slain 80 hit points worth of creatures, or after one turn per level of the caster, whichever comes first.

The material components for a carefully engraved symbol are mercury and phosphorus, plus powdered diamond and opal worth at least 5,000 gp each.

To be effective, a *symbol* must always be placed in plain sight and in a prominent location; covering or hiding the rune renders the symbol ineffective. As a default, a *symbol* is triggered whenever a creature does one or more of the following, as selected by the spell caster: reads, touches, or passes over the rune; looks at the rune; or passes through a portal bearing the rune. In this case,

"reading" the rune means any attempt to study, identify, or fathom its meaning. Throwing a cover over a *symbol* to render it inoperative triggers it if it reacts to touch. To trigger a *symbol*, a creature must be within 60 feet of the rune.

The caster can set special triggering conditions of his own. These can be as simple or elaborate as the caster desires. Special conditions for triggering a *symbol* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, or hit points don't qualify. For example, a *symbol* can be set to activate when a lawful good creature approaches, but not when a paladin approaches.

A *symbol's* triggering conditions are defensive. A touch-triggered *symbol* remains untriggered if an item bearing the symbol is used to touch a creature. Likewise, a *symbol* cannot be placed on a weapon and set to activate when the weapon strikes a foe. Once cast, a *symbol's* triggering conditions cannot be changed.

The caster ignores the effects of his own *symbols*, and cannot inadvertently trigger them. When scribing a *symbol* quickly, the caster can instantly attune any number creatures to the symbol, rendering them immune to its effects, provided the creatures are within 60 feet of the rune when it is created and that the caster is aware of their presence.

When creating a carefully inscribed rune, the caster can specify a password or phrase that prevents a creature using it from triggering the symbol. The caster also can attune any number of creatures to the symbol, but this can extend the casting time. Attuning one or two creatures takes negligible time; attuning small group (up to 10 creatures) takes an hour. Attuning an entire household (up to 25 creatures) takes a day. Attuning larger groups takes proportionately longer, as the DM sees fit.

When triggered, a *symbol* affects all creatures within a 60-foot radius, except for the caster and any individuals attuned it. If a *symbol* has a passphrase, anyone using it remains immune to that particular rune's effects so long as the individual remains within 60 feet of the rune. An individual who leaves the radius and returns must use the passphrase again.

Once triggered, a *symbol* remains active until its duration expires; creatures that subsequently meet an active *symbol's* triggering conditions suffer its effects. The symbols described below are the most commonly known.

Lesser Symbols:

Fear: This symbol can be scribed quickly or carefully engraved on a surface. Creatures within the radius are afflicted by a powerful version of the 4th-level wizard spell, *fear*. If scribed in the air, this symbol imposes a -4 penalty to saving throws against the fear effect. If the rune is carefully engraved on a surface, the saving throw penalty increases to -8.

Hopelessness: All creatures within the radius must attempt saving throws vs. spell, at a -4 penalty if the rune is carefully engraved on a surface. If the saving throw fails, the creature suffers from *hopelessness* for 3d4 turns. It submits to simple demands from foes, such as to surrender or get out; the effect is similar to the 3rd-level wizard spell, *suggestion*. If no foes are present to make demands, there is a 25% chance that the creature takes no other action than to hold its ground. If the creature remains free to act there is a 25% chance it will retreat from the rune at its normal movement speed. In either case, the creature can defend normally if attacked.

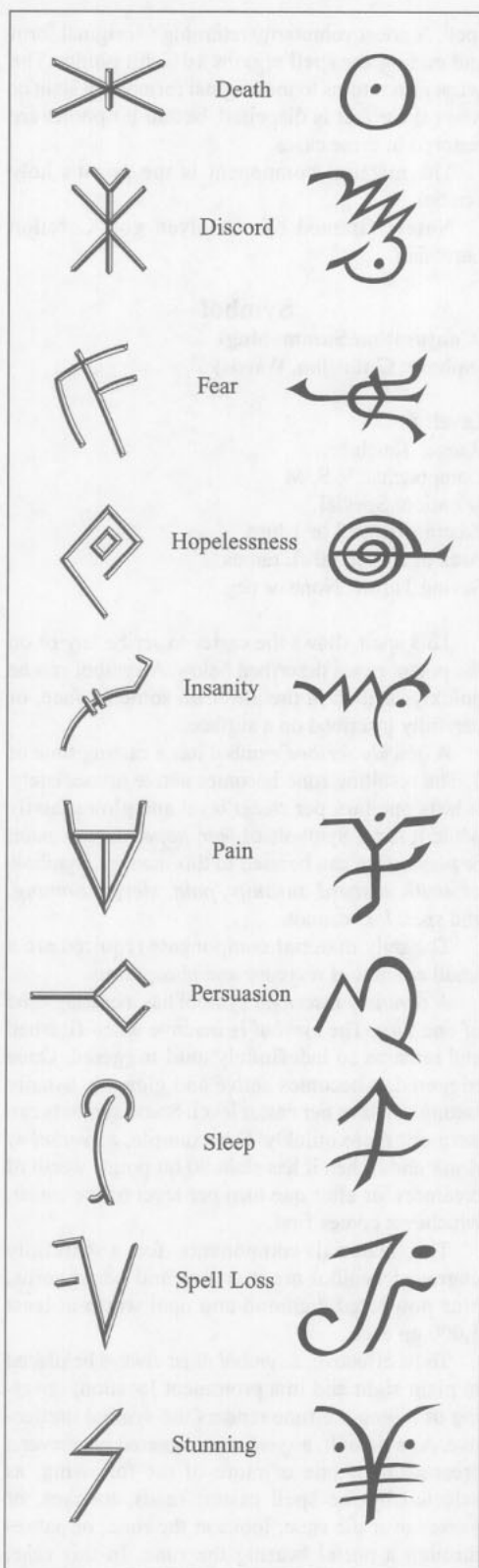
Pain: Creatures within the radius suffer *wracking pains* that reduce Dexterity scores by two points and impose a -4 attack penalty. Both effects last 2d10 turns. This symbol can be scribed quickly or carefully engraved on a surface.

Persuasion: This symbol can be quickly scribed or carefully engraved on a surface. Each creature within the radius must attempt a saving throw vs. spell, at a -4 penalty if the rune is carefully inscribed on a surface. If the saving throw fails, the creature becomes the same alignment as the caster for 1d20 turns. During this time, an affected creature becomes friendly to the caster as though subjected to the 1st-level wizard spell, *charm person*.

Greater Symbols:

Death: One or more creatures within the radius, whose total hit points do not exceed 80, are irrevocably slain as though struck by the 6th-level wizard spell, *death spell*. This symbol must be carefully engraved on a surface.

Discord: All creatures within 60 feet immediately fall into loud bickering and arguing. Meaningful communication is impossible. If the affected creatures have different alignments, they are 50% likely to attack each other. Bickering lasts 5d4 rounds, fighting lasts 2d4 rounds. This symbol must be carefully engraved on a surface.



Insanity: One or more creatures within the radius, whose hit points do not exceed 120, become insane and act as though affected by the 4th-level wizard spell, *confusion*. Insanity lasts until a *heal*, *restoration*, or *wish* spell is used to remove the affliction. This symbol must be carefully engraved on a surface.

Sleep: Creatures within the radius fall into a catatonic slumber if they have 8+1 Hit Dice or less (characters are affected if 8th level or less). Sleeping creatures cannot be awakened for 1d12+4 turns. This symbol must be carefully engraved on a surface.

Spell Loss: Any creature within the radius immediately loses 1d4 spells from memory. The DM should determine which spells are lost randomly. Creatures with no memorized spells are unaffected. Creatures that have some memorized spells, but not enough to satisfy the loss, suffer no effect beyond the loss of all memorized spells. This symbol must be carefully inscribed.

Stunning: One or more creatures within the radius, whose total hit points do not exceed 160, are *stunned* for 3d4 rounds. Stunned creatures drop what they are holding and cannot take any meaningful actions. They cannot communicate, employ spells, use magical items, initiate psionic abilities, use spell-like powers, fight, or move freely. Movement is limited to one-third the creature's current movement rate, or a rate of 3, whichever is less. Attacks against stunned creatures gain a +4 bonus. This symbol must be carefully engraved on a surface.

A successful *dispel magic* removes the effects of a *symbol* from a creature, unless the symbol's effect is instantaneous (*death*, *spell loss*) or the description specifies another remedy (*insanity*).

Permanent Symbols: A symbol can be rendered permanent with the 8th-level wizard spell *permanency*, provided the rune is carefully engraved upon a permanent, non-portable surface such as a wall or door. A *permanency* spell indefinitely extends a symbol's basic duration of one turn per caster level. When triggered, a *permanent symbol* usually glows for about a turn each time it is activated, but there is no limit to the number of times it can be triggered. If the *symbol* can affect only a limited number of hit points of creatures, the limit applies each round. For example a *permanent symbol of death* can slay 80 hit points of creatures every round.

For the curious, here is the original text of the priest's symbol spell.

Symbol

(Conjuration/Summoning)

Sphere: Guardian, Wards

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 1 turn/level

Area of Effect: Special

Saving Throw: Neg.

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

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

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

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

The material components are mercury and phosphorus (see also the 8th-level wizard spell, *symbol*).

The rune itself can be removed with a successful *erase spell* or a successful *dispel magic* targeted solely on the rune. The destruction of a surface upon which a *symbol* is inscribed destroys the rune, but also triggers its effects.

Notes: Common spell (*PHB*). This spell has been substantially reworked from the 2nd Edition version. The *symbol of spell loss* originated in the FORGOTTEN REALMS setting.

Sympathetic Magic I

(Divination)

Sphere: Divination

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 1 creature or object

Saving Throw: None

This spell allows the caster to make a divination about a specific person or thing, if some portion of the subject is available to the caster.

The caster can roughly perceive the current location and condition of the subject (dead or alive, healthy or wounded, etc.). If a creature is strongly aligned with good or evil, this is also learned. If the subject is on another plane, out-of-phase, in another dimension, traveling in time, or similarly absent only this fact is perceived. This divination is blocked by any magic of equal level or greater that wards against divinations.

The spell requires some material focus associated with the creature or object. This can be, for example, a lock of hair, fingernail parings, a sliver of wood or metal, and the like. The material is destroyed in the casting.

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

Sympathetic Magic II

(Divination)

Sphere: Divination

Level: 5

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 3 rds./level

Area of Effect: 1 creature or object

Saving Throw: None

This spell, like *sympathetic magic I*, allows the caster to make a divination about a specific person or thing, if the caster has a fragment of material associated with the subject.

The caster can roughly perceive the current location and condition of the subject (dead or alive, healthy or wounded, etc.). If a creature is strongly aligned with good or evil, this is also learned. If the subject is on another plane, out of-phase, in another dimension, traveling in time, or similarly absent *sympathetic magic II* allows more precise divination about location and state.

The caster can, in addition, exercise control over a creature that is the subject of the spell in a way similar to the 3rd-level wizard spell *suggestion*, though this influence is lost if the caster tries to force the creature to endanger itself. This power can be used only in the present, and cannot change the past or shape the future.

The material component is part of the subject the priest holds. This can be, for example, a lock of hair, fingernail parings, a sliver of wood or metal, and the like. The material is destroyed in the casting.

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





Talona's Blessing

(Abjuration, Necromancy)

Sphere: Protection, Necromantic

Level: 5
 Range: Touch
 Components: V, S
 Casting Time: 8
 Duration: 1 turn/level
 Area of Effect: 1 being
 Saving Throw: None

Talona's blessing must be delivered by flesh-to-flesh touch. This spell renders the touched spell recipient—who may be the caster—temporarily immune to all poisons (including blood poisoning, venoms, and poisonous gases) and diseases (including lycanthropy and mummy rot). *Talona's blessing* also prevents the onset or spread of parasitic infestations, gangrene, and existing diseases (such as leprosy and transformations due to plant symbiosis). It expels rot grubs from the body of the spell recipient without further harm to the spell recipient, and permanently kills musks, molds, spores, seeds, and mosses infesting or in contact with the body of the protected being.

Notes: Granted by Talona, Mistress of Disease, of the FORGOTTEN REALMS setting.

Talantar, Touch of the

See touch of the talantar.

Tame Animal — Shaman

(Enchantment/Charm)

Sphere: Animal

Level: 6
 Range: 10 yds.
 Components: V, S
 Casting Time: 9
 Duration: Permanent
 Area of Effect: 1 animal
 Saving Throw: None



This spell allows the shaman to take an animal as a tame and loyal pet. In order to do this, the shaman must perform some act that earns the creature's gratitude, casting the spell immediately following. The beast must be of animal-level intelligence, and cannot be magical or fantastic.

Examples of such services include: freeing the animal from a snare or trap, or defending the animal or its young from a fearsome predator. The fable of Androcles pulling a thorn from the lion's paw provides a more poetic example of how to gain an animal's gratitude.

The uses of the tamed pet depend upon the intelligence of the animal. Relatively bright creatures might master half a dozen simple commands (coming when whistled for, running to fetch help on another command, attacking with its hooves, etc.), while notoriously stupid beasts—like sheep—can master only a single command.

Notes: Restricted to shamans, uncommon.

Tattoos of Protection

Quest spell, see appendix.

Telatha, Glyph of Warding

See glyph of warding, telatha.

Telepathic Broadcast

(Alteration)

Sphere: Combat, Thought

Level: 5
 Range: 10 yds./level
 Components: V, S, M
 Casting Time: 8
 Duration: 1 rd./level
 Area of Effect: The caster's allies
 Saving Throw: None

This spell puts the priest in one-way telepathic communication with all allies within range. No opponent hostile to the spellcaster can "hear" the telepathic broadcast. While this spell is in effect, the priest can telepathically broadcast instructions, orders, information, or anything else desired at will, so long as the information can be transmitted verbally. The priest cannot select which allies hear the message; anything chosen for broadcast is heard by all allied forces. This spell also does not allow the priest's allies to respond.

The caster must choose the language the broadcast will be sent in. Allies who cannot understand the language in which the caster is communicating hear the words but do not understand their meaning without additional magical aid.

The material components are the priest's holy symbol and a pinch of dust from the desiccated brain of a mind flayer or other creature with telepathic abilities or a drop of a *potion of clair-audience* or *potion of ESP*.

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

Telepathy**(Divination, Alteration)****Sphere:** Thought

Level: 3

Range: 30 yds.

Components: V, S

Casting Time: 5

Duration: 1 turn + 2 rds./level

Area of Effect: 1 creature

Saving Throw: Neg.

This spell establishes direct, two-way mental contact between the priest and a single subject. The subject must have Intelligence of at least 5 for the spell to take effect. While the spell is in effect, the two participants can communicate silently and rapidly, regardless of whether they share a common language.

Telepathy does not give either participant access to the other's thoughts, memories, or emotions. Participants hear only thoughts that the other participant actively sends.

Mind-to-mind communication is approximately four times faster than verbal communication. The level of complexity that can be communicated is only that which can be expressed through language. Gestures, expressions, and body language cannot be conveyed.

A priest can establish separate telepathic channels to multiple individuals. Each linkage is established through a separate casting of the spell. There is no network between the channels. For example, Balfas the priest establishes telepathy with Alra the warrior and Zymor the thief by casting this spell twice. Balfas can communicate a single thought to both Alra and Zymor, but Alra and Zymor cannot communicate with each other. Balfas, however, can send a thought so that only one of the two participants receives it.

If the priest casts this spell on an unwilling subject (for example, if the priest wants to silently threaten or taunt the subject), the subject receives a saving throw vs. spell to resist the effect. Willing subjects need not make a saving throw.

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

Telethaumaturgy**(Enchantment/Charm)****Sphere:** Numbers

Level: 3

Range: 0

Components: V, S, M

Casting Time: 2 rds.

Duration: Special

Area of Effect: 1 creature

Saving Throw: None

This spell requires the priest to perform a numerological analysis of a subject's correct name. The result is that the priest can cast another spell that affects the subject individual at a range much greater than normal. In other words, by gaining deep knowledge of the individual, the priest creates a channel to that individual that makes a subsequent spell easier to cast on that subject.

Only certain spells can benefit from *telethaumaturgy*:

*bless**
command
charm person or mammal
detect charm
hold person
know alignment
*remove curse**
probability control
quest
confusion (one creature only)
exaction

For spells marked with an asterisk (*), *telethaumaturgy* also increases the range of the reversed spell. Unless indicated, *telethaumaturgy* does not increase the range of the reversed spells.

The increase in range depends on the level of the caster (see table).

Level	Multiplier
1-6	×2
7-11	×3
12-16	×4
17+	×5

Thus, a 12th-level priest who has cast *telethaumaturgy* on an individual could subsequently cast *charm person* on that individual at a range of 320 yards, rather than the normal range of 80 yards.

A spell to be enhanced by *telethaumaturgy* must be cast on the round immediately following the completion of *telethaumaturgy*. Spells that normally affect more than one individual (such as



Temporal Anomaly — Elf

(Alteration)

Sphere: Time

Level: 7

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 2d4 rds.

Area of Effect: Special

Saving Throw: None

By means of this spell, the priest can create a ripple in the time stream so that a physical effect occurs without the physical cause occurring. For example, the priest can cause a dart to appear in an opponent's neck without actually appearing to throw anything.

During the casting of this spell, the priest enters an alternate time stream for up to one round per level of the caster. During that time interval, the priest can attempt to carry out any action normally open to him or her, and other creatures can react accordingly. When the casting is complete, the priest returns from the alternate time stream, although to observers it appears as if the priest spent only a single round casting a spell, and the effects of any action caused in the alternate time stream suddenly become apparent, without obvious cause or without any memory of such events by other participants. Any spells cast, charges employed, or other magical effects employed in the alternate reality are not used up when the priest returns to the original time stream.

For example, a 14th level priest casts *temporal anomaly*. For the next fourteen rounds, she interacts with the current situation normally. She could try to hit an opponent with a dart, but to do so would require a successful attack roll, and the opponent could react accordingly. She could also bind the wounds of an ally and cast *cure light wounds* upon him. When the priest returns to her normal time stream, observers will believe that the caster spent a single round casting a spell. Upon completion of the spell, however, the foe would suddenly sport a dart in the neck and the ally would suddenly be bandaged and cured.

The material components are the priest's holy symbol and a powdered ruby worth at least 1,000 gp.

Notes: Granted by the elven deity Labelas Enoreth.

confusion) affect only the selected subject when cast following *telethaumaturgy*.

When cast by a priest of 11th level or higher, *telethaumaturgy* has an additional effect. If the subject is within the normal range of the subsequent spell (for example, 80 yards for *charm person*), the subject's saving throw suffers a -2 penalty.

Like the *personal reading* spell, *telethaumaturgy* functions only if the priest knows the correct name of the subject. A priest who casts the spell using an alias will not know that *telethaumaturgy* has not taken effect until the subsequent spell fails. The priest does not automatically know why the subsequent spell failed (the subject might simply have made a successful saving throw).

The material component is a small book of numerical formulae and notes. This book is different from the book used in *personal reading*. The book is not consumed in the casting.

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

Tenfold Ironguard

(Abjuration, Alteration)

Sphere: All

Level: 6

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 1 to 10 creatures

Saving Throw: Special

This spell makes up to 10 beings (the caster may be one of them) touched by the caster immune to the damage of all metal items. Metal blades and bars pass through protected beings as if their bodies did not exist. Willing creatures are automatically affected by a *tenfold ironguard* spell; hostile creatures are unaffected if they successfully save vs. spell (and the caster must typically make a successful attack roll to touch them, too). The strength of this magic is not altered by how many or few beings are protected by it.

A being under the influence of a *tenfold ironguard* can pass through metal bars, gates, and the like as if a phantasm—but is brought up short by the presence of nonmetallic items (such as a wooden handle on a metal tool) or by enchanted metal. Heat, cold, and poisons still affect the guarded being, even if delivered by “harmless” metal weapons. Magical metal weapons deal damage equal to their bonuses. (those with no bonus inflict 1 point of damage per strike.) Spells whose effects involve metal (such as *blade barrier*) deal their normal effects to ironguarded beings. An ironguarded being pierced by or moving through metal when this spell expires is instantly slain.

A *tenfold ironguard* has one important difference from the 5th-level wizard *ironguard* spell: Each protected being can designate one metal item (one that they are holding and that the caster can touch during casting) to be unaffected by the spell. Thus a protected being can retain a single weapon, tool, key, or other item. The item can contain other items (a metal chest full of coins, for instance) and still be considered “one item” (though if the coins spill, the guarded being will not be able to pick them up), but cannot extend its exemption from the spell to attached items. (For example, a breastplate made exempt would not extend its status to an adjacent gorget or any other part of the same suit of armor.) Metal pieces “fall through” the body of an individual, but leather straps typically work by hanging tightly from the body, and buckles still hold them together even though the metal in the buckles themselves can now pass through the wearer.

The caster cannot end the *ironguard* early by any known means—*dispel magic* and similar spells cannot remove its protection—but the death of the caster ends the magic instantly.

The material components are a handful of iron filings and a drop of aqua regia.

Notes: Granted by Helm the Vigilant of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Tentacle of Withering

(Alteration, Necromancy)

Sphere: Combat, Necromantic

Level: 6

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 6 rds.

Area of Effect: Special

Saving Throw: None

This spell transforms one of the caster's arms into a wriggling, eel-like gray tentacle, which is rubbery, flexible, can readily adhere to surfaces or grasp things (and release them whenever desired) and is retractable and extensible from the length of the original arm to 36 feet long. The tentacle can grasp or manipulate objects (at a -2 penalty from the caster's normal Dexterity), wield weapons (at a -2 penalty to attack rolls), constrict for 1d8 points of damage plus 1 point per level of the caster, or enact its withering power (if the caster wills it to): sucking life energy from a living body it is touching. To wither, the tentacle must make a successful attack roll at the caster's THAC0 with a +4 bonus. A successful withering attack causes 1d8 points of damage plus 1 point per level of the caster and the loss of sensory or motive use of the struck body part for one round with no saving throw. (Determine which body part is struck through random dice roll between possible targets.) If the head is struck, a round of blindness and deafness inescapably results. If a leg is struck, that leg cannot move for one round. A struck arm cannot move or hold things and drops anything already in its grasp. The tentacle can repeatedly affect a creature, inflicting another 1d8 points of life-draining damage plus 1 point per level of the caster each round and disabling a new limb or the same limb—if it can maintain contact with the being.

The caster can end this spell early at any time by silent act of will, causing the tentacle to melt slowly away. While the tentacle is disappearing, the caster does not have any use of the tentacle/limb for one round. While the tentacle is in existence, the caster

cannot engage in other spellcasting and may have limited mobility or be hampered in some activities.

The material components are a fragment of bone or small complete bone and a piece of rubber or eel flesh.

Notes: Granted by Moander the Darkbringer of the FORGOTTEN REALMS setting.

Tentacle Walls

(Enchantment)

Sphere: Wards

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 50-ft. cube

Saving Throw: None

Tentacle walls enables the caster to enchant a single room whose volume is less than or equal to the area of effect. The spell activates 1d4 rounds after any creature other than the caster enters the room. The intruder must be larger than a normal rat; that is, it must be larger than one-half cubic foot or weigh more than three pounds.

When the spell is activated, six black, leathery tentacles sprout inside the room; the tentacles are evenly divided among the room's surfaces (for instance, if the room is a cube, one tentacle sprouts from the floor, one sprouts from the ceiling, and one sprouts from each of the four walls).

The whip-like tentacles grow to the length of the room and swing wildly. Each round, a tentacle has a 30% chance of striking a random creature in the room, inflicting 1d6 points of damage (save vs. spell for half damage). Each tentacle has AC 0 and 25 hit points. When a tentacle is reduced to 0 hit points, it disappears in a puff of black smoke.

If all creatures are killed or withdraw from the room, the surviving tentacles withdraw, disappearing into the walls. If the spell is activated again, six tentacles reappear; new tentacles are created to replace any destroyed previously. As long as one tentacle survives an encounter, the tentacles will continue to be replaced. Only when all six tentacles are destroyed is the spell permanently negated.

The material component is the dried tentacle of an octopus.

Notes: Common for priests with major access to the sphere of Wards (*ToM*). This spell should not be confused with the drow spell *wall of tentacles*.

Test of Maat — Old Empire

(Divination)

Sphere: Divination, Law

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: Special

Saving Throw: None

This spell has two distinct uses, one of which must be chosen during spellcasting.

In its primary form, a test of maat discovers emanations of injustice, dishonor, disorder, and sin from any creature within its area of effect, a corridor 10 feet wide and 120 yards long. The duration of this spell effect is 1 turn+5 rounds per level. Character alignment (or, more precisely, deviation from the ethos of law and good) is revealed only indirectly, if at all. The primary effect is to reveal whether a creature is accordance with the concept of maat—that is if they are at peace with the gods and living a happy life. A test of maat registers (indirectly) whether the person has performed activities offensive to Horus-Re such as providing



offerings to Set or Sebek, acting disrespectfully to priests, treating slaves poorly, etc. If multiple individuals are within the area of effect, a priest must be of 5th level or greater to differentiate the status of each individual; otherwise the group is perceived as an average of sorts. *The degree of discord in an individual and its general nature can be sensed by a priest of 9th level or higher.* The priest must concentrate—stop, have quiet, and intently seek to detect the aura of maat—for at least one round to receive a reading. This aspect of the spell only functions within the geographic sphere of influence of the Mulhorandi pantheon.

In its alternative form, a test of maat spell allows the priest to determine whether or not a morally ambiguous contemplated action falls within the strictures of maat. In this form, when a test of maat is cast, the priest imagines a possible course of action for himself or herself (and possibly some companions). The spellcaster immediately receives a positive or negative feeling as to whether or not the contemplated action would violate the limits of maat, and the spell effect ends immediately thereafter. There is a base 100% chance of receiving an answer to this form of test of maat. However, Horus-Re encourages his followers' ability to think for themselves and is less responsive to requests to provide advice that occur less than a tenday apart. For every day less than 10 that has yet to pass between castings of this spell, the base chance of not receiving a response increases by 10%. For example, if this form of a test of maat was last used three days ago prior to the current spell-casting, there is a 70% chance of not receiving a response.

The material component is the priest's holy symbol held over his left eye with his right hand.

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

Thard Harr, Claws of

See claws of Thard Harr.

That Art Thou — Vedic

(Divination)

Sphere: Divination

Level: 3

Range: 0

Components: V

Casting Time: 1

Duration: 1 rd./level

Area of Effect: 30-ft. radius sphere

Saving Throw: None

By uttering the phrase "*tat tvam asi*" ("that art thou"), the caster's senses become one with all beings and objects within a 30' radius sphere centered on the caster. The caster sees and feels everything sensed by every person, caterpillar, tree, and rock in the area of effect. (A first-time caster will be surprised how much a rock feels.) The onrush of sensory information allows the caster to know of all beings and objects in the area, including hidden and invisible creatures, traps, and magic items. The caster does not sense thoughts or detect powers of creatures and objects contacted. Because the spell accesses thoughts, any being whose thoughts are masked cannot be spotted solely with this spell. While the spell is in effect, the caster can take no other action, including movement and speech. The caster can discontinue the effect at any time during the spell's duration.

Notes: Common for priests from a vedic (Indian) culture; otherwise very rare. (Updated from *DRAGON Magazine*.)

The Doom of Bane

(Necromancy)

Sphere: Necromantic

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 round

Duration: Instantaneous

Area of Effect: 1 suit of armor and 1 corpse

Saving Throw: None

This spell transforms the corpse or partial remains of a single upright bipedal creature of any race into the animate force of a *helmed horror*. The horror rises from the remains three rounds after spellcasting is complete, entering its armor. If armor is not present, the horror dissipates, and the spell is wasted.

The caster or another being must wear the armor as the horror enters it, a process described as "unbearably chilling." This often causes the armor wearer to faint. The horror gains its knowledge of how to fill the armor and something of its independent reasoning from the armor wearer, who need not be of the proper class to use the armor. Once the horror has entered the armor, the armor should be removed, since within one turn it animates as a fully functional helmed horror.

The remains need not be whole and are destroyed in the casting, they must be the remains of a creature of evil alignment for at least part of its life or the spell has no effect. *The doom of Bane destroys the remains forever, preventing resurrection, animation*

as an undead creature, *speak with dead*, and similar activities from affecting them. A helmed horror is not an undead creature. It cannot be turned, affected, or dispelled by holy beings or things.

The material components of this spell are a pinch of bone powder or a bone shard, a pinch of dust, and a fairly complete, nonmagical, non-aligned suit of metal armor, which serves as the body of the helmed horror.

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

Helmed Horror: AC 2; MV 12, fly 12 (E) HD 4+1/level; THACO 12; #AT 1; Dmg by weapon or 1d4 (fist); SD innate *feather fall*, immune to illusions, Enchantments/Charm spells, and mind affecting magic, healed by *magic missile* (excess reflects back at caster); immune to three specific spells chosen by creator; SZ M (6' tall); ML fearless (20); Int high (14); AL LN; XP 2,000.

Thief's Lament

(Alteration)

Sphere: Wards

Level: 3

Range: 10 yds./level

Components: V, S, M

Casting Time: 6

Duration: 1 hr./level

Area of Effect: 5-ft. cube/level

Saving Throw: Neg.

A thief entering an area enchanted with *thief's lament* suffers a great reduction in his thieving skills. The thief is allowed a saving throw to resist the effects of the spell; failure indicates that he or she suffers the full effects of the *lament*. All attempts to Pick Pockets, Open Locks, Find/Remove Traps, Move Silently, Detect Noise, Climb Walls, and Hide in Shadows are reduced by 25% (although a skill cannot be reduced below 5%, presuming the thief has at least a score of 5% in the skill).

The spell affects a cube whose sides equal the caster's level times 5 feet (a 10th-level caster could affect a cube whose sides equal 50 feet).

The material components are the priest's holy symbol and a silver key.

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

Thorn Spray

(Alteration)

Sphere: Plant

Level: 4

Range: 10 yds.

Components: V, S, M

Casting Time: 3

Duration: 1 rd.

Area of Effect: 4 thornlike objects/level

Saving Throw: None

By means of this spell, a priest can cause barbs, spikes, thorns, spines, or nonmetallic darts, either naturally growing or magically created (in other words, by use of a *spike growth*, *wall of thorns*, or *briartangle* spell), to spring with enough force to serve as missiles from his or her hand or from bushes or resting places within 10 yards of himself or herself. The thorns fly up to 120 yards within the round of casting and strike as many creatures as the priest wishes within the limits of the number of thorns able to be animated. The priest can direct the thorns in any combination at any living or non-living (a scroll, lantern, or wineskin) creatures that he or she can see. The priest can animate a maximum of four thorns per experience level.

The thorns strike only if a successful attack roll is made for each creature. The attack roll is made as though the thorns were directly wielded by the priest and at a +4 attack bonus in addition to any other applicable bonuses the priest might have; no range penalties apply. The thorns inflict 1 point of damage each. Sleep-venomed wooden darts are sometimes carried by priest (especially druids) who use this spell often.

The missiles of a *thorn spray* twist and turn in flight to follow moving creatures and avoid obstructions, and are fast enough to catch most birds on the wing. The *thorn spray* spell works underwater, but the priest has only normal attack rolls, and the range is reduced to 90 yards.

The material components are magical or natural barbs, spikes, thorns, spines, or nonmetallic darts that the priest animates.

Notes: Granted by the god Silvanus, the Forest Father, of the FORGOTTEN REALMS setting.

Thorns of Binding

(Alteration)

Sphere: Elemental Earth, Elemental Water

Level: 4

Range: 10 yds.

Components: S

Casting Time: 1 rd.

Duration: 1 turn + 1 turn/level

Area of Effect: 1 creature

Saving Throw: Neg.



By casting this spell, the priest causes a magical thorny vine to appear and wrap itself around a chosen creature. A successful saving throw means the attack is foiled, and the vine dissipates harmlessly. Failure results in 1d4 points of damage, plus a number of additional points of damage equal to the Armor Class of the creature. Thus, a human in plate mail (AC 3) takes 1d4+3 points of damage. In addition, the creature is bound and cannot take any other actions until it escapes.

To escape the bonds, a creature must make a successful saving throw vs. spell at -4. The creature takes another 1d4 + AC points of damage for every escape attempt, regardless of success. Exceptionally large and powerful creatures can snap the vine easily. Otherwise, the caster can, by concentrating for a full round and squeezing, cause the vine to constrict and inflict damage (as above), or can dismiss the *thorns of binding* with a gesture.

Notes: Uncommon for priests of the DARK SUN setting.

Thornwrack

(Alteration)

Sphere: Plant

Level: 5

Range: Touch

Components: V, S

Casting Time: 8

Duration: 1 thorn/level

Area of Effect: 1 person

Saving Throw: Neg.

Thornwrack causes long, painful thorns to grow out of the spell recipient's flesh, piercing the skin from the inside. One thorn appears each round, inflicting 1d3 points of damage, until all the thorns have appeared. When the number of thorns exceeds the subject's experience level or Hit Dice, a creature still conscious becomes immobilized by the pain, unable to take any action.

One round after the last thorn erupts from the subject's flesh, the first one disappears. The thorns

continue receding at a rate of one per turn. Immobilized subjects can move again once the number of thorns falls below their Hit Dice or experience level. For instance, say the body of a 4th-level wizard has seven thorns. After four turns had passed, only three thorns would remain, so the wizard would no longer be immobile.

Cure spells can restore hit points but do not eliminate the thorns. *Dispell magic* will end the spell but prevents existing thorns from receding. A *heal* spell cancels the *thornwrack*, eliminates all existing thorns, and cures all damage. Without the benefit of magical remedies, the spell ends when the last thorn has receded.

Notes: Uncommon spell for druids.

Thought Broadcast

(Alteration)

Sphere: Thought

Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 7

Duration: 1 turn + 3 rds./level

Area of Effect: 1 creature

Saving Throw: Neg.

This spell turns the subject into a thought broadcaster. For the duration of the spell, everyone within 30 yards of the subject senses the subject's thoughts, making it impossible for that being to lie, keep secrets, conceal motives, etc. The subject is not automatically aware that its thoughts are being sensed. Everyone who senses these thoughts, on the other hand, knows their source.

This spell causes the broadcast of only surface thoughts and motivations, not memories. There is no need for a common language between broadcaster and receivers; for this purpose, thoughts are considered to be symbolic, not dependent on language. The detail level of the thoughts is insufficient for others to learn specific skills from the subject. Thus, if the subject casts a spell, everyone within range knows what spell is being cast before it takes effect, but no one gains any knowledge about how the spell is cast.

If the broadcaster is invisible or hiding in shadows, the broadcast functions normally, and all receivers are aware that someone is in the vicinity whom they cannot see. While receivers cannot pinpoint the broadcaster's location, the broadcaster's thoughts will inevitably reveal his general position ("Oh no, he's looking right at me," and so on). A being Hiding in Shadows will be automatically detected, while attacks against an invisible broad-



Thought Capture

(Divination)

Sphere: Thought

Level: 1

Range: 0

Components: V, S

Casting Time: 4

Duration: Instantaneous

Area of Effect: 10 yds.

Saving Throw: None

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

caster suffer a -2 penalty, rather than the normal -4 . This spell totally negates the chance of surprise by the broadcaster.

The subject must have an Intelligence score of 1 or more to become a broadcaster, and must have a normal mind as understood by PCs. Thoughts that are broadcast can be received only by individuals with Intelligence scores of 3 or better. An unwilling subject receives a normal saving throw vs. spell to avoid the effects. A willing subject can waive this saving throw.

The material component is a small balloon that the priest inflates upon casting. This balloon is consumed in the casting.

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

This spell makes the priest's brain something of a magnet that attracts thought objects in close proximity. The priest can sense strong thoughts and emotions and can sometimes even see momentary visions of creatures who died or suffered some powerful emotion in the immediate vicinity. Thought objects are always attracted to the priest in the order of the strongest (those attached to powerful emotions or significant events) to the weakest. Thus, if several thought objects share the same vicinity, the priest will perceive information about the most interesting or significant event. The priest might pick up images of a battle from the point of view of a warrior who died there, or he might gain information about the victor of the battle.

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

The priest gains one thought object per casting of the spell. The spell can be cast a number of times

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

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

Thoughtwave*

(Divination)

Sphere: Thought

Level: 5

Range: 0

Components: V, S

Casting Time: 1

Duration: Instantaneous

Area of Effect: Special

Saving Throw: Special

This cooperative spell can be cast by either a single priest or a group of priests. *Thoughtwave* allows the priest to send a short but powerful message to one or more specific individuals, informing them of his or her situation and general location. The spell instantly generates a powerful mental impulse indicative of the caster's general mental state—anger, fear, pain, despair, etc.

The caster can designate as many as ten persons to receive this message, provided they can all be specifically named or grouped in a general category. Thus, the caster could designate a group of characters by name or could target fellow priests, superiors, adventuring companions, knights of Lord Harcourt, or villagers of Dopp. If more than ten individuals are in the group, those closest to the source receive the impulse.

There is no range limitation to the spell, although it cannot be projected outside the plane occupied by the caster.

Creatures receiving the impulse automatically know who sent it (even if they have never met the priest before) and gain a clear indication of the mood and situation of the caster. Recipients also intuitively know the general source of the spell, although they are unable to pinpoint rooms, dungeon levels, or landmarks. For example, a fighter could suddenly be struck by an image of Father Rastibon, who is injured and in great pain somewhere along the forest road. A priest might suddenly sense that his patriarch is being tortured in the dungeons of Castle Varrack.

The spell can also be cast by more than one priest, allowing them to either contact greater numbers of individuals or increase the intensity of the message. If greater numbers are desired, ten

individuals are contacted per priest involved in the casting.

Increasing the intensity of the message makes it more compelling. Doubling the intensity (requiring at least three priests) causes the message to act as the 3rd-level wizard spell *suggestion*. In this case, the effect is limited to a single creature. Tripling the intensity (requiring at least five priests) gives the spell the force of a *quest*. This effect is also limited to a single creature. In both cases, the creature is allowed a saving throw vs. spell to avoid the effect of the *suggestion* or *quest*.

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

Threefold Boon

(Alteration)

Sphere: Combat, Protection

Level: 5

Range: Touch

Components: V, S

Casting Time: 8

Duration: 3 rds.

Area of Effect: 1 being

Saving Throw: None

This spell grants a single recipient (who may be the caster) three attempts at all saving throws, attack rolls, and ability checks for the duration of the *threefold boon*. The magic does not modify those rolls in any way, and only the best result of the three rolls is used.

Notes: Granted by Tymora, goddess of luck of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Threnody — Drow

(Necromancy, Enchantment/Charm)

Sphere: Necromantic, Charm

Level: 1

Range: 0

Components: V

Casting Time: 1 rd.

Duration: Special

Area of Effect: 30-ft. radius

Saving Throw: Special

Also known as *Kiaransalee's song of lament*, this spell enables the priestess to evoke images of lost friends and family in the minds of those who are facing the undead, hindering their ability to attack those who bear the guise of their loved ones.

After 1 round of singing the *threnody* (the casting time), anyone within or who enters the spell's

area of effect while the singing continues must make a successful saving throw vs. spell or fall under the sway of the *threnody* for as long as he or she remains in the area of effect. Anyone unaffected who remains in the area of effect in subsequent rounds must continue to make saving throws vs. spell with a +2 bonus or fall under the sway of the *threnody*. The only way to escape the lament's effects is to stay more than 30-feet from the singer.

While a subject is under the sway of the *threnody*, undead within the area of effect appear to bear the likeness of deceased persons for whom the subject cared deeply. Affected subjects attack undead opponents with a -2 penalty to attack and damage rolls.

A fortunate few persons—typically the very young or the very sheltered—have never lost a loved one or family member or witnessed a death. Such individuals (as adjudicated by the DM) are immune to the siren song of a *threnody*. At the other extreme, an affected being encountering the animated remains of a love one or comrade is incapable of attacking that foe and suffers a -4 AC penalty to avoid the undead creature's attacks.

This spell requires no material components, but the caster must be a proficient singer.

Notes: Granted by the drow goddess Kiaransalee.

Thunderbolts, Marthammor's

See Marthammor's thunderbolts.

Thunderclap

(Evocation)

Sphere: Elemental Air

Level: 3

Range: 0

Components: S, M

Casting Time: 1

Duration: Special

Area of Effect: 30-ft. radius

Saving Throw: Special

To cast this spell, the druid takes an oak leaf in hand and slaps that hand against any hard object (including the other hand). The result is a sound very much like a thunderclap that can be heard for miles. Any creature within 30 feet of the druid is stunned and deafened unless a successful saving throw vs. spell is made; in which case the creature is only temporarily deafened for 1d10 rounds. A stunned creature cannot initiate or continue any action for the remainder of the current round or the next round. Attacks made while deafened are at a penalty of -2. Deafened creatures have a -3 penalty when rolling for surprise. The caster is immune to the spell's effects.

The material component is an oak leaf.

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

Thundercone

(Evocation)

Sphere: Weather

Level: 3

Range: 0

Components: V, S

Casting Time: 6

Duration: Instantaneous

Area of Effect: Cone 40 ft. long x 20 ft. wide

Saving Throw: Special

When the caster completes the incantation and claps his hands, a cone of deafening noise is created. Creatures within the area of effect are deafened. Further, they must save vs. spell or be stunned (reeling and unable to attack) for 1-2 rounds as well. Deafened creatures receive an additional saving throw vs. spell each round, with success indicating that their hearing has returned. The spell causes no damage.

Notes: Very rare spell. (Updated from *POLYHE-DRON* Newszine.)

Thunderstroke — Old Empire

(Evocation)

Sphere: Combat, Weather

Level: 4

Range: 40 yds. + 10 yds./level

Components: V, S, M

Casting Time: 7

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: ½

This spell enables the priest to call upon the wrath of Anhur and summon a bolt of lightning to strike a single creature. This bolt causes 1d4 points of damage plus 2 points of damage per level of the priest, to a maximum of 44 points. If the creature rolls a successful saving throw vs. spell, the damage is halved.

The material component is the priest's holy symbol.

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

Tiamat, Spawn of

See spawn of Tiamat.

Time Pool

(Divination)
Sphere: Time

Level: 5
Range: Touch
Components: V, S, M
Casting Time: 1 rd.
Duration: 1 rd./level
Area of Effect: Special
Saving Throw: None

This spell allows the caster to cause a mirror, a pool of water, or any other reflective surface to reveal a specific event from the past. The image provides a perfectly clear picture with normal sounds, as if the caster were present at the scene. The image continues for the duration of the spell.

Time pool will not reveal images from other planes of existence.

The spell's success is not automatic. The caster must know the general nature of the event he or she wishes to view ("Show me the murder of King Thanak," and so on). The caster's base chance of viewing the desired scene is 50%, modified as follows, to a maximum of 90%:

- Add 5% for each point of the caster's Wisdom above 15.
- Add 20% if the caster has successfully used *time pool* to observe the same event before.

Only one of the following can apply:

- Add 20% if the event is one in which the caster participated.
- Add 10% if the caster is well informed about the event.
- Add 5% if the caster is slightly informed about the event.

The caster cannot communicate or otherwise interact with the image. Spells cannot be cast into the *time pool*.

The material components is a pinch of powdered quartz. A suitable reflective surface is also required.

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

Timelessness

(Alteration)
Sphere: Numbers

Level: 7
Range: Touch
Components: V, S, M
Casting Time: 7
Duration: 1 day/level
Area of Effect: 1 creature
Saving Throw: Neg.

This spell totally stops the flow of time for a single individual. All signs of life stop and the subject is incapable of any movement or thought. While the spell is in effect, the subject is totally immovable and cannot be affected by any physical or magical forces. Weapons simply bounce off the subject as they would bounce off the hardest stone. Spells, including *dispel magic*, are totally incapable of affecting the subject in any way. The subject does not age.

Aside from the fact that the subject remains visible, frozen in place like a statue, he or she is effectively no longer part of the universe. (DMs may rule that the most powerful of magics, such as *wishes*, and creatures of demigod or higher status can affect the subject.)

When the priest casts the spell, he or she states the duration for which the spell will remain in effect (the maximum is one full day per level of the caster). Once the spell is cast, this duration cannot be changed; the priest cannot end the spell before the stated time has elapsed.

If the subject is unwilling to be affected by the spell, the priest must touch the creature for the spell to take effect; a normal saving throw vs. spell is allowed to resist the effects. A willing subject need not make a saving throw.

The priest can cast this spell on himself if desired. This spell can provide a powerful defense; while it is in effect, the subject is totally invulnerable. *Timelessness* is also an effective form of long-term imprisonment, as long as the priest is around to cast the spell again at the appropriate time.

This is an exceptionally powerful spell. Casting it puts a significant strain on the priest. Each time the priest casts *timelessness*, he or she must make a System Shock roll. Failure means the priest permanently loses 1 point of Constitution.

The material components are a gem worth at least 1,000 gp and a small cylinder of obsidian. Both are crushed during the casting.

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

Timewarp — Old Empire**(Alteration)****Sphere:** Time

Level: 7

Range: Touch

Components: V, S

Casting Time: 8

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: None

This spell enables the priest to send a being back in time. The *timewarp* has a maximum range of two minutes, which enables the being (who can be the caster) to go back to an action he or she made in the previous round and negate it. (The being appears exactly where he or she was two minutes ago with the knowledge of what will occur if he or she continues the present course of action.) It also grants new saving throws, attack rolls, and damage rolls, and forces opponents to make similar rolls. Note that this change in the timestream affects only those directly involved with the subject; it does not give everyone in melee new rolls, just the subject and those attacking him or her. This spell ages the caster one year.

The material component is a pinch of sand.

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

Tomb Ward***(Abjuration)****Sphere:** Wards

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1 day

Duration: Special

Area of Effect: 1 tomb, a cube 30 ft./side

Saving Throw: None

This spell enables the priest to cast a conditional curse upon a tomb. Anyone violating the tomb becomes subject to the curse. At one point during the casting of this spell, the priest must cast either a *divine curse* or *ancient curse* spell to define the effects.

It takes a full day to cast this spell, and the priest cannot be interrupted at any time during the casting. The caster must walk through all the passages and rooms of the tomb, marking the walls, floors, ceilings, and doors with signs of the curse. During this time, the priest also sets down the exact conditions that will trigger the curse. They can be as simple as "any creature entering this tomb" or as complicated

as "any mortal disturbing the remains of the king, removing his burial treasure, breaking or destroying his possessions, or defacing the tomb."

The DM determines the exact effects. In general, the wording of the curse should be interpreted literally, though vague or unclear passages should be given unfavorable interpretations.

The sized of the warded tomb is limited; it can comprise an area no larger than a cube 30 feet on a side. If other priests assist the caster, however, each additional priest adds 10 feet to each side of the cube. Therefore, seven priests (including the caster) can ward a cube-shaped area up to 90 feet on a side.

The material components are the holy symbols of each priest involved. The symbols must be left in the tomb, frequently buried in the walls or floor. Optionally, a creature of the same race as the priest can be entombed alive instead of the holy symbol. A combination of creatures and holy symbols is acceptable, so long as each priest leaves one component. Entombing living creatures as a part of the spell mandates a Ravenloft powers check.

Notes: Common on the Demiplane of Dread; otherwise rare.



Tongues

(Alteration)

Reversible

Sphere: Divination

Level: 4

Range: 0

Components: V, S

Casting Time: 7

Duration: 1 turn

Area of Effect: The caster

Saving Throw: None

This spell enables the caster to speak and understand additional languages, whether they are racial tongues or regional dialects, but not communications of animals or mindless creatures. When the spell is cast, the spellcaster selects the language or languages to be understood. The spell then empowers the caster with the ability to speak and understand the language desired with perfect fluency and accent. The spell enables the priest to be understood by all speakers of that language within hearing distance, usually 60 feet. This spell does not predispose the subject toward the caster in any way. The priest can speak one additional tongue for every three levels of experience.

The reverse of the spell, *babble*, cancels the effect of the *tongues* spell or confuses verbal communication of any sort within the area of effect.

Notes: Common for clerics (*PHB*).

Term, Hand of

See hand of Term.

Term, Wrath of

See wrath of Term.

Totem Beast

(Conjuration/Summoning)

Sphere: Animal

Level: 3

Range: 1 mi.

Components: V, S, M

Casting Time: 1 turn

Duration: 1 day/level

Area of Effect: 1 creature

Saving Throw: None

Like the 1st-level wizard spell *find familiar*, this spell allows a priest to summon an animal that represents some aspect of his or her faith. If the spell succeeds, the animal appears 1d6 turns after the casting and remains with the priest one day for each level of the caster.

The totem beast does not add hit points to the caster, nor is it linked in such a way that the two cannot be separated. The animal summoned to the caster is exceptionally intelligent for its species and understands all verbal commands issued by the caster. No mental telepathy exists between the pair. The animal does not understand speech or commands issued by anyone other than the caster, even if they speak the same language as the priest.

Different gods grant different totem beasts to their followers. The priest has no control over the type of animal gained. The following list provides examples of animals that may appear to priests of different deities.

Deity	Beast(s)
Erik	bear, falcon, fox
Nesirie	seal, swan, otter
Eloéle	cat, raven, rat
Kriesha	wolf, owl, badger
Belinik	varsk, vulture, wolverine

This list is not exhaustive; a different type of animal may appear to a priest depending on the god's wishes and the priest's location. A priest of Belinik in Khinasi lands may summon a hyena, for example. Lower level priests tend to gain smaller creatures, while higher level priests are sometimes granted larger beasts.

The totem beast may have up to 1 Hit Die for every three levels of the caster, up to the maximum Hit Dice normal for such a creature. If a 5th-level priest of Erik cast the spell and was visited by a black bear, the bear could have up to 2 Hit Dice. The DM can grant maximum Hit Dice or roll for the possible range (in this case, 1d2).

No priest can ever have more than one totem beast at one time. The animal always departs peacefully at the end of the spell (unless it was mistreated, in which case it might leave earlier or turn on its master). The priest is free to dismiss the animal sooner if desired. A priest can summon only one totem beast in a 30-day period.

Success of subsequent castings depends on the priest's treatment of previous animals. If an animal were endangered or mistreated, further attempts may fail until an amount of time has passed or the priest atones for his actions in kind (such as caring for sick or injured animals).

The material components are 10 gp worth of high quality food appropriate for local animals (both carnivores and herbivores) and a miniature leash made of fine gold wire.

Notes: Uncommon for priests of Cerilia, the BIRTHRIGHT setting.

Totemic Image

(Alteration)
Sphere: Animal

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



Totemic magic is invoked by the practitioner painting or inscribing an image that conveys magical powers upon anyone bearing that image. Most *totemic images* take several hours to properly create, making such magic impractical for the average adventuring spellcaster. On the other hand, totemic inscriptions are powerful and can be prepared in advance based upon anticipated situations. Totemic image bonuses of the same type are generally not cumulative, nor can the same totemic image usually be applied multiple times to increase the effect. At 1st level (or whenever the spell is learned), the shaman learns one image that corresponds to his or her personal totemic animal; one additional totemic image can be learned at each additional experience level. A shaman can learn the totemic magic only of those creatures with which he or she is familiar.

Each image must be inscribed or drawn upon an appropriate surface. This can be done with a knife, paint, or other pigments. Once the image has been inscribed, the object functions as described below. Some images have a time limit after which the image is still visible, but has lost all its power. Such images can be renewed, a process that does not actually involve redrawing the image, but requires the same amount of time, during which the shaman chants over the image.

Totemic images can be inscribed into items that will function for other individuals, but these require that some token from the individual be worked into its creation—a few hairs, a drop of blood, some object the individual has personally gathered on a special quest.

Notes: Restricted to shamans and savage clerics.

Totemic Images

The following list describes several different totemic images, their powers, casting times, and limitations. The format employed is as follows: Name (Duration/Casting Time): Effect.

- *Bear/Elephant* (1 day/1 hour): This image can be inscribed upon an amulet, pendant, weapon, clothing, armor, or virtually any object that can be kept on an individual's person. While wearing the object, the bearer receives a +1 bonus to his or her Constitution.
- *Boar/Warthog* (1 day/1 hour): This image can be inscribed upon an amulet pendant, weapon, clothing, armor, or virtually any object that can be kept on an individual's person. While wearing the object, the bearer can remain active at -5 hit points or above.
- *Coyote/Jackal* (1 day/2 hours): The image of the crafty Coyote, inscribed upon a weapon, amulet, or piece of clothing brings bad luck to enemies. At the wearer's option, one opponent per encounter may suffer -1 penalty to hit, +1 penalty to AC, or -1 penalty to all saving throws. The wearer must decide upon the effect for each opponent. The decision cannot be changed or revoked.
- *Dolphin* (3 months/3 days): This image is often carved or painted along the gunwales of canoes and small boats. It provides a +15% bonus to all Seaworthiness checks. Many Dolphins may be inscribed, often in association with the Gull image, but multiple images do not increase the symbol's effectiveness.
- *Eagle* (1 week/1 hour): The sign of the Eagle increases the accuracy of a missile weapon. When inscribed on an arrow, quarrel, sling stone, or spear, an Eagle symbol improves the missile's chances to hit (not damage) by +1. This symbol can be inscribed only on a missile. More than one Eagle image can be inscribed upon a missile. Two images have no further effect, but three images increases the bonus to +2. This is the maximum number of images allowed. The Eagle image can be used with the Shrike and Hawk images. Once the missile is used, the power of the image is expended.
- *Firefly/Scarab Beetle* (1 day/1 hour): This image can be carved upon a staff, wand, or amulet. It provides the equivalent of the 1st-level priest spell light on command. The light can be extinguished and renewed as the bearer wills for the duration of images' power.

- *Fox/Monkey* (1 day/1 hour): When inscribed upon an amulet, a cloak, or a pair of gloves, the Fox symbol adds +10% to all thief skill rolls for the image's duration.
- *Gull* (3 months/3 days): The totemic image of a gull can be carved or painted on the mast or tiller of a ship. It adds 6 to the ship's movement rate. While numerous Gulls are often inscribed on a ship, sometimes intertwined with Dolphins and other sea images, multiple images do not increase the symbol's effectiveness.
- *Hawk* (1 week/1 hour): When inscribed on an arrow, spear, or other missile weapon, this symbol increases short, medium, and long ranges by 20 yards (60 yards total). Thus a short bow's range (50/100/150), becomes equal to a long bow's range (70/140/210). The Hawk image (as the Eagle) can be inscribed only on the missile itself. Only one Hawk image can be inscribed on a missile at any one time. This symbol can be used with Eagle and Shrike images, within the limitations listed under those symbols. Once the missile is used, the power of the image is expended.
- *Horse/Zebra* (1 day/1 hour): This image can be inscribed upon a pair of shoes, boots, or sandals. While bearing the rune, the user has a basic movement rate of 18 if man-sized, 12 if small.
- *Mountain Lion/Tiger* (1 day/1 hour): This image can be inscribed upon an amulet, pendant, or any piece of jewelry or adornment. While wearing the object, the bearer is surprised only on a roll of 1.
- *Otter/Crocodile* (1 day/1 hour): The totemic image of an otter is often inscribed upon a small pendant or earring. It gives the bearer the ability to swim like an otter (swim 18) and remain submerged without the need to breath for as long as 5 minutes at a time.
- *Owl* (1 day/1 hour): The bearer of this symbol, which can be inscribed upon a pendant, amulet, brooch, torc, or circlet, can see in total darkness without penalty for the above duration.
- *Raven/Ibis* (1 day/1 hour): The bearer of this symbol, which can be inscribed upon a pendant, amulet, brooch, torc, or circlet, receives a +1 saving throw bonus against spells and mental attacks.
- *Salmon/Python* (1month/3 days): This symbol can be carved on the gunwales of a small boat. Like all boats, the vessel can then move downstream freely, but it can also move upstream at half the rate of the current, without the occupants having to row or expend any similar effort.
- *Shrike* (1 week/1 hour): A single Shrike symbol increases a missile's damage by +1. Like the Eagle and Hawk images, it can be inscribed only on a missile. Three Shrike symbols increase damage by +2, the maximum bonus. The Shrike image can be used with the Hawk and Eagle symbols. Once used, the power of the image is expended.
- *Snake* (1 day/1 hour): The Snake symbol can be inscribed upon an amulet, pendant, clothing, armor, or virtually any object that can be kept on an individual's person. While wearing the object, the bearer reduces the saving throw of any creature the bearer casts a charm or hold spell on by 1.
- *Stag/Cheetah* (1 day/1 hour): The Stag symbol can be inscribed upon an amulet, pendant, clothing, armor, or virtually any object that can be kept on an individual's person. While wearing the object, the bearer receives a +6 bonus to his or her movement rate, and the ability to make running leaps of 20 feet, usable in one encounter.
- *Thunderbird/Lion* (1 day/1 hour): This image can be inscribed upon an amulet, pendant, clothing, armor, or virtually any object that can be kept on an individual's person. While wearing the object, the bearer receives a +1 bonus to attack rolls and +1 to any saving throw against fear.
- *Tortoise/Rhinoceros* (1 week/1 day): The Tortoise symbol can be inscribed on a piece of armor, an amulet, or a pendant. Once inscribed, the symbol improves the wear's Armor Class by 1. Only one such symbol can be worn by an individual at any time.
- *Whale* (3 months/3 days): Ships with this image carved into the strakes, gunwales, or ram need not make a Seaworthiness check if they ram another vessel. If ramming a living creature, the vessel inflicts 2d6 points of damage per 20 cargo tons (to a maximum of 9d6) against living creatures.
- *Wolf/Hyena* (1 day/1 hour): This image can be inscribed upon an amulet, pendant, clothing, armor, or virtually any object that can be kept on an individual's person. While wearing the object, the bearer receives a +1 bonus to any tracking roll.

Touch of Loviatar

See Loviatar's caress.

Touch of the Styx

(Enchantment/Charm, Invocation/Evocation)

Sphere: Thought



Level: 4

Range: Touch

Components: V, S

Casting Time: 7

Duration: Instantaneous

Area of Effect: Creature touched

Saving Throw: Neg.

This spell is a more potent version of the 2nd-level wizard spell *forget*. *Touch of the Styx* causes the subject to lose all memory of the last 24 hours unless a saving throw is made. There is no way to restore this memory except by relearning what occurred from the accounts of others.

In addition to normal verbal and somatic components, this spell requires that the caster have touched the true waters of the Styx sometime in his life. While this spell resembles *blessed forgetfulness*, it was actually developed independently and (unlike that spell) is usually not used by priests aligned with the archons of Mount Celestia.

Notes: Rare for planar priests. Unlikely to be learned except through visiting the Outer Planes.

Special Note: Canny spellcasters know that just *touching* the Styx on Pandemonium has no effect on memories—a convenient loophole for would-be casters of this spell.

Touch of the Talontar

(Alteration, Necromancy)

Sphere: Combat, Necromantic

Level: 4

Range: 0

Components: V, S

Casting Time: 7

Duration: 1 turn

Area of Effect: Touched beings

Saving Throw: Special

This spell creates a flickering brown radiance around the caster's hand or another chosen limb that lasts for 1 turn. While this radiance glows, the priest can attempt to touch and affect as many creatures as he or she has normal attacks within that period of time. All creatures the priest manages to touch during that time become the victims of *touch*

of the Talontar save for those beings the caster wills, during contact, the magic not to harm. A successful attack roll is required to touch a creature. If such a touch is made to any part of the creature (armor or clothing can be touched, as bare flesh contact is not required), the brown light flashes, and the creature must make a saving throw vs. spell.

If the saving throw succeeds, the creature takes 1 point of damage; the corrosive magic eats a hole in any armor or garment worn and causes a disfiguring eruption of the skin beneath the touched area into raw welts; and the spell's effects end for that creature. This wound inflicts a temporary loss of 2 points of Charisma upon the creature, but the wound vanishes and the ability score points are regained through normal healing rest or the use of curative magic (such as a *cure light wounds*).

If the saving throw fails, the creature suffers 6 points of damage and is *slowed* (as the spell) instantly until the end of the following round. On this second round, the creature must make another saving throw. If it succeeds, the creature suffers 1 point of damage, is corroded as discussed above, and the spell's effects end for that creature. If this second saving throw fails, the creature suffers 3d6 points of additional damage and must make a



Constitution ability check and a Strength ability check. If both succeed, the spell's effects end for that creature. If one fails, the creature falls unconscious and takes an additional 1d8 points of damage but can be roused on the following round or later if still alive. If both checks fail, the creature takes an additional 1d10 points of damage, falls into a coma instantly, and cannot be roused by any known means for 1d12+2 rounds.

Once the *touch of the Talontar* is cast, the casting priest is free to take any other desired actions, including touching other creatures (within the spell duration), casting other spells, or attacking with a weapon. Note that the effects of touch of the Talontar cannot be transmitted through a weapon, but only through the hand of the casting priest.

Notes: Granted by Talona, Mistress of Disease, of the FORGOTTEN REALMS setting.

Touchsickle

(Alteration)

Sphere: Combat, Plant

Level: 2

Range: 0

Components: V, S

Casting Time: 5

Duration: 2 rds./level

Area of Effect: The caster

Saving Throw: None

By means of this spell, one of the caster's hands temporarily becomes a wooden magical weapon. The extremity is able to strike creatures who can be hit only by magical weapons of +2 enchantment or less. The extremity gains no attack bonus, but its slightest touch does the same slashing (Type S) damage as a sickle: 1d4+1 points of damage vs. smaller than man-sized or man-sized creatures, 1d4 points of damage vs. larger than man-sized creatures.

A druid can use the enchanted extremity to harvest mistletoe as though it were a gold or silver sickle.

Notes: Granted by Eldath, the Green Goddess of the FORGOTTEN REALMS setting.

Tracking

(Divination)

Sphere: Divination

Level: 2

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn + 1 turn/level

Area of Effect: The caster

Saving Throw: None

This spell detects psychic impressions left by creatures moving through an area. The druid first takes an object closely related to the creature being tracked, such as a favorite article of clothing, a lock of hair, or a blood spoor, and attunes to the quarry's psychic pattern by casting the spell on the object. After this, any psychic trace of the same pattern glows in the vision of the caster. The fresher the psychic "tracks," the brighter they glow.

These impressions are visible up to two days old per level of the druid. This spell can detect the passage of creatures under the influence of a *pass without trace* spell; it can also detect the passage of another druid.

Notes: Uncommon spell for druids.

Trance

(Divination)

Sphere: Divination

Level: 1

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 120-ft. radius

Saving Throw: None



With this spell the shukenja enters a deep trance, during which he cannot move, speak or take any action. While in the trance, the shukenja is highly attuned to the powers and forces in the surrounding area. As such, the trance allows the shukenja to discover whether any supernatural or magical effects are at work in the area. For each round the shukenja remains in the trance, he or she feels the presence of any one lesser spirit, greater spirit, curse, permanent magical effect, or haunting, provided this is in the area of effect. The shukenja is able to determine the general type of thing contacted (natural spirit, evil haunting, etc.), but cannot communicate with it in any way or gain any other information about it. For example, the party stops at a deserted temple for the night. The shukenja enters into a trance, hoping

to learn if supernatural forces are at work here. From the trance she learns that an evil spirit is haunting the temple. So prepared, the party can ready appropriate defenses or leave.

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

Transfer Curse — Shaman

(Necromantic)

Sphere: Protection

Level: 4
Range: Special
Components: V, S, M
Casting Time: 1 turn
Duration: Special
Area of Effect: Special
Saving Throw: None



Very similar to the *transfer offense* spell, this spell transfers a curse or malign spell from its victim to an animal scapegoat. The method of casting the spell is identical—the creature is dressed with objects representing the victim of the curse, or the curse itself, and driven from the village.

Any normal spell can be transferred in this way, regardless of the relative levels of the shaman and the original caster. Wizards' and priests' magics, spirits' curses and the spells of extraplanar creatures can all be transferred.

Notes: Restricted to shamans, uncommon.

Transfer Offense — Shaman

(Necromantic)

Sphere: Protection

Level: 3
Range: Special
Components: V, S, M
Casting Time: 1 turn
Duration: Special
Area of Effect: Special
Saving Throw: None



This spell takes the wrong-doings of a community and ritually "transfers" them to an animal (a "scapegoat"). Any spirits that are displeased with a community will recognize the efforts by the shaman, and will accept that the burden of guilt has been shifted to the scapegoat, and thus the community's standing is restored in their eyes. This is handy if someone has misbehaved so badly that mere sacrifice is insufficient to appease the spirits, if the crimes cannot be precisely determined, or if the perpetrator is unable or unwilling to beg forgiveness.

An animal such as a goat or an ox is selected, and symbolically dressed in the village's wrongs: representative ribbons, thongs, or ropes are tied to its horns, or the clothing of wrongdoers (if they are identified) are strapped to its back. A short speech or ceremony is then given, and the beast is driven or led away from the village, to be destroyed by wild animals.

It is considered unlucky if the beast returns to the village, if a hunter should slay it and—particularly—if any human, demihuman, or humanoid should eat its meat (see sidebar).

The animal and the items attached to it are the focus for the spell.

Notes: Restricted to shamans, uncommon.

Eating a Scapegoat Animal

Eating the meat of a scapegoat violates tribal taboos and visits trouble on the perpetrators, in addition to the effects on the tribe. These ills are permanent until countered either by the tribal shaman or by a priest of at least 12th level. Typical ills include:

- They become sickly (-3 Constitution, and always suffering from some petty ailment).
- Poor hunting luck (-2 to all rolls involving hunting, fishing, archery, and the like.)
- Ancestors' curse (as 4th-level *bestow curse* spell)
- A spirit animal of roughly the perpetrator's power attacks. If slain it reappears the next month.
- Any game they kill or meat they butcher will be rancid.
- Any plants they tend will die within the month.

Transformation

Quest spell, see appendix.

Translate

(Alteration)

Sphere: Divination

Level: 2
Range: 0
Components: V, S, M
Casting Time: 1 rd.
Duration: 3 turns/level
Area of Effect: 1 text or scroll
Saving Throw: None

This spell allows the priest to read texts (scrolls, maps) written in a foreign language (including Thieves' Cant). It does not allow the reading of wizard-magic texts or the deciphering of coded messages. The spell can be used in conjunction with a *scribe* spell if the translation is to be written down. Any scroll containing a spell or recipe for a potion or powder cannot be translated.

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

Tranquility, Eldath's

See Eldath's tranquility.

Transformation, Sustarre's

See Sustarre's transformation.

Transmute Dust to Water

Reversed form, transmute water to dust.

Transmute Magma to Rock

Reversed form, transmute rock to magma.

Transmute Metal to Wood

(Alteration)

Sphere: Elemental Earth

Level: 7

Range: 80 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 metal object

Saving Throw: Special

The *transmute metal to wood* spell enables the caster to change an object from metal to wood. The volume of metal cannot exceed a maximum weight of 10 pounds per experience level of the priest. Magical objects made of metal are 90% resistant to the spell, and those on the person of a creature receive the creature's saving throw as well. Artifacts and relics cannot be transmuted. Note that only a *wish* spell or similar magic can restore a transmuted object to its metallic state. Otherwise, for example, a metal door changed to wood would be forevermore a wooden door.

Notes: Common for druids (PHB).

Transmute Mud to Rock

Reversed form, transmute rock to mud.

Transmute Rock to Magma

(Alteration)

Reversible

Sphere: Elemental Magma

Level: 6

Range: 10 yds./level

Components: V, S

Casting Time: 2 rds.

Duration: Special

Area of Effect: 5 cube/level

Saving Throw: Vs. paralysis



This spell turns a patch of rock or solid earth into fiery magma by superheating it in a matter of seconds. Anything caught within the area should make a saving throw vs. paralysis or take 6d8 points of damage. The magma will remain for about 2 days, and then cool to a black circle of ash.

The reverse *transmute magma to rock* is only of temporary duration. It transforms magma to stone cool enough to walk on for one hour.

Notes: Uncommon for priests of the DARK SUN setting.

Transmute Rock to Mud

(Alteration)

Reversible

Sphere: Elemental Earth, Elemental Water

Level: 5

Range: 160 yds.

Components: V, S, M

Casting Time: 8

Duration: Special

Area of Effect: 20-ft. cube/level

Saving Throw: None

This spell turns natural rock of any sort into an equal volume of mud. If it is cast upon a rock, for example, the rock affected collapses into mud. Magical or enchanted stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet.

Creatures unable to levitate, fly, or otherwise free themselves from the mud sink at the rate of 1/3 of their height per round and eventually suffocate, save for lightweight creatures that could normally pass across such ground. Brush thrown atop the mud can support creatures able to climb on top of it, with the amount required decided by the DM. Creatures large enough to walk on the bottom can move through the area at a rate of 10 feet per round.

The mud remains until a successful *dispel magic* or *transmute mud to rock* spell restores its



substance—but not necessarily its form. Evaporation turns the mud to normal dirt at a rate of 1d6 days per 10 cubic feet. The exact time depends on exposure to the sun, wind, and normal drainage.

The reverse, *transmute mud to rock*, hardens normal mud or quicksand into soft stone (sandstone or similar mineral) permanently unless magically changed. Creatures in the mud are allowed a saving throw to escape before the area is hardened to stone. Dry sand is unaffected.

The material components are clay and water (or sand, lime, and water for the reverse).

Notes: Common for druids (PHB).

Transmute Water to Dust

(Alteration)

Reversible

Sphere: Elemental Water

Level: 6

Range: 60 yds.

Components: V, S, M

Casting Time: 8

Duration: Instantaneous

Area of Effect: 1 cu. yd./level

Saving Throw: Special

When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. Note that if the water is already muddy, the area of effect is doubled, while if wet mud is present, the area of effect is quadrupled. If water remains in contact with the transmuted dust, the former quickly permeates the latter, turning the dust into silty mud, if a sufficient quantity of water exists to do so, otherwise soaking or dampening the dust accordingly.

Only the liquid actually in the area of effect at the moment of casting is affected. Potions that contain water as a component part are rendered useless. Living creatures are unaffected, except for those native to the elemental plane of Water. Such creatures must roll a successful saving throw vs. death or be slain; however, only one such creature can be affected by any single casting of this spell, regardless of the creature's size or the size of the spell's area of effect.

The reverse is simply a very high-powered *create water* spell that requires a pinch of normal dust as an additional material component.

For either usage of the spell, other components required are diamond dust of at least 500 gp value, a bit of seashell, and the caster's holy symbol.

Notes: Common for druids (PHB).

Transport Via Plants

(Alteration)
Sphere: Plant

Level: 6
Range: Touch
Components: V, S
Casting Time: 4
Duration: Special
Area of Effect: Special
Saving Throw: None

By means of this spell, the caster is able to enter any large plant (human-sized or larger) and pass any distance to a plant of the same species in a single round, regardless of the distance, separating the two. The entry plant must be alive. The destination plant need not be familiar to the caster, but it also must be alive. A caster uncertain of the destination plant, need merely determine direction and distance, and the *transport via plants* spell moves him as close as possible to the desired location. There is a basic 20% chance, reduced by 1% per level of experience of the caster, that the transport delivers the caster to a similar species of plant from 1 to 100 miles away from the desired destination plant. If a particular destination plant is desired, but the plant is not living, the spell fails and the caster must come forth from the entrance plant within 24 hours. Note that this spell does not function with plantlike creatures—for example, shambling mounds, treants, and so on. The destruction of an occupied plant slays the caster (see the *plant door* spell).

Notes: Common for druids (PHB).

Treasure Scent

(Divination)
Sphere: Divination

Level: 1
Range: 0
Components: V
Casting Time: 4
Duration: 1 rd./level
Area of Effect: 20-ft. radius
Saving Throw: None

This simple spell enables a priest to detect precious metals and gems within a 20-foot radius. The priest can determine the type of metal or gem as well as the total number of individual pieces, whether they be gems, nuggets, or coins, but not the actual value of the treasure by means of this spell. The effect is centered on and mobile with the caster.

Although spellcasters cannot immediately divine the location of any treasure detected, they

can tell if they are getting closer (“warmer”) or farther (“colder”) from the largest group of unknown items. For example, if a priest were aware of the treasure carried by his companions and himself, he could ignore their carried coins while honing in on a buried chest of gems. Likewise, if a chest of 1,000 copper coins and a chest of 100 gold coins were buried in separate locations in the same room, by means of this spell the priest could find first the copper pieces and then begin to home in on the location of the gold.

When casting this spell, the priest must make repeated sniffing sounds as the verbal component. Tiamat requires that any priest employing this spell sacrifice 20% of any newly located treasure to her within 10 days of its discovery or face her wrath.

Notes: Granted by the evil dragon god, Tiamat, to human worshipers.

Tree

(Alteration)
Sphere: Plant

Level: 3
Range: 0
Components: V, S, M
Casting Time: 6
Duration: 1 hr. + 1 turn/level
Area of Effect: The caster
Saving Throw: None

By means of this spell, the caster is able to assume the form of a small living tree or shrub or that of a large dead tree trunk with but a few limbs. Although the closest inspection cannot reveal that this plant is actually a person, and for all normal tests he is, in fact, a tree or shrub, the caster is able to observe all that goes on around him just as if he was in normal form. The Armor Class and hit points of the plant are those of the caster. The caster can remove the spell at any time, instantly changing from plant to his normal form and having full capability for any action normally possible (including spellcasting). Note that all clothing and gear worn or carried change with the caster.

The material components are the priest’s holy symbol and a twig from a tree.

Notes: Common for druids (PHB).

Tree Growth

(Enchantment)

Sphere: Elemental Air, Elemental Earth

Level: 6
 Range: 0
 Components: V, S, M
 Casting Time: 8
 Duration: 1 rd.
 Area of Effect: Special
 Saving Throw: None



Through this spell, a priest can cause a normal tree to grow from a seed to full size in only one round. The tree itself is not magical; only its accelerated growth is a magical effect. The priest must place the seed where he wishes the tree to grow; if this is not already on a soil or earth surface, the tree will seek out soil no more than 1 foot below, even through rock or metal. A priest who wishes to simply drop the seed can do so; if the priest wishes to toss the seed to some specific location within 12 feet, a successful Dexterity check is required—failure means a missed, but by no more than 3 feet. During its rapid growth, the tree tries to attain its full size and height, smashing through barriers with a Strength score of 25. Wooden structures splinter; rock walls, ceilings, and foundations split and crumble; even metal barriers bend or split against the massive growth of the tree. Should a structure collapse because of the tree's growth, creatures may have to make a saving throw vs. spell or take damage, at the DM's option. Though rapid, the growth of the tree can easily be avoided by most characters and creatures.

The material component is the seed itself, which must be undamaged but need not be magically enchanted before this spell is cast.

Notes: Common for priests of the DARK SUN setting.

Tree Healing

(Alteration, Necromancy)

Sphere: Healing, Necromantic, Plant

Level: 5
 Range: 0
 Components: V, S
 Casting Time: 8
 Duration: Special
 Area of Effect: The caster and one tree
 Saving Throw: None

This spell enables a wounded priest to pass into the interior of a tree and remain hidden within it for as long as desired, being healed by the natural nutrients of the tree. During this time, the caster can see and hear the surroundings of the tree perfectly but is concealed from all forms of detection by the magic of the spell and protected by the tree from any extremes of heat, cold, rain, sunlight, snow, and other conditions. The tree itself gives off no magical aura and is not marked by the caster's entry in any way. All the caster's bodily processes are suspended, so the caster has no need to sleep, breathe, or eat. The caster regains 1 hit point every 6 turns of continuous existence inside the tree. There is a 40% chance that the tree will neutralize any disease the caster may be carrying, regardless of whether or not the caster is aware of the condition. If more than one disease is present, determine the result separately for each. *Tree healing* can do nothing against any poisons except tree poisons, which it always neutralizes.

If a tree containing a priest is damaged, the priest takes half of the damage but is free to leave the tree at any time. The caster can use his or her spells or magical items carried to heal the tree from within. Offensive magic must be cast from outside the tree, or the tree is destroyed.

Once the caster of a *tree healing* spell leaves the tree, the magic ends. Reentry is impossible without another casting of the spell. The caster priest can, however, reach out of the tree to speak, gesture, or discard items, and then duck back in, so long as some part of his or her body remains within the tree. The spell brings all items worn or carried by the caster into the tree, but other items cannot be brought in later. If the priest reaches out of the tree and picks anything up, it cannot pass into the tree.

A *tree healing* can never be used to enter treants or other sentient forest plants. Any physical damage deliberately done by the priest to the tree while within it results in his or her unceremonious expulsion from the tree, whether the tree is sentient or not.



Notes: Granted by the nature deities Mielikki and Gwaeron Windstrom of the FORGOTTEN REALMS setting, and the elven deity Rillifane Rallathil.

Tree Nap — Gnome

(Illusion/Phantasm, Necromancy)

Sphere: Plant

Level: 4

Range: 0

Components: V, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: The caster

Saving Throw: None

By means of this spell, the caster is able to draw on the healing power of a living tree while cloaked in an illusory guise resembling part of the tree. This spell can be cast only when the caster has taken a position in contact with the chosen tree that can be maintained for an extended period.

As long as the caster does not move (aside from small shifts in position) or break contact with the tree, he or she is cloaked by a simple illusion, appearing as a natural part of the tree. For example, if the priest who sits on the ground and leans against the base of the tree might appear to be an above-ground root. A caster who stretches out horizontally along a tree limb might appear to be part of a thick branch. A priest who curls up in a ball and sits at the base of a branch where it joins the trunk might appear to be a large burl. However, any method that can discern illusions or reveal hidden creatures reveals the caster's position immediately, although that will not automatically end the spell effect.

A caster who gets a full night's sleep (8 hours) while the spell is in effect can tap into the life force of the tree. A night's sleep under the effect of a *tree nap* is equal to complete bed-rest, and naturally heals 3 points of damage for the day. If the tree is an oak, the healing is doubled to 6 hit points. If the oak is the home of a dryad or hamadryad, the healing is doubled again, to 12 hit points for a single night's sleep.

The material components are the caster's holy symbol and a drop of tree sap.

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

Tree Spirit

(Necromancy)
Sphere: Plant

Level: 7
Range: Touch
Components: V, S
Casting Time: 1 turn
Duration: Instantaneous
Area of Effect: 1 tree
Saving Throw: None

Tree spirit permanently links the soul of the caster with a tree, usually chosen carefully for its health, vigor, and remote environment. Casting this spell joins the life force of the druid with that of the tree; as long as the tree lives, the caster ages at one-tenth the normal rate. (Because the spell causes the tree to devote all its energy to maintaining health rather than growth, it always remains exactly the size it was at the time of casting.) Moreover, the caster's spirit merges with the tree at the character's death. No form of reincarnation or resurrection (except a *wish*) on the character's body will work unless it lies within 10 feet of the tree.

One year after the caster dies, the druid's spirit animates the tree as a treant. (DMs should roll up treant statistics for the tree at the time the spell is cast, to determine the tree's Armor Class, Hit Dice, etc.) The chosen tree must be of treant height; the exact size determines the size of the new treant, which possesses the caster's memories and personality but has no granted powers or spellcasting ability. It must communicate as a treant.

The DM decides whether to consider this treant an NPC or allow the player to control it. (DMs should use the guidelines that apply to PCs who become lycanthropes or undead.)

However, a druid who uses *tree spirit* to link with a tree suffers any physical damage inflicted on the tree. For instance, if someone hacks at the tree with an axe and causes 4 points of damage, the druid also loses 4 hit points; the druid knows the tree has been harmed, but does not know the nature of the injury.

If the tree dies but does not sustain enough damage to kill the caster, the druid is stunned for 1d6 rounds and must make a successful System Shock roll to avoid death. Spells that heal the druid do not affect the tree.

Damage to the druid does not affect the tree, as the extra energy the tree expends on strength and health makes any damage the druid sustains negligible to the tree. However, it's usually in the druid's best interest to have an animal friend or two guard the tree.

In addition, the druid should choose the tree carefully. If the surrounding land is cleared for

construction work or lumber before the druid's prolonged life span finally ends, the druid is in trouble.

Casting *tree spirit* first requires a full month's preparation. The druid lives near the tree during this time of prayer and mediation. Then a private bonding ceremony is conducted at the height of a solstice. This spell often is cast by ancient druids, who wish to preserve their wisdom or make sure their groves remain defended even after their death.

Notes: Uncommon for druids; otherwise virtually unknown.

Tree Steed

(Alteration, Enchantment/Charm)

Sphere: Travelers

Level: 4
Range: 10 yds.
Components: V, S, M
Casting Time: 7
Duration: 1 hr./level
Area of Effect: 1 log or plank
Saving Throw: None

This spell enchants a log, plank, or similar piece of wood to become a temporary steed. The log or plank must be at least 1 foot wide, 3 inches thick, and 3 to 10 feet long. Any type of wood is suitable.

When the spell is cast, the log sprouts four wooden, horselike legs. The tree steed can be ridden like a normal horse and can be used to carry equipment. The *tree steed* can carry up to 600 pounds of riders and gear before breaking. If the *tree steed* breaks under the weight of the riders or gear, the enchantment instantly ends and the *tree steed* again becomes a normal (although broken) log or plank.

The *tree steed* obeys all of the caster's verbal commands to move, slow, speed up, stop, and turn. It has a movement rate of 12 on land. It can move in the water (swim 6), floating on the surface and paddling with its legs. The *tree steed* must remain within 10 yards of the caster in order to move; if the distance between the *tree steed* and the caster exceeds 10 yards, the tree steed stops until the caster is again within range.

The *tree steed* will not fight for the caster and is incapable of any action other than movement. The *tree steed* does not become fatigued and does not eat. It has all the vulnerabilities of normal wood, including fire, and can be damaged by both magical and physical attacks. It has AC 8 and 20 hit points.

The material components are a log or plank of suitable size and a horseshoe.

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

Trip

(Enchantment/Charm)

Sphere: Plant

Level: 2

Range: Touch

Components: V, S

Casting Time: 5

Duration: 1 turn/level

Area of Effect: 1 object up to 10 ft. long

Saving Throw: Neg.

This magic must be cast upon a normal object—a length of vine, a stick, a pole, a rope, or a similar object. The spell causes the object to rise slightly off the ground or floor it is resting on to trip most creatures crossing it, if they fail their saving throws vs. spell. Note that only as many creatures can be tripped as are actually stepping across the enchanted object. Thus a 3-foot-long piece of rope could trip only one man-sized creature. Creatures moving at a very rapid pace (running) when tripped suffer 1 point of damage and are stunned for 1d4+1 rounds if the surface they fall upon is very hard (if it is turf or other soft material, they are merely stunned for the rest of that round). Very large creatures, such as elephants, are not at all affected by a



trip spell. The object continues to trip all creatures passing over it, including the spellcaster, for as long as the spell duration lasts. A creature aware of the object and its potential adds a +4 bonus to its saving throw roll when crossing the object. The enchanted object is 80% undetectable unless a means that detects magical traps is employed or the operation of the spell is observed. This spell does not function under water.

Notes: Common for druids (*PHB*).

Triple Mask

(Illusion/Phantasm, Necromancy)

Sphere: Necromantic, Protection

Level: 5

Range: 0

Components: V, S, M

Casting Time: 8

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: Special

This spell transports the caster's real body and gear to an extradimensional space and creates three identical, solid images of the caster on the spot where the caster stood. These solid illusions have no intellect and cannot wield or cast magic, but otherwise look and act just like the caster, who controls them all. The images can carry things, speak, and even launch (nonspell) attacks at the caster's normal THAC0, employing their nonmagical duplicates of whatever gear and weaponry the caster had on his or her person at the time the spell was cast. The images act independently and can travel any distance apart from each other without affecting the operation of the triple mask. This spell is often used by casters who want to be present at a dangerous meeting or journey but somehow remain safe.

The caster must be in contact with/linked to one of the images at the beginning of a round and stay "in" that image until the end of the round; in the meantime, the other two images carry out any instructions they were given at the end of the preceding round. When the round ends, the caster can instantly, silently, and untraceably switch to another image. At the same time, the caster can alter the orders for the other two images. No switch need be made if the caster does not desire to, and the caster can see and hear (but not smell, feel, or taste) through the eyes and ears of all three images at all times.

Images that are destroyed when the caster is not in them do the caster no harm. One image's

destruction does not end the spell or visibly affect the other two images—but if the image the caster is linked to is destroyed, the spell ends, all three images vanish instantly, the caster appears in the location of the destroyed image, and the caster suffers 1 point of damage for each experience level he or she currently possesses.

When this spell is cast, the caster must make a System Shock survival roll. If it fails, the caster falls unconscious but takes no other harm, and the spell is wasted without taking effect. When the spell ends normally, the caster returns to the last position of any of the remaining images when the spell expired.

The material components are three peas.

Notes: Granted by Leira, Lady of Mists, of the FORGOTTEN REALMS setting.

True Name — Savant

(Divination)

Sphere: Divination

Level: 6

Range: 10 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 1 creature or object

Saving Throw: Special

This spell allows the savant to discover the true name of a creature if it fails a saving throw vs. spell. Also, the spell can be used to discover the command word of a device (no saving throw allowed).

The material component is a *potion of ESP*, which is consumed by the caster.

Notes: Restricted to cleric-savants. (Updated from *DRAGON* Magazine.)

True Seeing

(Divination)

Reversible

Sphere: All

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: 1 rd./level

Area of Effect: Creature touched

Saving Throw: None

When the priest employs this spell, he confers upon the recipient the ability to see all things as they actually are. The spell penetrates normal and

magical darkness. Secret doors become plain. The exact location of displaced things is obvious. Invisible things become quite visible. Illusions and apparitions are seen through. Polymorphed, changed, or enchanted things are apparent. Even the aura projected by creatures becomes visible, so that alignment can be discerned. Furthermore, the recipient can focus his vision to see into the Ethereal Plane or the bordering areas of adjacent planes. The range of vision conferred is 120 feet. *True seeing*, however, does not penetrate solid objects; it in no way confers x-ray vision or its equivalent. Furthermore, the spell effects cannot be further enhanced with known magic.

The spell requires an ointment for the eyes that is made from very rare mushroom powder, saffron, and fat and costs no less than 300 gp per use.

The reverse, *false seeing*, causes the person to see things as they are not: rich is poor, rough is smooth, beautiful is ugly. The ointment for the reverse spell is concocted of oil, poppy dust, and pink orchid essence.

For both spells, the ointment must be aged for 1d6 months.

Notes: Common for clerics (*PHB*).

True Seeing — Shukenja

(Divination)

Reversible

Sphere: All

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: 1 rd./level

Area of Effect: 120-ft. sight range

Saving Throw: None



The shukenja using this spell sees all things as they truly are, including secret doors, displaced beings, and invisible, ethereal, and astral persons and things. Illusions are pierced, and polymorphed, altered, and magicked things appear as they should be. Alignments can be determined. The spell's reverse, *false seeing*, causes the person affected to see the reverse of the truth.

Both spells require an ointment that must be aged for 1d6 months, the ointment for true seeing is made of rare powdered mushrooms, saffron, and fat, while the reverse contains oil, poppy dust, and mare's sweat.

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

Truemetal

(Divination)

Sphere: Divination

Level: 1

Range: 10 yds.

Components: S,

Casting Time: 4

Duration: 1 rd.

Area of Effect: A 30-ft.-radius, 90-degree arc in the direction the caster is facing

Saving Throw: None

This spell enables the caster to detect the true consistency and components of any metal that is within range and in the general direction (90° arc) the priest is facing when the spell is completed or that enters this area during that round. The spell also tells whether such metal radiates a *dweomer* or not. Though this spell can be used to find concealed money or weapons or reveal magical weapons, it is usually employed to ferret out false coins, coinage containing lead or made of a thin coating of one metal over another, and magical or enspelled coins, since a common method of harming or spying on a rival merchant is with magic carried by a coin that passes into the rival's possession.

Notes: Granted by the lesser power Waukeen Merchant's Friend of the FORGOTTEN REALMS setting.

Tsunami

(Conjuration/Summoning)

Sphere: Elemental Water



Level: 7

Range: 200 yds. + 50 yds./level

Components: V, S, M

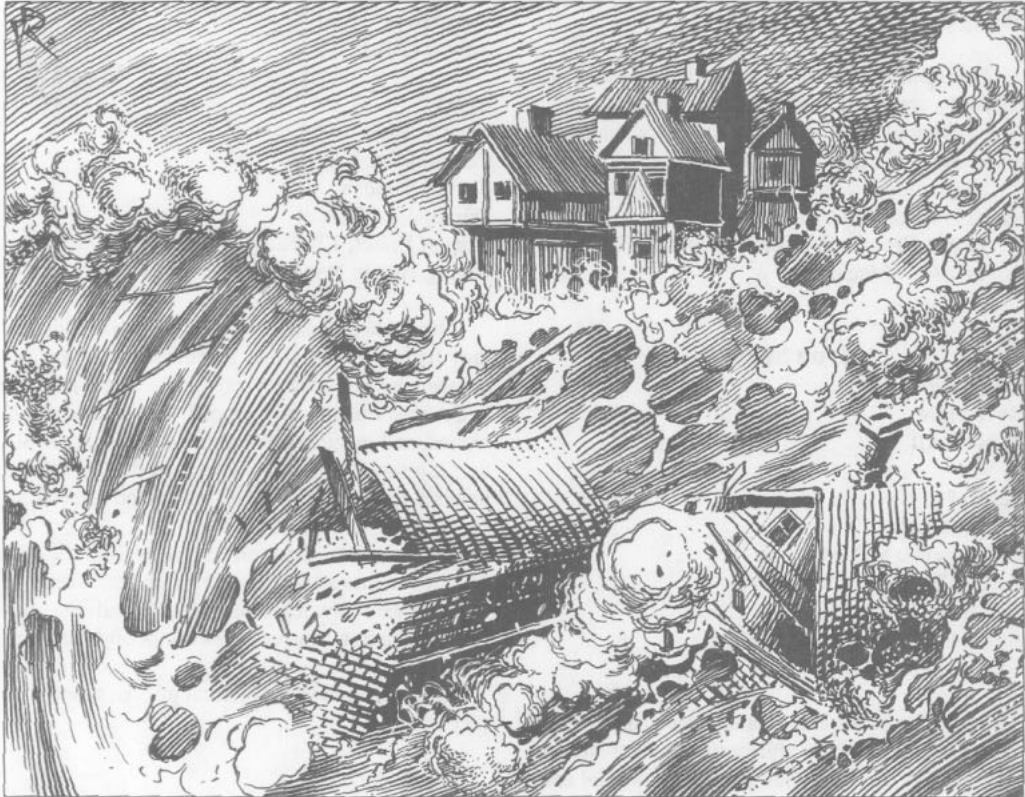
Casting Time: 3 rds.

Duration: Special

Area of Effect: Wave 2 ft. high and 10 ft. long/level

Saving Throw: None

This mighty spell summons a *tsunami*, or gigantic wave, from any major body of water. The body of water must be at least 1 mile in width, so in most circumstances the *tsunami* can be summoned only from the sea, large lakes, or extremely big rivers. The wave is 2 feet high and 10 feet long for each level of experience of the caster, so a 15th-level priest would summon a *tsunami* 30 feet high and 150 feet wide. The wave can appear anywhere within the spell's range and immediately sweeps



forward in the direction specified by the caster. This may take it out of the allowed range or even back at the casting priest. The *tsunami* moves at a rate of 24 (240 yards per round) and lasts one round at 14th level, two rounds at 18th level, or three rounds at 22nd or higher level.

Ships caught by the *tsunami* must make a seaworthiness check (see Table 77: Ship Types in the *DMG*) with a penalty equal to the wave's height in feet. For example, a *tsunami* created by a 15th-level caster would inflict a -30% penalty to a vessel's seaworthiness check. If the check is failed, the vessel capsizes and sinks in 1d10 rounds, with the possible loss of those aboard. Human or humanoid swimmers caught in the wave must make a saving throw vs. death magic or be drowned in the wave; any creature in the water in the wave's path will be carried along as long as it lasts.

If the priest sent the wave towards the shore, the *tsunami* loses 5 feet of height for every 20 yards it travels; a 30-foot wave could wash 120 yards inland before there was nothing left of it. Creatures caught in the area sustain 1d4 points of damage for every 5 feet of height the *tsunami* currently possesses and are carried along until it ends. Air-breathing creatures must make saving throws vs. death magic or be drowned outright by this treatment. Wooden buildings have a chance equal to three times the wave's current height of being destroyed by the *tsunami* (90% for a 30-foot wave, for example) while stone buildings have a chance equal to the wave's height (or 30% for a 30-foot wave). Topography may influence or channel the wave's advance, so a good-sized hill could stop a *tsunami* cold, although its seaward face may be denuded of creatures and vegetation by the wave.

This spell, in the hands of a high-level priest, can blanket an awesome amount of territory and literally destroy or drown anything in its path. The *tsunami* is so strenuous a spell that the priest is exhausted and helpless for 1d6 hours after summoning it.

Notes: Uncommon for druids (*PO:SM*).

Tsunami — Shukenja

(Invocation/Evocation)

Sphere: Elemental Water

Level: 7

Range: 240 yds.

Components: V, M

Casting Time: 1 turn

Duration: 1d4 rds.

Area of Effect: Variable

Saving Throw: Special

This spell creates a huge, racing wall of water that destroys structures of less than the sturdiest stone construction. The size and destructive power of the wave depends on the amount of water present, and can be up to 10 feet high per level of the *shukenja*. An average river can wash away a farmstead; an ocean can inundate an entire town. The *tsunami* washes away and scatters unprotected creatures with up to 3 Hit Dice (save vs. death or drown). Unprotected creatures with 4 or more Hit Dice take 3d6 points of damage per round of exposure. The *tsunami* has the same effect as an *earthquake* spell on all structures except those made of solidly constructed stone.

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

Tsunami, Istishia's

See Istishia's *tsunami*.



Tumblethorns

(Alteration)

Sphere: Plant

Level: 2

Range: 30 yds.

Components: V, S, M

Casting Time: 5

Duration: 1 rd.

Area of Effect: 1 creature

Saving Throw: ½

This spell transforms a single thorn (a sharp protuberance that has grown on any sort of plant at any time in the past, held by the priest during casting) into a whirling, flying tangle of impossibly long, flailing thorns. The ball of thorns is about 2 feet across and flies from the caster's hands straight at a single chosen creature. If the creature moves, the thorns can change direction once to follow, and strike with the caster's THAC0 +1.

The *tumblethorns* strike once only and are considered a nonmagical, physical attack when considering the effects of magical barriers and other spells. The spell inflicts slashing and stabbing damage equal to 1d4 points plus 1 point per level of the caster to a maximum of 1d4+10 points (half that if a successful save is made, to a minimum of 2) and then fade away. A *tumblethorns* does its usual damage to the wrong creature if it strikes another living creature of its own volume or larger on the way to its intended creature, but fades away harmlessly if it does not strike any living creature before reaching the limits of the spell range or after a round has passed. A *tumblethorns* is considered AC 3, but anyone unwise enough to strike it destroys it—and instantly receives its full damage (no saving throw).

Notes: Granted by Talos the Destroyer, of the *FORGOTTEN REALMS* setting. This spell is found only in a few exceptionally rare tomes.

Turn Wood

(Alteration)

Sphere: Plant

Level: 6

Range: 0

Components: V, S

Casting Time: 9

Duration: 1 rd./level

Area of Effect: 120-ft.-wide path, 20 ft. long/level

Saving Throw: None

When this spell is cast, waves of force roll forth from the caster, moving in the direction he faces, and causing all wooden objects in the path of the spell to be pushed away from the caster to the limit of the area of effect. Wooden objects above 3 inches in diameter that are fixed firmly are not affected, but loose objects (movable mantles, siege towers, etc.) move back. Objects under 3 inches in diameter that are fixed splinter and break, and the pieces move with the wave of force. Thus, objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them with them. If a spear is planted in order to prevent this forced movement, it splinters. Even magical items with wooden sections are turned, although an *antimagic shell* blocks the effects. A successful *dispel magic* spell ends the effect. Otherwise, the *turn wood* spell lasts for one round for each experience level of the caster.

The waves of force continue to sweep down the set path for the spell's duration, pushing back wooden objects in the area of effect at a rate of 40 feet per melee round. The length of the path is 20 feet per level of the caster, thus a 14th-level caster casts a *turn wood* spell with an area of effect 120 feet wide by 280 feet long, and the spell lasts for 14 rounds. Note that after casting the spell, the path is set and the caster can then do other things or go elsewhere without affecting the spell's power.

Notes: Common for druids (*PHB*).

Turnbane

(Abjuration)

Sphere: Protection, Necromancy

Level: 3

Range: 0

Components:

Casting Time: 6

Duration: Special

Area of Effect: 30-ft. radius

Saving Throw: None

This spell protects undead creatures in the service of, or being commanded by, the priest from turning attempts. The spell has two forms.

A) The shorter duration, more protective version lasts 1 round per caster level. It confers total immunity to turning attempts upon chosen undead creatures within the area of effect. Only undead creatures with Hit Dice equal to half the caster's level or less can be so protected. Such undead moving farther than 30 feet from the caster lose this protection; they can be turned normally if another attempt is made. Note that the *turnbane* does not negate a successful turning in the event that turned undead creatures move back to within 30 feet of the caster.

B) The longer duration version lasts 3 rounds per level and allows the caster to protect undead with Hit Dice equal to or less than the his or her experience level. An opposing priest, cleric or paladin attempting to turn such creatures must first roll a number on 1d20 less than the caster's basic, unadjusted saving throw vs. spell. Failure to do so means the undead cannot be turned while they remain within 30 feet of the caster. This failure does not prevent others from trying to turn the same undead creatures; each separate turning attempt by another different priest requires a separate 1d20 roll. A successful roll on the 1d20 means the turning attempt is resolved normally.

A successful *dispel magic* will remove the effects of a *turnbane*, as will a *dispel evil* cast into the area of effect of the *turnbane*. A *holy word* dispels a *turnbane* also.

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

Tymora, Favor of

See favor of Tymora.

Tyranny

(Enchantment/Charm)

Sphere: Charm

Level: 7

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: 120-ft. radius

Saving Throw: Special

Similar in effect to a *rod of rulership*, this spell enables the priest to command obedience and fealty within the area of effect when cast. From 200 to 500 Hit Dice (or levels of experience) can be ruled, but creatures with 15 or greater Intelligence and 12 or more Hit Dice or levels are allowed a saving throw vs. spell. Ruled creatures obey the priest as if he or she were their absolute sovereign. Still, if the priest gives a command that is absolutely contrary to the nature of the creatures commanded, the magic is broken.

Priests who employ this spell contrary to the wishes of Gilgeam find their god's displeasure forcefully expressed in the immediate future, as adjudicated by the DM.

The material components are the priest's holy symbol and a small golden circlet worth at least 250 gp. The latter is placed on the priest's head prior to the casting of the spell and vanishes at the spell's conclusion.

Notes: Granted to priests of Gilgeam in the FORGOTTEN REALMS setting.



Unbend

Reversed form, oath.

Unceasing Vigilance of the Holy Sentinel

(Alteration)

Sphere: Guardian

Level: 5

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: 1 hr./level

Area of Effect: 5-ft.-radius sphere

Saving Throw: None

This spell enhances a priest's ability to guard a person, place, or object. The spell's effect must be centered on a specific area, for it creates an invisible spherical boundary up to 10 feet in diameter. The effect is not mobile; it cannot move with a living creature.

While within the area of effect of this spell, the priest (and only the priest) gains several special abilities.

- His or her sense of sight is magically enhanced. The caster can see through normal darkness and can see invisible creatures and objects. Solid objects cannot be seen through, however, and the range of the magical sight is limited to 60 feet.
- The priest has no need for food, water, or rest. He or she does not feel fatigue and regenerates 1 hit point per hour spent within the circle. However, the priest does not actually rest and therefore cannot regain spells until he or she sleeps.
- The priest is totally immune to the effects of magical and natural fear, as well as *sleep* and *charm* spells.

If the priest leaves the circle, the spell is broken. When the spell ends, the priest must rest for 1 turn per hour (or portion thereof) spent in the circle. This rest is compelled unless the priest is forced into action (by being attacked, for example). If taking such action, the priest can move at only half his or her normal movement rate, has an Armor Class penalty of -2, an attack penalty of -2, and loses all Dexterity combat bonuses.

To cast this spell, the priest must trace a circle of sigils and runes 10 feet in diameter using a special ink containing the powder of a crushed sapphire (at least 1,000 gp value) and a drop of holy water. This procedure takes 1 turn to complete.

Notes: Uncommon for priests with major access to the Guardian sphere (*ToM*).

Generally a priest fatigued by this spell cannot respond to threats that he or she cannot perceive (a priest suffering damage always perceives a threat.) A *nap* spell grants 48 turns of rest.

Uncertainty, Amaunator's

See Amaunator's uncertainty.

Uncontrolled Weather

(Conjuration/Summoning)

Sphere: Chaos

Level: 7

Range: 0

Components: V, S

Casting Time: 1 turn

Duration: 1 turn/level

Area of Effect: 4d4 sq. mi.

Saving Throw: None

This spell allows the caster to summon weather that is inappropriate to either the climate or season of the region. The summoned effects are always dramatic—cool breezes or light fog do not appear. Instead, torrential floods assault a desert, a heat wave rages in polar wastelands, and tornadoes and hurricanes rip across gentle landscapes. A blizzard might spring up in summer or a tornado might materialize in the winter.

The caster has no influence over the weather pattern that emerges. The area of effect and the duration of the weather cannot be controlled.

Four turns after the spell is cast, the trend of the weather becomes apparent—a sudden chill gust of wind, overcast sky, and so on. The uncontrolled weather arrives on the fifth turn. Once the weather has arrived, it cannot be dispelled. If the spell is canceled by the caster before the beginning of the fifth turn, the weather slowly reverts to its original condition.

The effects of the spell are the decision of the DM. The effects should be grand and impressive. Following are suggested effects of the weather.

Torrential Rain/Blizzard: Visibility is reduced to 100 yards or less; travel is nearly impossible due to water or heavy snow on the ground.

Storm/Hurricane: All flying creatures are driven from the skies; trees are uprooted; roofs are torn off; ships are endangered.



Heat Wave: Intense heat immediately causes ice bridges to melt; avalanches of snow and ice roll down mountains.

The DM determines the area of effect randomly. The maximum duration of the spell is one turn per level of the caster; however, the DM may cancel the effect after a shorter time.

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

Undead Alacrity

A necromancer-cleric specialty spell nearly identical to the drow spell, undead battlemight except for a duration of 1 turn + 2 rounds/level and a +1 bonus to the undead creatures' AC.

Undead Battlemight — Drow

(Necromancy)

Sphere: Necromantic

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 1 rd. + 1 rd./level

Area of Effect: 1 undead/level

Saving Throw: None

This spell affects undead zombies and skeletons touched by the caster, giving them the speed and agility of the caster (in peak, healthy state, base movement 12). The undead gain the initiative rolls of the caster, and the caster's saving throws, if better than their own. The spell affects up to one undead creature per level of the caster, lasting 1 round, plus one additional round per level of the caster.

The material components are three drops of water, sinew or cartilage from any mammal, and a drop of quicksilver.

Notes: Granted by the drow goddess Lolth.

Undead Focus — Drow

(Necromancy)

Sphere: Necromantic

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: Special

Area of Effect: 1 undead creature

Saving Throw: None

The *undead focus* spell allows the caster to cast spells through an undead being. The spells cast through the creature originates with it for all purposes, but the priest performs all casting activity, uses components, and so on. Thus, a hidden priest can avoid direct combat, casting spells through a selected undead creature. The distance between the priest and the undead being does not matter, but they must be on the same plane. Unless the caster has some way to see the undead or its surroundings, the spells cast through the creature are hurled from it blindly.

Spells to be cast through the undead creature can be chosen by the priest as needed. Up to one spell per round can be cast through the undead creature, until it is destroyed or until a maximum



of one spell per level of the priest has been channeled through the focus. The spell ends after a maximum of 10 turns per caster level, even if the focus has not been exhausted.

While *undead focus* does not grant control of the undead creature by itself, other magics or powers that allow control or augmentation of the undead creature can be used without hampering this spell. If cast on undead creatures affected by *revenge* and/or *undead battlemight*, a *dispel magic* spell ends at most only one of these spells (choose which randomly).

The material component is a drop of the caster's blood.

Notes: Granted by the drow goddess Lolth.

Undead Form

(Alteration, Necromancy)

Sphere: Necromantic

Level: 4

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 rd./level

Area of Effect: The caster

Saving Throw: None

This spell enables a living spellcaster to assume the form of an undead creature, with all of the attendant abilities, for the duration of the spell. By means of the *undead form* spell, the caster can assume the form of any type of undead of 8 Hit Dice or less that the caster is familiar with, provided the priest could possibly turn that undead type if six levels below his or her current level. Hence a 7th-level priest could assume the form of a skeleton, zombie, ghoul, shadow, or wight, and an 8th-level priest could assume any of those forms as well as that of a ghast. The only difference in abilities between a priest using *undead form* and true undead creatures is that those slain by the caster in undead form do not arise as undead creatures. Hence if the priest assumes the form of a wight and then drains all of the life energy levels of a foe, the foe does not later arise as a half-strength wight under his or her control.

While in undead form, the caster cannot use spells or employ any other granted powers, spell-like abilities, or other special abilities. Hit points, Intelligence, and Wisdom are unchanged, but otherwise the priest acquires the strengths and weaknesses of the assumed form including immunities to certain spells, if any. Any hit points lost while in undead form are not regained upon reversion to the original form.

This spell does not work for undead spellcasters.

The material component is a small piece of bone or flesh from the body of being who is now undead.

Notes: Granted by the god Velsharoon the Lich Lord of the FORGOTTEN REALMS setting.

Undead Plague

Quest spell, see appendix.

Undead Regeneration

(Necromancy)

Reversible

Sphere: Necromantic

Level: 5

Range: Touch

Components: V, S

Casting Time: 8

Duration: Instantaneous

Area of Effect: 1 undead

Saving Throw: None

By means of this spell, the priest can "heal" an undead, restoring to its unlife a number of hit points equal to 1d6 plus the caster's level. Gaseous and intangible undead can be "touched" by a caster reaching into the space they occupy. The spell prevents normal undead attacks or effects of contact with undead from affecting the caster.

The reverse of this spell, *drain undead*, inflicts a like amount of damage. Undead "drain" damage is not gained as healing or extra hit points by the caster. The same protections against undead powers are given to the caster as *undead regeneration* confers.

Only undead can be affected by either version of this spell.

Notes: Uncommon for necromancer-priests. Also known to the drow.

Undead Spell Focus

A necromancer-cleric spell, identical to the drow spell undead focus.

Undead Ward

Reversed form, living ward, not the same as the 5th level spell of the same name.

Undead Ward

(Abjuration, Necromancy)

Sphere: Wards

Level: 5

Range: Special

Components: V, S, M

Casting Time: 2 turns

Duration: 1 turn/level

Area of Effect: 5-ft. cube/level

Saving Throw: None

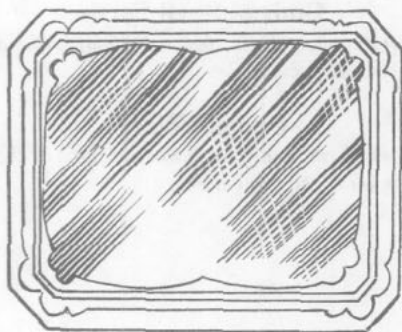
This spell prevents most types of undead creatures from entering the area of effect (a cube whose sides equal the caster's level times 5 feet—a 15th-level caster could affect a cube 75 feet long).

When an undead creature attempts to enter the protected area, the creature is affected by the ward as if it was being turned by a priest two levels lower than the caster. The casting priest need not have the ability to turn undead. Thus, an *undead ward* created by a 10th-level priest would turn creatures as an 8th-level priest.

The results of the turning attempt are calculated normally. If a large number of undead assault the warded area, not all of them are turned by the spell, since the normal limitations apply. Undead that are unaffected by the turning attempt ignore the *undead ward* for its duration. Undead within the area of effect when the spell is cast are not affected. However, when such undead leave the area of effect, they are subject to the effects of the spell if they attempt to reenter.

The material component is the priest's holy symbol, which must be carried around the perimeter of the area to be warded.

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



Undeath After Death

(Alteration, Necromancy)

Sphere: Necromantic

Level: 6

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 Banite

Saving Throw: None

This spell is a closely guarded secret within the upper ranks of the church of Bane, and its use disappeared with the death of Bane. *Undeath after death* is cast on worshippers of Bane upon the moments of their deaths, transforming them into different forms of undead. Which form of undead a Banite becomes depends on his or her level of experience in life. The more powerful the Banite was in life, the stronger the type of undead. Vampires created by this spell retain character abilities. (If the DM chooses to use the optional rules presented for mummies in Van Richten's *Guide to the Ancient Dead*, mummies created by this spell retain character abilities, also.) The level of the caster *must* be higher than the level of the spell's recipient, or the caster must make a saving throw vs. death magic or perish in the casting. In such a case, however, the spell still acts normally on the recipient.

This spell is used only on Banite victims who are about to die (0 hit points) or who have died (below 0 hit points, or below -10 hit points if that optional rule is in use). If the spell is cast upon a Banite *after* his or her death, it must be cast within one round per level of the caster after death occurs; otherwise, the spirit of the Banite is too far from the body to return and take control. If the caster waits too long, the spell works as an *animate dead* spell, creating a mundane, mindless zombie.

Level	Type of Undead
1st-3rd	Ghoul
4th-6th	Ghast
7th-9th	Ju-ju zombie
10th-13th	Wight
14th-17th	Mummy
18th+	Vampire

The material component is a black obsidian heart into which is carved the recipient's name and the symbol of Bane. This heart is shattered during the ceremony.

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

Undeath to Death

(Necromancy)

Sphere: Necromantic

Level: 7

Range: 30 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: A 40-ft. diameter sphere

Saving Throw: Special

All undead creatures (of less than a semidivine nature) in the area of effect of this powerful spell who fail a saving throw vs. spell are instantly destroyed. This causes all noncorporeal undead (including vampires caught in such a state) to disappear forever. The caster of *undeath to death* cannot choose to focus the spell on one undead individual and avoid affecting others, but the effects of the magic are not altered by the presence of varying numbers of undead. All potential victims make saving throws separately.

The sphere of effect is immobile once its focus is chosen by the caster; however, the focal point must be known or visible to the caster during casting. The sphere becomes active the instant its casting is complete and remains so until the end of the following round. The spell affects all undead that come into contact with any part of the sphere during that time. Living and dead creatures in the area of effect are affected by this spell in only one way (no saving throw to avoid): If they later die and attempts are made within 48 hours after the sphere of effect expires (or they leave or are removed from it) to animate them into undeath, all such attempts will automatically fail.

The saving throw against an *undeath to death* spell is modified as follows: Skeletons, zombies, ghouls, and all other undead of 2 Hit Die or less save at a -4 penalty; shadows, wights, ghosts, and other undead of 3 through 5 Hit Die save at -2; wraiths and other 6 Hit Die undead save at par (unmodified); mummies and other 7 Hit Die undead save at +2; vampires and other 9 Hit Die undead save at +4; ghosts and other 10 Hit Die undead at +6; liches and other 11 Hit Die undead save at +8, and "special" undead automatically save against this spell.

Surviving physical remnants of undead turned to dead by means of this spell can be later animated to undeath again by other magic or used in such Kelemvorite spells as *dead march*. Parasites such as rot grubs, diseases (including *mummy rot*), and other conditions carried by undead affected by this spell are forever eradi-

cated—the remains do not carry and cannot pass on such harmful phenomena.

The material components are a bone or bone fragment once part of an undead creature, a pinch of ashes from a fire over which carrion has been burned, and a pinch of graveyard dust.

If the caster of an *undeath to death* spell sacrifices a consecrated holy symbol of his deity in the casting of the spell (it must be shattered), undead who successfully save against losing their undeath still take physical damage of 3d4 points.

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.

Understand Curse —Shaman

(Divination)

Sphere: Divination

Level: 2

Range: 10 ft.

Components: V, S

Casting Time: 1 turn

Duration: 3 month

Area of Effect: 1 creature or object

Saving Throw: None



This spell can be cast upon any creature or object that is suffering from any harmful magical affect or the unwelcome attentions of a supernatural power. The spell reveals to the shaman the manner in which the creature or object is cursed, the reason for the curse, and who is responsible for this.

Thus, the shaman can discover the name of the person or creature who cursed the creature or object and what manner of being it is (a spirit, a mortal wizard, a demigod, and so on); whether the curse or spell is a punishment, revenge, or unprovoked assault; and the manner of the *curse* or spell (whether it's a curse or *cause blindness* spell, a spirit's attempts to drive a creature mad, and so on).

Note that the spell does not reveal the nature of a spirit (though a local shaman may recognize the name, particularly if it is an ancestor or other spirit venerated by the people), nor the race of any mortal agent.

Notes: Restricted to shamans, uncommon.

Understand Device

(Divination)

Sphere: Divination

Level: 7

Range: 0

Components: V, S, M

Casting Time: 2 turns

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

This spell enables the caster to learn, in detail and with complete understanding, the purpose and operation of any device (even those that are fragmented, disguised, or magical). The spell reveals their words of activation (if any), perils, traps and triggers, how the device was made and how it should be maintained, whether or not it has been moved or modified since its construction, and if it is complete. The names and natures of any substances, fuels, or spells necessary to operate the device are also revealed. The caster is instantly aware of exactly how to operate the device (though precision in its use, like riding a horse, requires practice).

To successfully cast this spell, a priest must touch some part of the device to be examined, though it may be far from the main workings of the assembly. (For example, touching a trip-wire would enable the priest to learn all about the trap it is meant to trigger.) The magic confers no special protection against the accidental activation of devices caused by the caster's touch. *Understand device* enables Gondsmen to penetrate many guarded places across Faerûn, both avoiding and improving traps, loading, and transport devices, by borrowing the wisdom of others, even those long dead, of lands now fallen.

The material component is a glass rod melted and blown or twisted into a holy symbol of Gond. The rod is consumed by the spell. (The caster's personal holy symbol may suffice in a pinch, and it can be of any material so long as it has previously been used in the casting of a spell; the spell consumes it.)

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.

Undetectable Alignment

Undetectable Ambush

Undetectable Charm

Undetectable Lie

Reversed forms of detection spells.

Unearthly Choir*

(Invocation)

Sphere: Combat

Level: 3

Range: 0

Components: V

Casting Time: 6

Duration: Instantaneous

Area of Effect: Special

Saving Throw: Special

This cooperative spell requires at least three priests casting the spell simultaneously. At the time of casting, the priests must be within 10 feet of each other. Upon completion of the spell, the priests sing a single, dissonant chord. The result of the spell depends on the number of voices in the choir.

Trio. In this form, the spell projects a cone of sonic force 120 feet long and 40 feet wide at the base. All creatures within the area of effect must save vs. spell or suffer 2d4 points of damage. Those who successfully save vs. spell suffer only half damage. Undead suffer a -2 penalty to their saving throws.

Quartet. With four voices, the spell has the same area of effect as described above. However, all those who fail their saving throw suffer 2d4 points of damage and are deafened for one round. Those who successfully save suffer half damage and are not deafened. Undead creatures are not allowed a saving throw.

Quintet. Five singers produce a chord of major power. All within the area of effect suffer 3d4 points of damage (saving throw for half damage). Undead are not allowed a saving throw. All creatures are deafened for one round. Furthermore, pottery, glassware, crystal, and similar breakable goods must make a successful item saving throw vs. fall or be shattered.

Ensemble. An ensemble of singers consists of six to ten priests. In this case, the area of effect increases to a cone 180 feet long and 60 feet wide at the base. All creatures within this area suffer 1d4 points of damage per priest and are deafened for 1d4 rounds. A successful saving throw vs. spell reduces the damage and duration of deafness by half. Undead creatures of 3 Hit Dice or less are immediately destroyed. All other undead suffer normal damage, but are not allowed a saving throw. Glass, pottery, crystal, bone, and all wooden items that are the strength of a door or less (chests, tables, chairs, etc.) must make successful item saving throws vs. crushing blow or be shattered.

Choir. The most powerful group, a choir, requires eleven or more priests. In this case, the



area of effect expands to a cone 300 feet long and 100 feet wide at the base. All within the area of effect suffer 1d6 points of damage per priest to a maximum of 20d6. A successful saving throw vs. spell reduces the damage by half. Those who fail to save are deafened for 1d10 rounds; those who succeed are deafened only 1d6 rounds. Undead creatures of 5 Hit Dice or less are immediately destroyed. Undead with more Hit Dice are not allowed a saving throw. Structures within the area of effect are damaged as if they suffered a direct hit from a light catapult (one hit per four priests in the choir). Doors, chests, and other breakable items are instantly shattered.

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

Unfailing Endurance

(Necromancy)

Sphere: Necromantic

Level: 4

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: 1 day/level

Area of Effect: 1 creature/level

Saving Throw: None

This spell enhances the natural hardiness and stamina of the affected creatures by rendering them virtually immune to fatigue or exhaustion. During the casting of the spell, the caster must touch each creature to be affected. While under the spell's influence, the subjects can force march with no penalty, engage in up to 12 hours of hard labor per day with no fatigue (or up to 16 hours with moderate fatigue), and gain a +4 bonus to Strength/Stamina or Constitution/Fitness checks. In addition, the subjects gain a +4 bonus to saving throws against spells or magical effects that cause *weakness*, *fatigue*, or *enfeeblement*. Finally, an affected creature's fatigue rating (from *PLAYER'S OPTION: Combat & Tactics*) is doubled, and the subject gains a +4 bonus to his saving throws to recover from a fatigued or exhausted state.

Notes: Uncommon for clerics with major access to the Necromantic sphere (*PO:SM*).

Unfailing Premonition

(Divination)

Sphere: Time

Level: 3

Range: 0

Components: V, S

Casting Time: 6

Duration: 1 turn + 2 rds./level

Area of Effect: The caster

Saving Throw: None

By anticipating possible futures and outcomes of the caster's actions, this spell provides the caster with a temporary sixth sense or feel for danger. The spell operates on a subconscious level, and the caster receives strong intuitive impulses when he contemplates courses of action that may bring immediate physical injury or harm to him. For example, if the priest was about to open a trapped chest, the *unfailing premonition* would create a flash of insight or a gut feeling telling him that he shouldn't do so. Similarly, opening a door that leads into the lair of a ferocious troll may also trigger the

spell's warning. Threatening a NPC who is likely to respond by drawing a weapon and attacking the PC would create a warning, but threatening a NPC who will get even with the priest in an hour or two will not trigger the *premonition*.

The *unfailing premonition* is also quite useful in combat, as long as the priest obeys his instincts and ducks, dodges, or withdraws when his subconscious tells him to. While the spell is in effect, the priest gains a +2 bonus to his Armor Class and saving throws, but in any given round there is a 25% chance that he will have to forego his intended action in order to obey the spell's warning impulses.

The *premonition* works only for actions undertaken by the caster. If the priest's companion is about to pull a mysterious lever that will drop a 10-ton block of stone on the priest, no warning is received.

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

Unholy Word

Reversed form, holy word. This form is cast by evil priests.

Unicorn Steed

(Conjuration/Summoning,
Enchantment/Charm)

Sphere: Animal, Summoning

Level: 3

Range: 3 mi.

Components: V, S, M

Casting Time: 1 rd.

Duration: 24 hrs.

Area of Effect: 1 unicorn

Saving Throw: None

This spell summons a unicorn (or compels one already present) to serve the caster as a steed for one day. It works only once in the life of an individual unicorn. (Thereafter the unicorn can feel the "pull" of such spells and may choose to obey of its own volition. In this case, the caster is unaware that it is free to abandon such service at any time). A unicorn steed will fight for and with the caster, carry him (and an amount of gear equal to him weight, but no other living creature), and even teleport with him. The spell creates a special sort of limited telepathy between unicorn and rider, so that each is aware of the other's intent and mental state.

A unicorn steed cannot attack, play pranks on, "throw," or willfully harm its rider, but the spell is intended as a gentle compulsion. Those who misuse their steeds or send them into danger (as opposed to

riding them through danger) may find Mielikki or one of her servants breaking the spell before its normal expiration. Mielikki would never allow a creature who is not one of her faithful worshipers to successfully gain the use of this spell (even by reading it from a scroll).

The material component is three hairs from the mane or tail of a unicorn.

Notes: Granted by the nature gods Mielikki and Gwaeron Windstrom of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Unliving Identity

(Necromancy)

Reversible

Sphere: Cosmos



Level: 6

Range: Touch

Components: V, S, M

Casting Time: 9

Duration: 1 day/level

Area of Effect: Creature touched

Saving Throw: Neg.

A priest employs this spell to give temporary personality and identity back to mindless undead, namely skeletons and zombies. The undead creature's previous consciousness and identity are restored, including memories, preferences, personality, and alignment. The creature is still undead, but now has the ambitions and thoughts it had as a living being. There is a 1% chance per year that the creature has been dead (not necessarily undead) that it goes immediately mad, unable to accept its undeath and the changes to its world over that time a mad undead immediately flees, its identity forever lost.

In instances where the history of a particular undead is known, the DM can apply what he knows to the new free-willed skeleton or zombie. However, in cases where the undead's history is unknown, select its former class, alignment, and level according to what best suits the adventure, or decide randomly.

Important: The undead does not retain any of its class or level bonuses; it is still simply a skeleton or zombie. None of this information will be readily apparent for a skeleton, though others guess at class from tattered clothing still worn by a zombie.

The reverse of this spell, *unliving mindlessness*, permanently returns any free-willed skeleton or zombie to its former mindless state, or temporarily makes other undead mindless. The undead creature retains its combat and life-draining abilities, but has no sense of who it is, was, or what its previous

plans were. For the duration of the spell the undead wanders aimlessly, slaying and draining life until destroyed. This spell does not work on lichs, and it affects a vampire only until the vampire feeds again.

The material component is any article significant to the undead creature's former life, such as a piece of clothing or equipment, a favorite weapon, a personally written letter, etc.

Notes: Common for priests of the DARK SUN setting.

Unliving Mindlessness

Reversed form, unliving identity.

Unquestioning Obedience

(Enchantment/Charm)

Sphere: Charm, Law

Level: 2

Range: 10 yds./level

Components: V

Casting Time: 2

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: Special

An improved version of the 1st-level priest spell *command*, this incantation enables the priest to command another creature with a single phrase or sentence and expect *unquestioning obedience*. The command must be uttered in a language understood by the creature. The subject obeys to the best of its ability only as long as the command is absolutely clear and unequivocal. Thus, a command like "Go away!" is ignored. Unlike the *command* spell, commands to "Die!" or similar *self-destructive orders* cause the spell to end immediately.

All spells must be reasonable commands a just sovereign could expect of an intensely loyal liege. Hence the commands "Lie still in a prone position!" or "Defend my honor and person!" would be obeyed, but absurd commands like "Bite the green elephant!" or unreasonable commands like "Jump off that cliff!" would be ignored. The DM must adjudicate any command given by the priest as to whether or not the priest elicits *unquestioning obedience*.

This spell allows only one command to be given, but it is followed until the spell expires or the action demanded is completed. Creatures with an Intelligence of 15 or more, or those with 9 or more Hit Dice (or experience levels) are allowed a single saving throw vs. spell, adjusted for Wisdom, to avoid the effects of *unquestioning obedience*.

Notes: Granted by Siamorphe the Noble of the FORGOTTEN REALMS setting.

Unwilling Wood

(Enchantment/Charm)

Sphere: Plant

Level: 7

Range: 5 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 30-ft. radius

Saving Throw: Special

A caster can transform one or more living creatures within a 30-foot radius into *unwilling wood*, causing them to sprout roots, branches, and leaves. The creatures become trees of a type native to the region and of the characters' age before the transformation. The spell works only if cast on beings occupying ground that could support a tree; recipients flying or suspended in water at the time of casting remain unaffected.

This spell can mutate a number of creatures equal in total Hit Dice (or levels) to the caster's level. If the area of effect holds a group of creatures with Hit Dice (or levels) totaling a number greater than the caster's experience level, the caster decides the order in which the creatures are affected. Unused Hit Dice or levels are lost.

For example, a 14th-level druid casts *unwilling wood* into a target area containing a giant with 12 Hit Dice and two 3rd-level warriors. The druid can transform either the giant or two warriors, but not all three.

Each creature affected is allowed a saving throw vs. polymorph. The spell mutates all those failing their saving throw, along with any items they carry. A new tree has a height of 5 feet per level (or Hit Die) of the creature. The effect is permanent; a creature transformed into a tree ages as a tree and dies as a tree. However, affected beings retain awareness, memories, personality, and intelligence. Only damage severe enough to kill the tree can kill an *unwilling wood* creature.

Tree-characters can return to normal if a spellcaster of greater level than the original caster uses *remove curse*. The original caster can release a transformed entity at will.

The material components are a bit of tree root and the caster's holy symbol.

Notes: Uncommon spell for druids

Uplift***(Alteration)****Sphere:** All

Level: 4

Range: 0

Components: V, M

Casting Time: 12 hrs.

Duration: 1 turn

Area of Effect: 1 priest

Saving Throw: None

Uplift bestows increased spellcasting ability on one priest, including additional spells per level and use of spells beyond the caster's normal level. This cooperative spell requires two priests who must spend the day casting this spell. During the casting, the priests must decide which additional spells (of all levels) are desired. Upon completion of the casting, the priests touch palms, and the priest of higher level receives a charge of magical energy. This charge temporarily boosts the level of the priest for spellcasting purposes. The amount of increase is one level per five levels of the lower level caster (fractions rounded up). If both priests are of equal level, the casters must decide who benefits from the spell.

The spell grants the priest the spellcasting ability of the new level. It does not improve hit points, attack rolls, or other abilities. If the increase allows more spells per level, the additional spells are

instantly placed in the subject's memory. A priest is also enabled to cast spells normally beyond his or her level. Range, duration, area of effect, and other variables are all based on the priest's temporary level.

The increased effect lasts only 1 turn. At the end of the turn all additional spells are lost and the priest reverts to his or her normal level.

As an example, consider a party with a fallen comrade. The two priests in the party are 7th and 8th level, both unable to cast *raise dead*. After a night's rest, each priest adds *uplift* to his memorized spells. After casting the spell, the 8th-level priest suddenly gains the casting abilities of a 10th-level priest, including the ability to cast *raise dead*. At the end of one turn, the priest's abilities revert to 8th-level.

Casting this spell is an arduous task, causing a severe drain on the priests. When the spell expires, the uplifted priest suffers 2d6 points of damage from mental exhaustion. This damage cannot be healed by any means until the priest has had at least 8 hours of rest.

The material components are the priests' holy symbols and an offering worth at least 500 gp from each priest.

Notes: Uncommon spell (*ToM*).

Uthgar, Fortitude of

See fortitude of Uthgar.



Valkur, Favor of

See favor of Valkur.

Vampiric Mist

(Alteration, Invocation/Evocation, Necromancy)

Sphere: Necromancy

Level: 6

Range: 200 yds.

Components: V, S, M

Casting Time: 9

Duration: 1 turn + 2 rds./level

Area of Effect: Special

Saving Throw: Special



By casting this spell, the priest brings into existence a malign, freezing mist in a hemispheric area with a radius up to 20 yards plus 2 yards per level of the priest. Within the mist, visibility is reduced to 10 yards and movement is reduced by 25%. Each round a creature spends within the mist, it loses 1d4 hit points from chill damage (no save, but magic such as *resist cold* halves damage) and must make a Constitution check or lose 1 point of Strength.

The fog travels at MV 9 over any and all terrain. It can follow simple instructions such as "pursue the dwarves on the hill," but it does so with no real intelligence (if the pursued party splits up, the member(s) followed is randomly determined) and it has no special detection abilities (it cannot follow invisible creatures, for example).

For every 10 points of damage inflicted by the mist, the priest regains 1 hit point (normal maximum cannot be exceeded). For every 5 points of Strength drained, the priest regains 1 hit point in the same way.

For every creature slain by the mist, whether by cumulative hit point loss or Strength reduced to zero, the priest gains a surge of energy; this can be used to cast *cure light wounds* on any creature touched, but this healing must be used within 3 rounds or the effect is lost. Any creature slain by the vampiric mist becomes a juju zombie under the control of the priest unless a *save vs. death magic* is successful.

The vampiric mist may be destroyed by a spell such as *gust of wind*, but it is allowed a saving throw vs. spell at the level of the priest casting the spell to avoid such destruction. It can be dispelled in the normal manner.

The mist cannot be struck with weapons or physically damaged with spells such as lightning bolt, although a suitable fire-based spell (*fireball*, etc.) may dissipate and destroy the mist unless it makes a successful saving throw vs. spell at the

level of the priest who created it. Normal fires do not affect the mist, nor do they prevent the chilling and damaging effect of the spell on creatures within the area

of effect.

Finally, Strength points lost from exposure to a vampiric mist are regained at a rate of one per hour after escaping the mist.

Notes: Granted by Iuz the Evil of the GREY-HAWK setting.

Veil of Djalice

(Illusion/Phantasm)

Sphere: Charm

Level: 4

Range: 0

Components: V, S

Casting Time: 7

Duration: 6 rds.

Area of Effect: 1 being

Saving Throw: None

Named for the famous long-ago priestess who devised it, this spell is sometimes called the "glamour glamor" because it temporarily augments the beauty of the caster or a touched being to unearthly levels. The spell also affects the recipient's voice and grace, boosting effective Charisma to 20 in all situations involving personal allure. Beings of the same race and opposite gender of the spell recipient who are not deaf and blind are helplessly smitten by the affected being and eagerly leap to serve his or her smallest whim.

Notes: Granted by Sune, Lady of Love, of the FORGOTTEN REALMS setting.

Velsharoon, Claws of

See claws of Velsharoon.

Velsharoon's Death Pact

(Necromancy, Alteration)

Sphere: Necromantic, Summoning

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 individual (usually the caster)

Saving Throw: None

This manifestly evil spell is a variant of the *death pact* spell from the *Complete Book of Necromancers*. This powerful pact has enabled many "slain" priests to return from the dead and eliminate their enemies.

By completing this ritual, a Velsharan priest forges a powerful pact with Velsharoon the Vaunted. The covenant ensures that a chosen individual will survive an untimely death. A *Velsharoon's 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.

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 forging the Velsharoon's death pact.

Upon arrival, the individual receives a *raise dead* spell (if necessary) and automatically succeeds at any required System Shock survival roll. Any severed or amputated limbs are instantaneously *regenerated*.

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.

Velsharoon's death pact remains in effect indefinitely until the conditions established at the time of its forging have been fulfilled. The pact may be established to benefit an individual other than the caster. The chosen one must be in good standing with the Velsharan faith and is most commonly a *member of the clergy who has reached 9th level* and is undergoing the Pact of the Everlasting ceremony. *Velsharoon's death pact* must be cast in an unholy sanctuary consecrated to Velsharoon to be effective. A *dispel magic* cannot end a *Velsharoon's death pact* prematurely.

This powerful spell is not without its costs, however. Forging a death pact is an exhaustively stressful process, drawing the casting priest (and the spell recipient, if other than the caster) into draining audiences with extraplanar powers. As a result, establishing a *Velsharoon's death pact* ages the caster five years and requires at least one week for complete recuperation for the spell's caster and recipient, during which time the priest cannot cast any 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 for five years (if the individual was raised, he or she also loses 1 point of Constitution permanently). This cost can be mitigated through the sacrifice of good-aligned sentient creatures in Velsharoon's name at the end of the spellcasting. For each such creature sacrificed, one year of aging caused by the spell is negated first from the caster of the spell and then from the aging penalty to be applied to its recipient

when the spell's activation conditions are met. Finally, for each such creature further sacrificed, the week of recuperation is eliminated for first the spell's caster and then the spell's recipient.

The spell's material components are seven drops each of the caster's blood, the recipient's blood, unholy water, and dew.

Notes: Granted by the god Velsharoon the Lich Lord of the FORGOTTEN REALMS setting.

Venom Bite

Aka spider bite.

Venom Immunity — Drow

(Necromancy)

Sphere: Protection

Level: 3

Range: Touch

Components: V, S

Casting Time: 6

Duration: 1 rds. + 1 rd./level

Area of Effect: 1 creature

Saving Throw: None

This spell affects one creature (which may be the caster). It renders the recipient immune to the effects of *all* toxins for the duration of the spell. A poison foiled by this spell is permanently neutralized; it does not take effect when the spell ends. Later attacks with the same poison, however, has normal effects. Unlike the more powerful *neutralize poison*, this spell has no effect on poisons already present in a creature. It will foil a poison that first takes effect in the same round that the creature receives a *venom immunity* spell.

Notes: Known to some drow priests.

Venom of Varae

(Alteration)

Sphere: Necromantic

Level: 3

Range: 0

Components: V, S, M

Casting Time: 6

Duration: Special

Area of Effect: 30 ft.

Saving Throw: Neg.

This spell empowers the spellcaster to expectorate a glob of snake venom. For purposes of determining the success of this attack, the priest's THAC0 is equivalent to a warrior of the same level. The venom can be held in the priest's mouth indefinitely, but the spell is wasted and the venom lost

(without any harmful effect on the spellcaster) if the priest swallows, attempts to talk, or otherwise opens his or her mouth. Note that contact with the venom does not harm the caster if the venom is used as part of this spell.

Any creature struck by this powerful contact poison (Type M) must immediately make a saving throw vs. poison with a -4 penalty. If successful, the creature suffers 5 points of damage. If the saving throw is failed, the creature suffers 20 points of damage. The onset time is 1 round.

The material components are a small vial of any sort of snake venom, which is poured into the spellcaster's mouth during the incantation, and the priest's holy symbol.

Notes: Granted by the yuan-ti god Sseth.

Venomed Claws

(Enchantment/Charm)

Sphere: Combat

Level: 5

Range: 10 yds.

Components: V, S, M

Casting Time: 8

Duration: 1 rd./level

Area of Effect: 1 creature per 3 levels

Saving Throw: None

By casting this spell, the priest gives himself and up to one additional creature per three levels of experience of the priest (round fractions up) the ability to strike in hand-to-hand combat with venomous claw attacks. Any hand-like appendage can be used by the affected creature, which has only one poisonous claw attack per round. Damage inflicted by a successful attack with *venomed claws* is 1d4 points per two levels of experience of the priest (round fractions down), to a maximum of 6d4. In addition, the attack sequence does any damage it would normally cause. A successful saving throw vs. poison halves this damage, or negates it entirely if the basic nonpoisonous damage of the attack is 2d4 hit points or less.

The material component is a snake fang or the poison sac of a venomous spider.

Notes: Granted by Iuz the Evil of the GREY-HAWK setting.

Venomous Blade — Drow

(Necromancy)

Sphere: Necromantic

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: Special

Area of Effect: 1 bladed weapon

Saving Throw: None

By means of this spell, a priest can enspell a single bladed weapon so as to envenom the wounds inflicted by the three first successful attacks with the blade. Any creature so wounded automatically suffers 1 additional point of damage per round in subsequent rounds until the wound is bandaged or 10 rounds (1 turn) expire. Successive wounds damage in the same manner as the first. The spell fades after three attacks or 24 hours expire, whichever comes first.

Like wounds inflicted by a *sword of wounding*, injuries caused by a *venomous blade* cannot be healed by regeneration nor by potion or spell short of a *wish*. Damage usually can be healed only by natural means—rest and time. However the underlying



magic that prevents the wounds from healing can be removed by an entire *elixir of life* or a *cure disease* from a 9th-level caster. After either measure is employed, the impediment to magical healing is removed.

The material component is a poisonous sludge of venoms and other noxious ingredients that are smeared on the blade during the casting.

Notes: Granted by the drow god Selvetarm.

Vhaeraun, Blessing of

See blessing of Vhaeraun.

Vicissitude

(Conjuration/Summoning)

Sphere: Chaos

Level: 2

Range: Special

Components: S, M

Casting Time: 1

Duration: Special

Area of Effect: Special

Saving Throw: None

This spell allows the priest to bend fate, but not without risk. When faced with any situation involving chance the priest need only make the mystic passes of this spell to receive a +10% bonus to the die roll, (cf., stone of good luck). However, each time this spell is used there is a noncumulative 5% chance that it will backfire and produce the worst possible result for the caster.

When applied to saving throws, this spell grants the caster a +2 bonus to the die roll (a roll of "1" always fails), but if a natural "20" is rolled, disaster strikes and the priest suffers maximum damage from the attack.

The priest must be alive to use this spell and must have Ralishaz's three bone holy symbol openly displayed.

Notes: Granted by Ralishaz of the GREYHAWK setting.

View Animal Mind — Shaman

(Divination)

Sphere: Animal

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: 1 Animal

Saving Throw: None



This spell enables a shaman to probe the memory of a single animal, which the caster is in physical contact with. For the duration of the spell both the shaman and the animal are in a trance, neither aware of their surroundings nor able to react to events in their vicinity. The spell only works on normal animals with Intelligence no greater than animal level.

While looking into the creature's mind, the shaman can search for specific information known to the animal or view events seen by it from its own perspective. When watching an event which the animal has seen, all details are perfectly clear, allowing the caster to see (and memorize) facial features, conversations, and so on, even though the animal could not itself understand such details.

The caster cannot look at the animal's entire memory in one casting of the spell, but can seek only one type of information concerning one time period or individual.

The following are examples of how this spell can be used:

The shaman can review the animal's memories covering a period up to one full day (periods longer than one day cannot be viewed with a single casting); or

The animal's memory can be searched for any encounters with an individual or object known to the caster; or

The shaman can discover the largest predator in the area; or,

The shaman can skim through the creature's mind, getting a general impression of the events it has experienced—usually unimportant details of habitat, feeding patterns, and so on, but sometimes revealing important facts like a period of captivity, a traumatic encounter with a large monster, or other event that the shaman might investigate with subsequent castings of the spell.

The spell is focused through the preserved eye of an owl, which is not destroyed when the spell is cast.

Notes: Restricted to shamans, uncommon.

Viper's Bite

(Alteration)

Sphere: Animal

Level: 5

Range: 0

Components: V, S, M

Casting Time: 1

Duration: 1 rd./3 levels

Area of Effect: The caster

Saving Throw: None



This spell allows the caster to attack a nearby creature with a vicious bite of magic fangs. The bite inflicts 1d4 points of damage on a successful attack roll. The bite is magical and can hit creatures immune to normal weapons. While biting, the druid can make other attacks normally. The bite itself is poisonous, causing the subject to save vs. poison or die.

The material component is a pair of viper's fangs.

Notes: Very rare spell. Optionally available to shamans and other savage priests (Updated from *DRAGON Magazine*.)

Voodoo

(Evocation)

Sphere: Charm

Level: 1

Range: Infinite

Components: V, S, M

Casting Time: 1 day

Duration: Special

Area of Effect: 1 person

Saving Throw: Neg.



Although this is a 1st-level spell, a barbarian cleric must be at least 3rd level to cast it. It is used to enspell a creature from afar and, although usually baneful, can be used to help the recipient. A saving throw vs. spell to avoid the voodoo effects is allowed to an unwilling recipient. If the secondary spell used with *voodoo* can normally be saved against, another save can be attempted. To cast the spell, an effigy worth at least 500 gp must be constructed of the subject.

Since the effigy must be realistic, the sculptor must be quite familiar with the subject. The effigy must then be pierced with ornate pins in a lengthy ritual. Copper pins (3 gp each) can cause harm and silver pins (1 gp each) are used to help the recipi-

ent. An oil worth 10 gp per level of the caster must then be applied to the doll and the cleric. The available effects of the spell vary with the level of the caster (these are identical to the spell resembled, unless otherwise specified, see table).

The caster is aware of the results. If "coma" is indicated, the subject must make a successful saving throw vs. death magic or fall into a coma, taking one 1 point of damage per day thereafter. Unless *dispel magic*, *exorcise*, *remove curse*, *dispel evil*, *limited wish*, or *wish* is used successfully, the subject will eventually die without regaining consciousness.

Notes: Restricted to barbarian clerics, very rare. (Updated from *DRAGON Magazine*.)

Voodoo Effects

Caster Level	Pins Needed	Effect
3+ 3		Curse/bless, scare
4+ 6		Cause/cure light wounds, portent*
7+ 9		Cause/cure disease, Cause/cure paralysis, Cause/cure blindness, bestow/remove curse, charm person
9+ 12		Cause/cure serious wounds
11+ 13		Quest, cause/cure critical wounds
13+ 20		Coma

Vortex, Akadi's

See Akadi's vortex.

Vulnerability

Reversed form, immunity to weapons.

Vulnerability

Reversed form, protection.





Wailing Whips

(Invocation/Evocation)

Sphere: Guardian

Level: 5

Range: 30 yds.

Components: V, S

Casting Time: 8

Duration: 4 rds.

Area of Effect: 30-ft.-diameter sphere

Saving Throw: ½

This spell fills a spherical area of air with ghostly whips of force that fly about, circling and writhing so violently that they cause a moaning and wailing sound. The spell cannot form in the midst of a solid object, but will form the remaining portion of its sphere if solid objects intervene. So long as there is even a tiny air-passage link between areas on either side of a wall or other nonmagical barrier, parts of the sphere form on both sides of the barrier. This property makes the spell popular for attacking guards inside an adjacent guardroom, eavesdroppers using a peephole in a "next-door" passage, and so on.

Creatures in contact with the sphere are slashed for 4d6 points of damage per round, but are allowed a saving throw vs. spell each round for half damage. Once formed, the area of effect is stationary, and the spell cannot be ended prematurely by the will of the caster or by the caster's death or departure (*dispel magic* or a similar spell is necessary). The caster of the *wailing whips* can be harmed by it.

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

Wailing Wind

(Alteration)

Sphere: Elemental Air, Weather

Level: 1

Range: 5 yds./level

Components: V

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: Cube, 10 ft./level

Saving Throw: None

By means of this spell, a priest creates a magical warning system. When any creature larger than a common honeybee enters a guarded area (a passage, chamber, cavern, doorway, or cave mouth of up to the area of effect), a wailing, whistling blast of wind blows from the guarded area toward the casting

priest. The priest designates the area to be protected verbally, and must be standing within 5 yards per level of the area to be protected when the spell is cast.

The *wailing wind* travels toward the caster as long as he or she is on the same plane as the guarded area, but fades out beyond 100 yards per level of the caster. The *wailing wind* has a distinctive tone that can be heard by all creatures capable of hearing. It transmits and magnifies any sounds (speech, movement, etc.) made by the triggering being at the time it is activated, and thus it may give any listener a clue as to what sort of intruder approaches.

The spell cannot be modified to be activated only by specific beings or types of creatures. Once the guarded area is entered and the *wailing wind* rises, the spell is exhausted unless the caster was of sufficient level to allow another activation of the spell for another intruder. The *wind* itself lasts for 1 round per level of the casting priest once triggered, although the caster can end it sooner.

A *wailing wind* can be activated more than once, depending on the level of its caster. As the level of the caster increases, the number of blasts of *wailing wind* occurring for different intruders at different times is also increased. A 1st- or 2nd-level caster creates only a single-blast *wailing wind*; a 3rd- or 4th-level caster creates a *wind* of two blasts; a 5th- or 6th-level caster creates a *wind* of three blasts, and so on with no known maximum.

Notes: Granted by Eldath, the Green Goddess of the FORGOTTEN REALMS setting.

Walk Among Beasts — Shaman

(Enchantment/Charm)

Sphere: Animal

Level: 3

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level

Area of Effect: The caster

Saving Throw: None



This spell causes the shaman to be ignored by nearly all animals encountered. The only beasts not affected by this spell are those that are magical or intelligent, or the shaman's own pets.

The material component is the pelt of any indigenous animal, which must be openly worn by the caster, whether as a cloak, girdle, shawl, hood, or other item of clothing (not destroyed by the casting).

Notes: Restricted to shamans, uncommon.

Wall of Fire**(Conjuration/Summoning)****Sphere: Elemental Fire**

Level: 5

Range: 80 yds.

Components: V, S, M

Casting Time: 8

Duration: Special

Area of Effect: Special

Saving Throw: None

The *wall of fire* spell brings forth an immobile, blazing curtain of magical fire of shimmering color—yellow-green or amber (different from the 4th-level wizard version). The spell creates an opaque sheet of flame up to one 20-foot square per level of the spellcaster, or a ring with a radius of up to 10 feet, plus an additional 5 feet for every two levels of experience of the wizard, and 20 feet high.

The *wall of fire* must be cast so that it is vertical with respect to the caster. One side of the wall, selected by the caster, sends forth waves of heat, inflicting 2d4 points of damage upon creatures within 10 feet and 1d4 points of damage upon those within 20 feet. In addition, the wall inflicts 4d4 points of damage, plus 1 point of damage per level of the spellcaster, to any creature passing through it. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Note that attempting to directly catch moving creatures with a newly created *wall of fire* is difficult; a successful saving throw enables the creature to avoid the wall, while its rate and direction of movement determine which side of the created wall it is on. The *wall of fire* lasts as long as the priest concentrates on maintaining it, or one round per level of experience of the priest in the event he does not wish to concentrate upon it.

The material component is a pinch of phosphorus.

Notes: Common for druids (PHB).

Wall of Iron — Dwarf

Reputed to be granted by some dwarven deities as a 7th-level spell; otherwise identical to the 5th-level wizard spell.

Wall of Moonlight**(Alteration, Evocation)****Sphere: Protection, Sun**

Level: 4

Range: 5 yds./level

Components: V, S

Casting Time: 7

Duration: 1 rd./level

Area of Effect: Vertical plane, 6-in.-thick vertical plane with a surface area of 5 sq. ft

Saving Throw: None

This magic creates a shimmering tapestry of swirling, pearl-white force. A wall of moonlight is intangible, need not be anchored to anything, and can readily be passed through. It can be made smaller than the caster's limits if surroundings confine it or the caster wishes to leave an opening beside it, but it cannot be dismissed prematurely. The false moonlight of the wall is bright enough to read by and to clearly illuminate its surroundings within 20 feet in all directions. Beings employing infravision cannot see clearly through it, though they may, if the situation allows, be able to shield their eyes and see past it.

A *wall of moonlight* has the following effects on creatures and items coming into contact with it or passing through it: Undead creatures take 4d12 points of damage. Creatures of evil alignment plus any beings who are carrying a holy symbol consecrated to the goddesses Shar or Umberlee suffer 2d10 points of damage. Magical items glow with a sudden red *faerie fire* for 1d4+1 rounds; this cannot be banished before its duration ends, even if the wielder can normally control the radiance of the item. Magical potions must make a successful item saving throw vs. magical fire or explode, inflicting 3d4 points of damage upon beings within 10 feet or 1d4+8 points of damage on any being carrying them if they are carried in a glass, crystal, or ceramic flask. (If they are carried in some other manner and fail their saving throw, the DM must adjudicate the appropriate proportionate effects.) Finally, magical darkness of any sort is banished and cannot be evoked or continue to exist within 40 feet of any part of a wall of moonlight.

If a creature passes through the wall more than once, or pauses in its midst for more than one round, the being suffers this damage for each contact with the wall or round of continuous contact with it.

Notes: Granted by the goddess Selûne of the FORGOTTEN REALMS setting.

Wall of Shadow

(Conjuration/Summoning)

Sphere: Sun

Level: 5

Range: 80 yds.

Components: V, S, M

Casting Time: 8

Duration: Permanent

Area of Effect: Special

Saving Throw: None

A *wall of shadow* spell creates an immobile curtain of twilight up to one 20-foot square per level of the spellcaster, or a ring with a radius of up to 10 feet, plus 5 additional feet for every two levels of experience of the priest, and 20 feet high.

A *wall of shadow* must be cast so that it is vertical with respect to the spellcaster. A *wall of shadow* is as solid as a *wall of force* to anyone or anything that is connected to or has ever existed for any length of time on the Demiplane of Shadow or the Negative Energy Plane. (This includes recipients of a *summon shadow spirit* spell.) Anyone else who passes through a *wall of shadow* must make a successful saving throw vs. spell or suffer the effects of an *enervation* spell with a duration of 2d4 hours. This spell is often used to create shadowy edifices that seem insubstantial to outsiders but which are as solid as granite to Eshowdow's clergy and followers.

The material components are the priest's holy symbol and an area of shadow.

Notes: Granted by the Chultan god Eshowdow of the FORGOTTEN REALMS setting.

Wall of Stone

Reputed to be granted by some dwarven deities as a 6th-level spell; otherwise identical to the 5th-level wizard spell.

Wall of Tentacles

(Conjuration/Summoning)

Sphere: Elemental Earth

Level: 7

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 day/level

Area of Effect: Wall-shaped area (freestanding, if desired), 6 in. thick, and with a surface area on one side up to 10 sq. feet/level

Saving Throw: Special

This spell enables the caster to create a special sort of quasiliving elemental barrier. On the safe side (the inner side), it appears as a shadowed section of wall. On the outside, it initially appears as rough, purple-brown stone. The caster and priests of the same faith can freely move through the wall as though it did not exist. If any other creature (except when in physical contact with a living, mobile priest of Ghaunadaur) touches this plain wall, four tentacles emerge to grasp the being and begin a loud hissing and champing noise to alert the clergy to the presence of an intruder.

The wall can extrude twenty 16-foot-long tentacles, and two beaks. These shift about its surface but can make only four attacks per round against any single opponent. Only the tentacles attack initially; the beaks are saved for a second stage of continued attack or resistance (see below); only the tentacles attack initially. Each tentacle strike inflicts physical damage, and the creature struck must make a successful saving throw vs. spell or be *held* (as if by a *hold person* spell). Affected beings get a saving throw to break free of the *hold* effect (only one save, regardless of how many tentacle strikes are suffered). While held, subjects are attacked by other tentacles at a +2 bonus to hit, and dragged 4 feet closer to the wall per round. Severing a tentacle automatically breaks its hold and causes it to vanish. A tentacle is severed if it takes more than 12 points of damage in a single round.

Once at the wall, the beaks can attack. The poison of the beaks is *debilitative*; it takes effect in 2d4 rounds and reduces all ability scores by half for its duration. All appropriate adjustments to attack rolls, damage, Armor Class and so on resulting from the poison apply. Further, the individual's movement is reduced by half and cannot heal by normal or magical means until the poison is neutralized or 3d4 days have passed.

The material components are any sort of snake, living or dead, and the beak from an octopus or an avian.

Notes: Granted by the drow deity Ghaunadaur. This spell should not be confused with the warding spell *tentacle wall*.

Wall of Tentacles: AC -2; HD 10; hp 200; THAC0 11; #AT 22 (4 tentacles per target); Dmg 1d20 (×20 tentacles) and 1d10 (×2 beaks); SA poison beaks, *hold* ability of tentacles; SD *darkness*, 15' radius, immunity to nonmagical weapon attacks and all spells except *dispel magic* (strips it of 50 hit points), *disintegrate* (destroys 100 hit points), or *symbol of persuasion* (allows all beings of the same alignment as

the caster—and others whom they escort, while touching—to pass through the wall unharmed); SZ H-G (140 sq. ft. minimum); ML Fearless (20); Int non- (0); AL N.

Beak Poison: Onset time 2d4 rounds; half ability scores and movement, no normal or magical healing; effects last 3d4 days.

If the wall is attacked by any spell or spell-like effect or is reduced to 99 or fewer hit points, it creates *darkness*, 15' radius from its outside surface, and bites any creatures it can reach.

Wall of Thorns

(Conjuration/Summoning)

Sphere: Plant

Level: 6

Range: 80 yds.

Components: V, S

Casting Time: 9

Duration: 1 turn/level

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

Saving Throw: None

The *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a person's finger. Any creature breaking through (or crashing into) the wall of thorns suffers 8 points of damage, plus an additional amount of damage equal to the creature's AC. Negative ACs subtract from the base 8 points of damage, but no adjustment is made for Dexterity. Any creature within the area of effect of the spell when it is cast crashes into the wall of thorns, and must break through to move. The damage is based on each 10-foot thickness of the barrier.

If the wall of thorns is chopped at, it takes at least 4 turns to cut a path through a 10-foot thickness. Normal fire cannot harm the barrier, but magical fires burn away the barrier in 2 turns, creating a *wall of fire* effect while doing so (see the *wall of fire* spell). In this case, the cool side of the wall is that closest to the caster of the thorn wall.

The nearest edge of the *wall of thorns* appears up to 80 yards distant from the caster, as desired. The spell lasts for one turn for each level of experience of the caster, covers one 10-foot cube per level of the caster in whatever shape the caster desires. Thus a 14th-level caster could create a wall of thorns up to 70 feet long by 20 feet high (or deep) by 10 feet deep (or high), a 10-foot high by



10-foot-wide by 140-foot-long wall to block a dungeon passage, or any other sort of shape that suited his needs. The caster can also create a wall of 5-foot thickness, which inflicts half damage but can be doubled in one of the other dimensions. Those with the ability to pass through overgrown areas are not hindered by this barrier. The caster can dismiss the barrier on command.

Notes: Common for druids (*PHB*).

Wandering Glyphs

(Abjuration, Evocation)

Sphere: Ward

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 8 hrs. maximum

Duration: Special

Area of Effect: Special

Saving Throw: Special

This spell is cast to include two to six different surfaces located within a 1-mile-radius sphere, all of which must be touched and outlined with burning incense by the caster during the casting of the spell as in the 3rd-level priest *glyph of warding* spell. *Wandering glyphs* creates two *glyphs* of the same type as those created by a *glyph of warding* spell; the *glyphs* have all of the properties of normal *glyphs of warding* save that the caster cannot trigger and is immune to all effects of his or her own *glyphs of warding*. In addition, *wandering glyphs* are not stationary. They can move by themselves to one of the up to six different surfaces touched during casting, though they can never both be in the same place. (If less than six spots are touched, less than six are utilized.)

The time required to cast the spell is equal to the time required to trace the areas desired to be protected by the *glyphs*. This time is equal to 1 round for every 5 square feet of area to be protected. A caster can protect at each of up to six locations an area equal to a square the sides of which are equal to his or her level in feet. The casting cannot exceed 8 hours.

Wandering glyphs stay at specified surfaces until triggered to go to others or move about from designated surface to surface at random. Nonrandom appearance sequences and conditions are set at the time of the spell's casting and cannot later be changed. Triggered *glyphs* deal their usual damage to intruders activating them and are spent in so doing. A *wandering glyph* spell is not ended by the discharge of only one of its *glyphs*, and the *glyphs* can be commanded to keep apart during casting,

so that only one ever appears in a given location. The expenditure of all *glyphs* in a *wandering glyph* spell ends the spell.

The six surfaces (often doors) set during spell-casting become "sensors" for the spell. The *glyphs of warding* can be called to a locale when one of the surfaces designated by the spell detects either the approach of a creature of a certain alignment; the discharge of magic in an adjacent area that is not from the caster; or the approach of any creature that does not bear a certain token, wear a certain uniform or badge, or speak a certain password.

The material components are enough incense to trace the areas to be protected, a drop of holy (or unholy) water for each location, and a black opal worth at least 250 gp. If any location to be protected exceeds 50 square feet, the locations must also be sprinkled with at least 2,000 (total) gp worth of powdered diamond.

Notes: Rare spell from the FORGOTTEN REALMS setting, recorded by Volo.

Warband Quest

Quest spell, see appendix.

Ward, Major

Ward, Minor

See major ward and minor ward.

Ward Matrix

Quest spell, see appendix.

Ward of Light

(Abjuration, Invocation/Evocation)

Sphere: Guardian

Level: 6

Range: 0

Components: V, S, M

Casting Time: 1 rd.

Duration: 6 rds.

Area of Effect: Sphere 10 to 90 ft. in diameter

Saving Throw: ½

This spell creates a protective sphere (or on solid ground, a hemisphere) of shielding force centered on the caster. It is stationary after it is cast and will survive the death or departure of its caster.

A *ward of light* can be any size from 10 feet across to 90 feet in diameter, as the caster decrees during casting.

The material components are six ivory tokens inscribed with the disc of Lathander and set down at the center of the area defended by the caster.



These emit one ray each per round, "firing" unerringly at any creatures entering the guarded area who do not wear or carry a holy symbol of Lathander. Those already within the shielded area when it forms are not targeted by the spell unless they leave the area and try to return.

If more than six target creatures enter or are in the sheltered area during a single round, the first six creatures to enter (or the six that have been within the hemisphere the longest) are struck by the rays of the ward. If fewer than six valid target creatures are in violation of the ward during a round, they suffer attacks from multiple rays (divide evenly, and then allot extra rays randomly).

Ward of light rays each cause 4d8 points of damage per round, double that to undead (although the undead are allowed a saving throw just as other creatures are). The ivory tokens vanish in smoke when the spell expires, whether they have fired any rays or not.

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

Warmth

(Invocation/Evocation)

Sphere: Sun

Level: 3

Range: Touch

Components: V, M

Casting Time: 6

Duration: 4 hrs. + 1 hr./level

Area of Effect: Creature touched

Saving Throw: None

This spell maintains a creature's body heat against cold for 4 hours, plus 1 additional hour per level of the caster. Also, any cold-based damage is restored at the rate of one hit point per turn. When exposed to magical cold or special cold-based attack, the protected creature receives a +2 bonus to saving throws, and cold-based damage is reduced by 1 point per die. This spell is not cumulative with any other magical protections against cold.

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

Warning

(Divination)

Sphere: Divination



Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 1 turn/level

Area of Effect: 10-ft. radius around creature touched

Saving Throw: None

This spell heightens the sense of the recipient and his or her awareness of danger. The subject receives a favorable adjustment of 1 on surprise checks (3-in-10 becomes 2-in-10, and so on) from events originating within the area of effect. (For example, the subject can be surprised by a missile fired from outside the area of effect.)

Likewise, the individual cannot be easily struck from behind, since the subject becomes aware of any creature moving behind him or her within 10 feet. Further, the subject has a 30% chance to notice any trap or hidden danger (including invisible opponents) within the area of effect. Also, the chance of a foe successfully Hiding in Shadows or Moving Silently in the area of effect is halved.

The various warnings given by this spell are only noticeable to the recipient of the spell. It is that individual's decision to notify other members of an allied group should a warning be received.

The material component is a small metal figure sprinkled with the dust of a crushed pearl.

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

Warning Shout — Halfling

(Alteration)

Sphere: Protection

Level: 1

Range: 0

Components: V, S

Casting Time: 1

Duration: Instantaneous

Area of Effect: 1/2[FRA]-mi. radius

Saving Throw: None

A priest who casts a *warning shout* can project a single word loud enough to be heard outdoors approximately a half-mile away. The sound is magically amplified so that it is the same volume close to the spellcaster as it is at the edge of the spell's radius. Only one word can be projected using this spell (such as "Intruders!" or "Help!").

As a side effect, the spell wakens sleeping creatures in the area that can be naturally awakened by noise and are not extremely deep sleepers. These sleeping creatures may not know what woke them, at the discretion of the DM.

Notes: Granted by the halfling god Arvoreen the Defender.

Warp and Weave

(Divination)

Sphere: Divination

Level: 4

Range: 30 yds.

Components: V, S

Casting Time: 1 rd.

Duration: 1 rd.

Area of Effect: The caster

Saving Throw: None

This spell enables its caster to precisely identify the magic employed to create an effect observed by the caster during the previous round, during the round of casting, or during the round following casting. The caster of *warp and weave* learns the spell name, type (wizard or priest), school or sphere, and necessary material components of any such magic.

Only one magical effect can be examined, but a *warp and weave* spell fails to impart any knowledge if the effect is nonmagical or if the caster mistakenly believes that remnants are from a very recent

magic when they are, in fact, from one cast earlier.

The *warp and weave* also suggests (by visions of mental images) one method by which the observed spell effects can be countered or undone (if possible). Such visions may be cryptic, but never deliberately mislead.

Notes: Restricted to priests of Mystra of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Warp Sense

(Divination)

Sphere: Divination

Level: 2

Range: Touch

Components: V, S

Casting Time: 5

Duration: 1 rd./level

Area of Effect: 60 ft. path

Saving Throw: Special



The *warp sense*, a spell finds and analyzes the gates and portals of the planes. It allows the being touched to sense any gate or portal, active or not, along a 60-foot path, dead ahead. Scanning in a single direction (out of four in a complete circle) takes one full round, so the recipient can shift directions while scanning. However, the empowered creature cannot move in any other way without disrupting the spell; full concentration is required.

Once a portal is detected, the creature can try to deduce where the other end discharges and the key required to use the portal, if any. Each piece of information requires a separate saving throw and if either is failed, a; nothing further can be learned about that portal. The player can state which question will be asked first. If the creature has actually seen the portal in operation, a +2 bonus is applied to the check.

Notes: Rare for planar priests. Unlikely to be learned except through visiting the Outer Planes.

Warp Stone or Metal

(Alteration)

Sphere: Elemental Earth

Level: 4

Range: 1 level

Components: V, S, M

Casting Time: 7

Duration: Instantaneous

Area of Effect: Special

Saving Throw: None

Stone or metal objects up to 5 pounds weight per level of the druid can be warped and made useless by this spell. Any number of objects can be warped as long as their total weight does not exceed 5 pounds per level of the druid; these items must also fail a saving throw (use the "crushing blow" column with a +2 bonus for the item). Magical items have an additional +2 bonus (weapons and similar items add their combat bonus as well). Artifacts are not affected. Creatures in warping metallic armor take damage equal to the Armor Class value subtracted from 10; thus, AC 2 inflicts 8 points of damage if warped. Warped armor is useless. Locks can be warped open or permanently closed with this spell; this is also true of doors with metal hinges or bands.

The material component is a small piece of iron ore that can be crumbled by hand.

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

Warp Wood

(Alteration)

Reversible

Sphere: Plant

Level: 2

Range: 10 yds./level

Components: V, S

Casting Time: 5

Duration: Instantaneous

Area of Effect: Special

Saving Throw: Special

When this spell is cast, the priest causes a volume of wood to bend and warp, permanently destroying its straightness, form, and strength. The range of a *warp wood* spell is 10 yards for each level of experience of the caster. It affects approximately a 15-inch shaft of wood of up to one-inch diameter per level of the caster. Thus, at 1st level, a caster might be able to warp an hand axe handle or four crossbow bolts; at 5th level, the caster could warp the shaft of a typical spear. Note that boards or planks can also be affected, causing a door to be sprung or a boat or ship to leak. Warped missile weapons are useless; warped melee weapons suffer a -4 penalty to their attack rolls.

Enchanted wood is affected only if the spellcaster is of higher level than the caster of the prior enchantment. The spellcaster has a 20% cumulative chance of success per level of difference (20% if one level higher, 40% if two levels higher, etc.). Thus, a door magically held or wizard locked by a 5th level wizard is 40% likely to be affected by a *warp wood* spell cast by a 7th-level priest. Wooden magical items are

considered enchanted at 12th level (or better). Extremely powerful items, such as artifacts, are unaffected by this spell.

The reversed spell, *straighten wood*, straightens bent or crooked wood, or reverses the effects of a *warp wood* spell, subject to the same restrictions.

Notes: Common for druids (*PHB*).

Watchfire

(Divination)

Reversible

Sphere: Elemental Fire



Level: 6

Range: 2 mi./level

Components: V, M

Casting Time: 3 rds.

Duration: 1 hr.

Area of Effect: Special

Saving Throw: None

This powerful spell allows a caster to know how many fires burn within the area of effect and the approximate location of each. He can choose any one of these fires and peer out of it as if he were actually within the flames. Anyone watching the fire sees a dark face peering out at them, but can



dispel the visage only by extinguishing the flame or casting other protections from scrying.

The caster can communicate through the flames, but cannot cast spells or use special abilities without other magic that enables this.

The reverse of this spell, *seal fire*, protects all fires in range from being used in this way.

Notes: Uncommon for priests of the DARK SUN setting.

Watchful Eyes

(Enchantment, Divination)

Sphere: Divination



Level: 6

Range: Special

Components: V, S, M

Casting Time: 1 rd./object (minimum 1 hr.)

Duration: 12 hrs./level

Area of Effect: Special

Saving Throw: None

The spellcaster must choose easily portable objects to enchant, and must make them identical (within reasonable limits). The objects together undergo an elaborate "curing" process that somewhat resembles the metapsionic method of empowering an item. This takes the spellcaster at least one hour per day for one month. If the spellcaster skips a day the process must start again from scratch.

Each spell enchants up to 100 identical items. The spellcaster must touch each item during casting. A spellcaster who has more than 100 items can cast *watchful eyes* consecutively, so long as the curing process continues daily.

Any number of spellcasters can attend. When the caster finishes with the final item, the spell activates for all items at once. The items appear unchanged but now detect as magical for the duration of the spell.

Thereafter, those who attended all the castings can select and tune in on any enchanted item up to 100 miles away, as described above. This takes 1d6 rounds. (Note: the clairsentient effect works normally, independent of circumstances: for instance, it works even if the item is concealed. The DM may assign negative modifiers for extreme range, presence of interfering magic, etc.)

The *watchful eye carriers* become aware of this magical sensing only if they would ordinarily detect magic used in their presence. *Detect scrying* identifies the item, but nothing can trace the clairsentience back to its source.

This spell requires one other material component: a conventional magical scrying device, such as a crystal ball, which is not expended in the process.

Alliance leaders find the watchful eyes enchantment expensive and time-consuming, but effective. They guard its secret closely, and most other spellcasters have never heard of it. Some monarchs know of the spell, but not the procedure. They would pay a fortune for it.

Notes: Known to priests of the Alliance of the DARK SUN setting.

Watching Shadow

(Alteration)

Sphere: Divination

Level: 4

Range: 10 yds./level

Components: V, S

Casting Time: 7

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell creates a mobile shadow that sends its caster visual information (similar to, but by no means exactly like, a *wizard eye* spell). The locale being watched need not be known to the caster of the spell. The shadow need not be man-shaped, but it is always of approximately the same cubic volume as the caster. It can squeeze through any hole that one of the caster's hands, up to the wrist, could pass through, and the caster can change its shape at will. (Quite specific forms can be taken, so that the shadow can point like a hand, etc.) The shadow glides along the ground or floor at MV 15, falling gently to earth if it moves over a sudden drop off. It cannot fly or rise except by moving up a stair, or climbing a wall, rock face, or incline that the caster could traverse.

The caster can move the shadow wherever desired, seeing in any direction from it by silent effort of will. The shadow is visible, and will no doubt attract attention if it moves, stops, moves again, and appears to follow beings—especially when no shadow should be present—but there is no visible eye or other indication that the caster is *watching through the shadow*. The caster's mind cannot be contacted by beings employing magic or psionics on the shadow. The caster can see out of the shadow as far and as well as if his or her own eyes were present where the shadow is and the gloom of the shadow was not.

The presence of lead or gorgon's blood in walls (or their mortar) serves as a barrier against the viewing linkage of shadow to caster, but the caster retains control of the spell effect. If the shadow can be moved "blind" to a spot where there is no effective intervening barrier, the visual link is restored.

Watching shadow functions only on its caster's current plane of existence.

Unlike a *listening shadow*, a *watching shadow* spell ends instantly if its caster undertakes any other spellcasting.

Notes: Granted by the Mask, god of thieves of the FORGOTTEN REALMS setting.

Water Breathing

(Alteration)

Reversible

Sphere: Elemental Air, Elemental Water

Level: 3

Range: Touch

Components: V, S

Casting Time: 6

Duration: 1 hr./level

Area of Effect: Creature touched

Saving Throw: None

The recipient of a *water breathing* spell is able to breathe under water freely for the duration of the spell—that is, one hour for each experience level of the caster. The priest can divide the base duration between multiple creatures. Thus an 8th-level priest can confer this ability on two creatures for 4 hours, four for 2 hours, eight for 1 hour, and so on, to a minimum of ½ hour per creature.

The reverse, *air breathing*, enables waterbreathing creatures to survive comfortably in the atmosphere for an equal duration. Note that neither version prevents the recipient creature from breathing in its natural element.

Notes: Common for clerics and druids (PHB).

Water Form

(Alteration)

Sphere: Elemental Water

Level: 7

Range: Touch

Components: V, M

Casting Time: 1 rd.

Duration: 1 turn + 1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

This spell transforms the recipient into a creature made of elemental water, enabling him to flow as a liquid. The recipient no longer needs to eat or breathe. The *water form* is cohesive, and the recipient can shape himself as desired—even retaining his original shape. When submerged in a lake or other watery environment, the *watery form* becomes invisible.

The recipient suffers only half damage from all piercing and slashing attacks. Furthermore, the creature is immune to poison and gas attacks while in this form. Full sunlight, however, inflicts 1 point of damage each round from evaporation.

Most magic affects the recipient, although some spells have greater effects than others. All fire-based spells inflict -1 point per die of damage (minimum 1 point per die) while electrical attacks inflict +1 point per die of damage. If targeted by a spell that affects water, the recipient must attempt a saving throw vs. spell. Spells that transmute water into another substance end the effect prematurely; the recipient reverts back to his own form, subject to the restrictions below. The caster can end the effects of the spell whenever he desires. It otherwise lasts for 1 turn, plus 1 additional round per level of the caster.

Notes: Uncommon for Sea priests and those with major access to the sphere of Water.

Water of Eldath

(Alteration)

Sphere: Elemental Water, Healing

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 8

Duration: Instantaneous

Area of Effect: Three potion flasks

Saving Throw: None

This spell fills three potion flasks with *water of Eldath*. An entire flask of *water of Eldath* poured onto and object or creature kills mold and musk creeper spores (including monstrous sorts) and rot grubs; purifies water of dangerous pollutants, diseases, and oils, including all things that give the water an unpleasant taste and odor; and acts as a *neutralize poison* (as the 4th-level priest spell). If an entire flask is imbibed, it instantly confers the following effects on the drinker as needed: It *cures disease* (as the 3rd-level priest spell); *cures mummy rot*; *cures lycanthropy*; *removes curses* (as the 3rd-level priest spell); and closes all wounds, including wounds made by enchanted weapons such as a *sword of wounding* that cannot normally be made to close, effectively binding the wounds and preventing further damage due to blood loss. The *water of Eldath* is treated as any other potion with respect to spells such as *dispel magic*.

The material component is three drops of water blessed by Eldath, blessed by one of her personal servants (her servitor creatures) in her name, or consecrated to her by an Exalted of Eldath. One drop is placed into each flask.



Notes: Granted by Eldath, the Green Goddess of the FORGOTTEN REALMS setting.

Water Serpent

(Conjuration/Summoning)

Sphere: Elemental Water

Level: 5

Range: 60 yds.

Components: V, S, M

Casting Time: 8

Duration: 6 rds.

Area of Effect: A body of water at least three times the caster's body volume

Saving Throw: None

This spell causes a pre-existing body of water of at least thrice the caster's body volume and within spell range to animate in accordance with the caster's wishes. A serpentine mass of water that obeys the caster's wishes, biting at foes as directed. Although the "serpent" is not a sentient force, the magic compels it to follow moving targets and continue to obey a set task until its caster changes the commands governing it, so that it appears to fight or act independently of the caster's supervision.

A water serpent can rise up (to a maximum of 18 feet above the water surface) and strike at targets of the caster's choosing with a "bite" of crushing water that deals 3d8 points of damage, and strikes twice per round. The serpent is AC 1, MV swim 18, has 55 hit points (dealing it more damage than that total causes it to collapse, ending the spell), and a THAC0 of 11. It cannot coil around, constrict, or tail-slap foes, being an actual "growth" of the water rather than a whole-bodied creature, but it can batter at wharves, boats, walls, and other solid objects within its reach, forcing "crushing blow" saving throws against all such items if the items are free to move (for example, if they are floating), at a -1 penalty if they are solid and immobile, and at a -2 penalty if they are composed of separate elements, such as the bricks or stones of a mortared wall or the tree-trunks of a wharf piling. It can deliver two such blows per round, or a blow and an attack (at a target creature). Attacks on creatures do not force crushing blow saving throws on worn or carried items.

Unlike the similar Umberlant spell *water wyvern*, a water serpent cannot be used as a steed. Nevertheless, it can be used (but only by its caster) in a single thrust that picks up the caster and propels him or her forward to a maximum of 60 feet and upward to a maximum of 20 feet. This drive can be precisely aimed, but is not stable enough to

permit spellcasting en route and provides no protection for the caster at the end of the movement. (When the serpent recoils and collapses, it ends the spell and leaves the caster moving forward with the same momentum as the thrust, and, perhaps, nothing beneath him or her.)

Such a thrust is made at MV 18, and can project beyond the body of water out of which the serpent was created. It is typically used to deposit the caster on a balcony, atop a wall, or on some other height clear of the water.

If the creator of a water serpent wills the spell to end, or the serpent passes beyond spell range, it instantly melts away, slumping back into the surrounding waters as the magic dissipates. The caster can freely cast other spells after creating a water serpent, but cannot change its directives in any round in which he or she is spellcasting. A water serpent must always be directed to attack a specific target, not multiple ones. If one is told to strike at "anything that enters through that doorway," it attacks the first creature to do so and ignore all others, even after its quarry is dead. If told to attack "all creatures entering through that doorway," it attacks only the first one to do so.

The material components are two fangs from any sort of aquatic creature equipped with sharp teeth (not cartilage or bony ridges, but true teeth).

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

Water Sprint — Old Empire

(Alteration)

Sphere: Combat

Level: 1

Range: 0

Components: V, S

Casting Time: 4

Duration: Special

Area of Effect: The caster

Saving Throw: None

This simple spell triples the spellcaster's normal swimming movement rate for one round. After casting this spell, the priest must utilize this boost of speed within one hour per level of the spellcaster. When the spell duration expires or after the burst of speed is utilized, the spell effect ends immediately.

Priests of Sebek commonly employ this spell when preparing for a hunt. They then lurk in crocodile form beneath the water waiting for likely prey and, when a likely victim is found, burst out with surprising speed and attack.

Notes: Granted by the Mulhorandi god Sebek, Lord of Crocodiles, of the FORGOTTEN REALMS setting.

Water Trap

(Alteration)

Sphere: Elemental Water



Level: 4

Range: 0

Components: V, S, M

Casting Time: 5 rds.

Duration: 1 hr./level

Area of Effect: 20-ft diameter

Saving Throw: Special

With a *water trap* spell, the caster turns a normal body of water, no more than 20 feet in diameter, into a deathtrap. The spell magnifies the natural surface tension of the water, giving it the strength to pull size M and smaller creatures to a murky death. Whenever a creature of affected size attempts to drink from a pool, oasis, or watering hole altered by this spell, it must make an immediate saving throw vs. death magic. Failure indicates that the creature is instantly pulled under the surface and trapped.

Creatures pulled under by this spell will find that the surface of the water now has a tough, rubbery consistency (at least from below) that makes escape very difficult. A trapped creature can escape by attempting a second save at a -6 penalty.

Friendly creatures outside the pool add +1 to the creature's save every round, and are in no danger of being sucked under themselves once the trap has been sprung. Beings of size L and larger can free one trapped creature per round. This spell is most often used to trap desert oases and private wells.

The material component is a small wooden or stone figure of a man trapped in a hardened bit of amber or other translucent stone.

Notes: Uncommon for priests of the DARK SUN setting.

Water Walk

(Alteration)

Sphere: Elemental Water

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 1 turn + 1 turn/level

Area of Effect: Special

Saving Throw: None

By means of this spell, the caster is able to empower one or more creatures to tread upon any liquid as if it were firm ground; this includes mud, quicksand, oil, running water, and snow. The recipient's feet do not touch the surface of the liquid, but oval depressions of the appropriate foot size and two inches deep are left in the mud or snow. The recipient's rate of movement remains normal. If cast underwater, the recipient is borne toward the surface.

For every experience level above the minimum required to cast the spell (5th level), the caster can affect another creature.

The material components for this spell are a piece of cork and the priest's holy symbol.

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

Water Window

(Divination)

Sphere: Divination, Elemental Water

Level: 3

Range: 10 ft.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr.

Area of Effect: 5 × 5 ft. sq.

Saving Throw: None

This spell allows the caster to gain information from a quantity of water. Once the spell is cast, the water begins to show the images of objects and creatures that have been reflected in its surface over the past 24 hours. The caster can make specific requests such as "show me the last man who passed by here," and the water will show the appropriate reflection. Should the request be impossible to fulfill, the water becomes opaque gray until another request is made or the spell expires.

Should the caster use the spell on flowing water, such as a river, the caster must keep up with the water in order to view the reflection. Otherwise, the flowing water shows images of what happened upstream (where the actual water was when the objects were reflected in it). If there was no light to produce a reflection, the water shows only darkness under the effect of this spell.

The spell requires a suitable body of water.

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

Water Witch

(Divination)

Sphere: Elemental Water



Level: 2

Range: Special

Components: V, M

Casting Time: 3 turns

Duration: Until water is found

Area of Effect: Special

Saving Throw: None

The priest must first find two wooden or metal rods no more than 2 feet long and 1/4 inch thick. One is held in each hand, level with the body, as the priest begins to walk. When water is detected, the rods are attracted to each other; they form an "X" over the spot. The sticks are only magical for the duration of the spell, and the caster is guaranteed to find any quantity of water of at least 2d6 gallons no more than 1 foot below ground level. The water will be muddy, so each thirsty creature has to drink twice the amount normally needed. Disturbing the caster breaks the spell; the caster can abandon it at any time, as well.

Notes: Uncommon for priests of the DARK SUN setting.



Water Wyvern

(Conjuration/Summoning)

Sphere: Elemental Water

Level: 3

Range: 40 yds.

Components: V, S, M

Casting Time: 6

Duration: 4 rds.

Area of Effect: A body of water at least twice the caster's body volume

Saving Throw: None

This spell causes a pre-existing body of water of at least twice the caster's body volume to animate in accordance with the caster's wishes. A wyvernlike mass of water is created, though it must be emphasized the term is based on shape resemblance. The spell only shapes unintelligent water and sets it to a task—it does not create a sentient or aware monster.

A water wyvern can rise up (to a maximum of 12 feet above the water surface) and strike at targets of the caster's choosing with a "bite" of crushing water that inflicts 2d8 points of damage, and strikes once per round. It is AC 3, MV swim 12, has 33 hit points (dealing it more damage than that total causes it to collapse, ending the spell), and has a THAC0 of 13. The size of the "wyvern" created may vary, but its useful properties do not.

The caster of a water wyvern can choose to ride upon it or direct it to carry others. As a steed, the water wyvern achieves a wet solidity, surging along under the creatures it bears like a galloping horse. It forms a stable platform for the casting of swift, simple spells (those requiring no material components other than a holy symbol or surrounding water and with a casting time of 5 or less). If the "wyvern" carries only one rider (a single creature, plus worn or carried gear, of less than 300 pounds total weight), it can use its bite attack as directed by the caster. If it carries two or more creatures or more than 300 pounds weight, it can be only a mobile platform and has no attacks. A water wyvern can carry a maximum of two creatures, or three if one is its caster.

No one but its caster can stop or steer a "wyvern." It will only bite as directed by the caster—but as long as the caster is within range, the caster need not be riding it or in direct contact with it to command it.

If the creator of a *water wyvern* undertakes any other spellcasting or wills the "wyvern" to cease to exist, it instantly melts away, slumping back into the surrounding waters as the magic dissipates.

The material components are a tooth from any sort of animal, and three scales from any aquatic creature.

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

Waterfloat

(Alteration)

Sphere: Protection

Level: 1

Range: 10 yds/level

Components: V, S, M

Casting Time: 1

Duration: 3 rds. + 1 rd./level

Area of Effect: 10-ft. cube

Saving Throw: Special

This spell prevents objects or creatures in the area of effect from sinking into water or other liquids.

The caster can affect a weight of 200 pounds, plus 100 additional pounds per level, divided between as many creatures or objects as he or she chooses to include in the spell. Affected objects and creatures bob to the surface and remain afloat for the duration of the spell, regardless of subsequent drifting.

Anything affected by this spell resists being pulled under with a buoyant force equal to its normal weight. If the spell is cast on an unwilling creature—for example, a merman trying to escape by diving—then a successful saving throw vs. spell negates the effect, though the creature counts toward the spell limit.

The material component is the priest's holy symbol.

Notes: Common for Sea Priests; otherwise, rare.

Waters of Life

(Alteration)

Sphere: Elemental Water



Level: 6

Range: 0

Components: V, S, M

Casting Time: 9 rds.

Duration: Special

Area of Effect: 1 creature

Saving Throw: None

This powerful spell is representative of the life-giving nature of water, and the sacrifices that the

priests of that sphere are willing to make for those they believe worthy.

The priest spends makes an elixir from local herbs. Once made, the priest gives half the potion to the patient, and takes the rest himself.

The former patient is now healed of all damage, poisons, or diseases, but the effects, wounds, and other symptoms are transferred to the priest.

Soon the healer falls into a near comatose state for a period of two hours while his body fights off infections and repairs the damage.

At the end of this period, the priest should make a System Shock roll. If he passes the test, he awakens from the coma and all is well. If he fails, he suffers the effects of whatever was wrong with the former patient. This cannot result in the priest's death. Conditions that would cause his death are halted, and the priest goes into a trance for another 24 hours. When he awakes, he will have only 1 hit point, but no other ill effects, scars, or contagion.

If friendly spellcasting heals the damage, the priest quickly recovers from his coma, losing 1d4 hit points representing fatigue.

Magical afflictions, diseases, or curses cannot be cured by the waters of life.

Notes: Uncommon for priests of the DARK SUN setting.

Waterspout

(Alteration, Evocation)

Sphere: Elemental Water

Level: 6

Range: 10 yds./level

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: Special

Saving Throw: Special

This spell causes water to rise up into a whirling, cylindrical column. A large body of water must be present (in other words, a pond, lake, or the sea) or the spell is wasted; the magic cannot create water. A *waterspout* created by means of this spell is 10 feet across, rises 80 feet above the water, and requires a depth of water of at least 20 feet beneath it. If sufficient space is not available for the spout to form, the spell is wasted. If it later encounters insufficient depth after it has formed, it collapses, inflicting 4d6 points of falling damage on all beings within it as the only damage it deals in that round and ending the spell.

A *waterspout* is a destructive vortex of water that flails and sucks in creatures and objects it contacts and waterborne items within 10 feet of itself (below and

on all sides), whirling them up to its top before flinging them free. The caster can direct the *waterspout* to travel horizontally 10 feet per round. It will claw along the sides of large immobile objects such as castle walls or islands that it is sent against and smash through flimsy barriers. When the spell expires, it sinks slowly down, doing no harm to creatures and items it is carrying that round.

Items struck by a *waterspout* must make item saving throws vs. crushing blow once per round or be shattered and destroyed. Structures and larger items may well suffer structural damage as determined by the DM.

Creatures struck by a *waterspout* are sucked into it the first round. They are then helplessly whirled about for 6d8 points of damage per round for two rounds; they must also make a successful saving throw vs. death magic each round or drown unless able to breathe in water by natural or magical means or hold their breath (a successful Strength and Constitution ability check each round or a successful Swimming proficiency check each round. Finally, they are flung free at the end of the next round, taking only 3d8 points of damage during this round. (They need not make saving throws vs. death magic this round.) Being flung free typically hurls a creature 100 feet or more horizontally (in the midst of a mist of water) and inflicts 6d4 points of falling damage on creatures if they land in water or a swamp or as much as 12d4 points of damage if they are hurled into trees, buildings, rocks, or other solid objects. Items still miraculously attached to a flung creature's body must make a successful saving throw vs. crushing blow when their wearer lands or be destroyed; magical items receive a +2 bonus to this saving throw. Only on the round of being flung free is a creature able to use magical means, such as an item or quick spell, to escape the effects of the *waterspout*.

The material component is a drop of water blessed by Umberlee or by a senior Umberlant in the name of the goddess.

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

Waterwall

(Evocation)

Sphere: Elemental Water

Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 7

Duration: 1 rd./level

Area of Effect: 10 sq. ft./level

Saving Throw: Special

This spell causes a wall of blue-green water 10 square feet in size for every level of the spellcaster to bubble forth from the targeted area, rising through cracks in the floor, falling from the sky, or simply springing forth from the empty air. The *waterwall* is 20 feet high.

Creatures smaller than the height of the wall find themselves paralyzed if they attempt to move through the wall. They are unable continue through the wall or retreat back out of the wall. Creatures larger than the height of the wall have their movement rates reduced to one-quarter of normal. Creatures who attempt to move through the wall receive no saving throws against the *waterwall's* paralyzing or slowing effects.

If *waterwall* is cast to initially incorporate a specific creature, the creature is allowed a saving throw vs. spell with a +4 bonus. Success means the creature leaped from the area of effect before the wall fully came into being.

Physical missiles cannot pass through the wall, though they can hit trapped creatures. The same is true for spells that have to travel through the *waterwall* to reach specific targets (including *fireball*, *burning hands*, *meteor swarm*, *magic missile*, *Melf's acid arrow*, and other spells that rely on

line-of-sight), though area-of-effect spells that do not rely on traveling through intervening space to their target function normally through the *waterwall*. *Cone of cold*, *Otiluke's freezing sphere*, or similar spells instantly turn a *waterwall* into a *wall of ice* and inflict maximum normal damage for the initial spell (the *cone of cold*, etc.) on the creatures trapped within the *waterwall/wall of ice*. These creatures also lose any saving throw the damaging spell would normally allow. (For instance, *cone of cold* usually allows a saving throw for half damage. A creature trapped in the *waterwall* would receive no saving throw against the damage of the *cone of cold*). Trapped creatures are helpless against melee attacks as well. A *ring of free action* negates the affects of a *waterwall* for its wearer.

The material components are the priest's holy symbol and a vial of water.

Notes: Granted by Istishia the Water Lord of the FORGOTTEN REALMS setting.

Watery Fist

(Conjuration/Summoning)

Sphere: Elemental Water

Level: 2

Range: 60 yds.

Components: V, S, M

Casting Time: 5

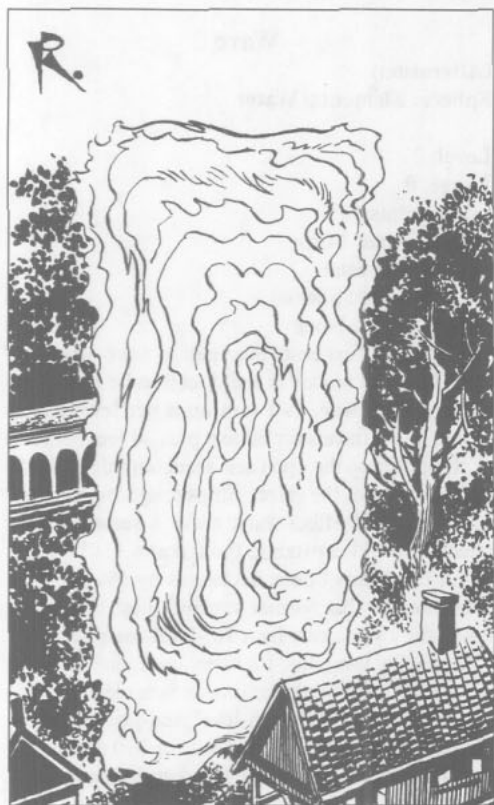
Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell conjures a coherent pseudopod of water from any suitable body of water at least 5 feet across and 2 feet deep (for streams) or 10 feet in diameter and 2 feet deep (for ponds or pools). The pseudopod can stretch up to 10 feet plus 1 foot per caster level from its source, so a 3rd-level priest could command *watery fist* to strike at a creature hovering 13 feet above a lake or standing on the shore 13 feet from the water. The pseudopod obeys the priest's mental commands, although the priest must concentrate each round in order to maintain control of the watery member.

The pseudopod is incapable of fine manipulation, but it can be used to make bludgeoning or constricting attacks. When used to strike at opponents, it attacks with the caster's THACO and inflicts damage as shown below. The priest can add his magical attack adjustment (from his Wisdom score) to his THACO, but Strength-based adjustments or special weapon skills don't help the priest to control *watery fist*. The pseudopod may be able to make rear or flank attacks if the priest can direct it into the proper position.



If used to encircle and constrict, the pseudopod must first make an attack roll as described above, inflicting damage based on the priest's level. However, in following rounds, the pseudopod automatically inflicts constricting damage on the grappled creature, increasing damage by +1 point per round. In other words, in the first round the creature sustains listed damage, in the second round it sustains listed damage +1, in the third it sustains listed damage +2, and so on. The pseudopod holds the creature with an effective Strength equal to the priest's Wisdom score.

Caster Level	Striking Damage	Constricting Damage
1-4	1d6	1d3
5-8	1d10	1d6
9-12	1d12	1d8
13+	2d8	1d10

Watery fist can be released by the priest any time he cares to stop concentrating on maintaining it. The pseudopod immediately resumes its normal state, possibly drenching a grappled creature or extinguishing a small fire if the caster wishes. The pseudopod is AC 6 and has 15 hit points, plus 1 additional hit point per caster level. It can be damaged only by magical weapons, fire, or cold; all other attacks simply pass through the water. *Transmute water to dust*, *part water*, *lower water*, and *Otiluke's freezing sphere* all destroy *watery fist* on contact.

The material component is a vial full of *blessed water* or a sprig of mistletoe that is thrown onto the body of water from which the fist will be summoned.

Notes: Uncommon for clerics and druids (PO:SM).

Watery Travel

(Alteration)

Sphere: Elemental Water

Level: 5

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 1 turn +1 rd./level

Area of Effect: 1 creature

Saving Throw: Neg.

This spell is similar to the 5th-level priest spell *pass plant*. The creature must immerse itself in a body of water (a lake, river, stream, or a full bathtub); the priest then casts the spell. The subject and up to 100 pounds of his or her clothing and equipment

are then transformed into water. The subject remains aware of his surroundings and is able to move under his own power (though he must remain in water) for the duration of the spell. An unwilling creature is allowed a saving throw to resist the effect.

The watery individual moves at a rate of one mile per round regardless of the movement, speed, or conditions of the body of water; the creature would move across a still pond or upstream during a thunderstorm at the same rate.

The subject can use ground water to pass through seemingly dry areas. A creature that seeps into the ground or passes from a river or pond into the ground water moves one-half mile per round.

Regardless of the depth of the ground water, the watery creature retains a general sense of direction. He or she is unable to see anything, but can hear reasonably well while in water form.

When the spell expires, the creature immediately transforms into its normal form. If within a few feet of dry land, the magic thrusts it safely onto land, clothing and gear dry. A creature farther offshore must swim or be rescued by friends. A creature traveling in groundwater dies instantly. Practitioners of *watery travel* have been known to disappear forever.

Notes: Uncommon for priests of Cerilia, the BIRTHRIGHT setting.

Wave

(Alteration)

Sphere: Elemental Water

Level: 2

Range: 0

Components: V, S

Casting Time: 1 turn

Duration: Special

Area of Effect: Special

Saving Throw: None

When a priest casts this spell, a wave originates from him and moves in the direction he faces, in a 60° arc. The wave is 1 foot high per level of the caster, and it travels for 60 feet plus 30 feet per level of the caster on the open sea, reaching inland for 10 feet per level of the caster. Ships caught in the wave spell's area of effect must make a seaworthiness check to avoid capsizing, though at a +30% bonus at 1st level; this bonus decreases by 5% per level thereafter, so that normal seaworthiness checks are made for a wave cast by a 7th-level sea-priest. The -5% penalty is applied for every level after 7th level as well, so a seaworthiness check is made at a -20% penalty against an 11th-level sea-priest's wave, which is 11 feet high and travel for 390 feet on the sea. The wave causes 1 point of damage per level of the caster to any land-based being struck by it if the

wave rolls overland, but it causes no damage to swimmers on the open sea.

Wave spells are unaffected by sea or weather conditions. Thus, a wave can be made to run at a right angle to or completely counter to the direction of any other waves. *Wave* spells affect the surface of the water only and have no more affect on underwater creatures than naturally occurring waves.

Notes: Uncommon for Sea priests; otherwise, very rare.

Wave of Telekinesis — Gnome

(Alteration)

Sphere: Combat

Level: 4

Range: 0

Components: V, S

Casting Time: 7

Duration: Instantaneous

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

Saving Throw: Neg.

By means of this spell, the priest can hurl one or more objects directly away at high speed, to a distance of up to 10 feet per level of experience. Any creature or object of 10 pounds per caster level or less in the area of effect is affected. Creatures within the weight capacity of the spell are allowed a saving throw vs. spell to avoid being hurled. Damage caused by hurled objects is decided by the DM, but cannot exceed 1 point of damage per caster level. Those able to employ as simple a counter-measure as an *enlarge* spell, for example (thus making the body weight go over the maximum spell limit), can easily counter the spell. The various *Bigby's hand* spells also counter this spell.

Notes: Granted by the gnome god Gaerdal Ironhand.

Wealthtwist

(Alteration, Necromancy)

Sphere: Healing, Necromantic

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 2 rds.

Duration: Special

Area of Effect: Special

Saving Throw: None

This spell transforms gems, trade bars, and/or coinage of a value of 250 gp per spell level into one of the following spells, chosen by the caster and enacted instantly on him or through his touch

on another being: *cure light wounds*, *cure blindness* or *deafness*, *cure disease*, *cure serious wounds*, *neutralize poison*, *cure critical wounds*, *heal*, *regenerate*, and *dimension door*. If insufficient funds exist for a chosen spell, the caster is instantly made aware of this, and if enough additional funds cannot be touched within the two rounds of the spell's casting, the caster will have to settle for a lesser spell effect or waste the magic altogether.

This spell is often used by Waukeenar as a special boon to Waukeen-worshipping merchants who are willing to make substantial donations to the church in return for some extra protection.

The material component is the wealth needed to cast the level of spell desired.

Notes: Granted by the lesser power Waukeen Merchant's Friend of the FORGOTTEN REALMS setting.

Wealthword

(Alteration, Necromancy)

Sphere: Healing, Necromantic

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 2 rds.

Duration: Special

Area of Effect: Special

Saving Throw: None

This variant of the *wealthtwist* spell transforms gems, trade bars, and/or coinage of a value of 500 gp per spell level into one of the following spells: *cure light wounds*, *cure blindness* or *deafness*, *cure disease*, *cure serious wounds*, *neutralize poison*, *cure critical wounds*, *heal*, *regenerate*, and *dimension door*. If insufficient funds exist for a chosen spell, the caster is instantly made aware of this, and if enough additional funds cannot be touched within the two rounds of the spell's casting, the caster will have to settle for a lesser spell effect or waste the magic altogether.

The priest casts *wealthword* into the mouth of another being by touch, whispering a word of activation as he or she does so. If the tongue touched ever speaks that word, the spell effect instantly occurs, even if this befalls years later. For example, a nonspellcasting merchant protected by a *wealthword*—with the necessary loss of cash—loses an arm in a brigand attack years later, gasps out the secret word—and regains his arm.

The spell recipient need not have any familiarity with magic, but must be able to utter the word of activation to enact the waiting spell effect. There is no known way to remove this waiting

protection from a being; *dispel magic* has no effect on it at all.

This spell is sometimes used by Waukeenar as a special boon to Waukeen-worshipping merchants who are willing to make substantial donations to the church in return for some extra protection.

The material component is the wealth needed to cast the level of spell desired.

Notes: Granted by the lesser power Waukeen Merchant's Friend of the FORGOTTEN REALMS setting.

Weapon Bless

(Conjuration/Summoning)

Sphere: Combat



Level: 1

Range: Touch

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 weapon

Saving Throw: None

With the *weapon bless* spell, the shukenja is able to prepare one weapon for combat against a particular foe. Upon casting the spell, he carefully writes on the weapon the identity of the foe and several sutras to give the weapon power. Although the exact name of the creature need not be known, the identity must be specific, identifying only a single individual or creature. Stating the weapon is to be used against "a kappa" is not sufficient. However, stating the weapon is to be used against "the kappa who lives in Ch'i Sheng's millpond" is a precise enough identification. Thereafter, that weapon is +5 on the first attack and damage roll against that particular foe. The weapon is considered a magical one for the purposes of striking creatures that can be hit only by magical weapons. The effects of the weapon bless are not additive with those of already magical weapons, i.e. if cast upon a +2 weapon, the effect is still +5, not +7. Furthermore, if the weapon is used to strike another creature while the spell is in effect, the blade is wiped clean and the spell is lost.

The material component is a writing brush and ink made from dragon's blood.

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

Weapon Immunity — Old Empire

(Abjuration)

Sphere: Protection

Level: 4

Range: 0

Components: V, S, M

Casting Time: 7

Duration: 2 rds./level

Area of Effect: The caster

Saving Throw: None

This spell enables the priestess to become immune to one particular type of weapon. This may include weapons such as long swords, bastard swords, maces, or heavy crossbow bolts; it must be a specific type of weapon.

A priestess struck by that weapon sustains no damage. This protects the priestess even from magical weapons. Monster attacks, such as claws and fangs, cannot be included in the effect of this spell, nor can magical attacks, such as *fireball* spells. Only one *weapon immunity* spell can be active at a time on the caster.

The material component is a piece of amethyst, jade, or lapis lazuli.

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

Weapon of the Earth — Dwarf

(Alteration)

Sphere: Elemental Earth

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

Available to all dwarven priesthoods, this spell allows the caster to transform a normal chunk of stone into a weapon. The weapon is always the same as the weapon associated with priest's deity (for example, hammers with Moradin, battle axes with Clangedin, and so on). However the affected stone must be of a volume relative to the weapon type it will assume; the spell fails if the amount of available stone is less than the volume of the desired weapon.

Despite being made of stone, the weapon inflicts normal damage for its type. Its stone composition makes it immune to metal-affecting magic and conditions like rust or corrosion, *heat metal* and *crystalbrittle* spells, and so on. On the other hand, the weapon is susceptible to stone-affecting



spells such as *stone to flesh*, *transmute rock to mud* and the like. In any case, the weapon is considered magical for purposes of determining what creatures it can hit, but it provides no additional attack or damage bonuses.

When the spell expires the weapon returns to its normal form. *Dispel magic* and similar effects can make the weapon revert to a normal stone early if cast successfully.

The material components are the priest's holy symbol and a small chunk of iron ore.

Notes: Granted by various dwarven deities.

Weapon Shift — Halfling

(Alteration)

Sphere: Combat

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 2 rds. + 1 rd./level

Area of Effect: 1 weapon

Saving Throw: None

This spell enables the caster to transform a particular weapon into an entirely different weapon. However, the spell has several important limita-

tions, as follows:

First, the final product must be a weapon that the caster can use without penalty, with regard to both class restrictions and proficiency status.

Second, the weapon to be changed must be of similar size, and composed of the same material, as the weapon it will become. For example, a wooden club cannot be turned into a steel short sword, though a steel short sword could be transformed into a steel club. Likewise a quarterstaff could be transformed into a short bow, as they are of similar size.

Third, weapons that carry a magical dweomer, even if it is only temporary (for example, *Nystul's magic aura*, *light*, etc.) cannot be affected by this spell. Casting it on a magical weapon simply wastes the spell.

Fourth, the transformed weapon receives no bonuses to attack or damage rolls, nor is it able to strike creatures that can be hit only by magical weapons. The altered weapon radiates magic if detected, however.

Finally, the caster must keep the weapon in hand for the duration of the spell or else it immediately reverts to its true form. Thus, the caster cannot pass the weapon to another being, nor cast spells that require somatic components or perform actions that require two hands.

Weapon shift can be negated if subjected to a successful *dispel magic* or more powerful effect.

The material component is the priest's holy symbol.

Notes: Granted by the halfling god Arvorene the Defender.

Weather Dome

(Abjuration)

Sphere: Protection

Level: 4

Range: 7

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level.

Area of Effect: 30-ft.-radius dome

Saving Throw: None

This spell brings into being an invisible barrier against the elements over one person or object upon which it is cast. The dome moves with that person or object. Inside the dome, the temperature is comfortable and the ground is dry. The dome repels most effects of nature, such as rain, snow, hail, sleet, frost) high winds, desert heat, and extreme cold. These effects must be natural and not magical (for example, a *cone of cold* still affects those inside). This spell does not keep out

natural catastrophes such as rock slides or sea waves, but does protect against tornadoes, hurricanes, and typhoons.

The material components are a tent-shaped leaf and a 1,000-gp or greater value diamond, which are destroyed in the casting of the spell.

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

Weather Prediction

(Divination)

Sphere: Weather

Level: 3

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

By casting this spell, the priest can predict the weather conditions at his location for a period of time equal to one day per level. The caster becomes aware of the prevailing conditions, trends, and weather systems that may affect his present location. Temperature, wind speed and direction, cloud cover, and precipitation can all be predicted with 95% accuracy for the next day, less 10% for each day after that. In other words, the priest's prediction is 95% accurate for the first day, 85% accurate for the second, 75% accurate for the third, and so on. In addition, magical or supernatural phenomena cannot be predicted.

Priests of powers concerned with weather can use this spell to determine the best time for certain ceremonies or observances. Other priests find *weather prediction* useful for planning journeys or selecting campsites.

Notes: Uncommon for druids (PO:SM). This spell should not be confused with the *predict weather* spell, which is of shorter duration and less power.

Weather Stasis

(Abjuration)

Sphere: Wards, Weather

Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: 1 hr./level

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

Saving Throw: None

Weather stasis maintains the weather conditions prevalent in the area of effect when the spell is cast.

The spell affects a cube whose sides equal the caster's level times 10 feet (a 10th-level caster could affect a 100-foot × 100-foot × 100-foot cube).

An area protected by *weather stasis* is unaffected by temperature variations in the surrounding environment. The spell also acts as a shield against rain, snow, and hail, which cannot enter the protected area. If conditions of precipitation existed in the area of effect when the spell was cast, the identical weather will continue for the duration of the spell.

For example, *weather stasis* is cast in an area where the temperature is 75°F. and no precipitation is falling. Half an hour later, the temperature drops to 60 degrees and rain begins to fall. The protected area remains dry and the temperature stays at 75 degrees. If the spell had been cast while rain was falling in the area of effect, rain would continue to fall for the duration of the spell, even after it stopped raining in the surrounding area.

All physical objects other than rain, snow, and hail can pass into the protected area. All creatures and characters can move freely into and out of the area. The spell does not prevent water-based spells or water-based creatures (such as water elementals) from operating in the area.

The spell protects against both natural and magically generated weather. Night and day pass normally in the protected area, although temperature variations associated with night and day do not occur.

The material components are the priest's holy symbol and a drop of rain.

Notes: Uncommon for priests with major access to the sphere of Wards or Weather (ToM).

Weather Summoning

(Conjuration/Summoning)

Sphere: Weather

Level: 6

Range: 0

Components: V, S

Casting Time: 1 turn

Duration: Special

Area of Effect: Special

Saving Throw: None

By this spell, the caster calls forth weather appropriate to the climate and season of the area he is in. Thus, in spring a tornado, thunderstorm, cold, sleet storm, or hot weather can be summoned. In summer a torrential rain, heat wave, hail storm, etc., can be called for. In autumn, hot or cold weather, fog, sleet, etc., can be summoned. Winter

enables great cold, blizzard, or thaw conditions to be summoned. Hurricane-force winds can be summoned near coastal regions in the late winter or early spring. The summoned weather is not under the control of the caster. It might last but a single turn, in the case of a tornado, or for hours or even days in other cases. The area of effect likewise varies from about one square mile to 100 square miles. Note that several casters can act in concert to greatly affect weather, controlling winds, and working jointly to summon very extreme weather conditions.

Within four turns after the spell is cast, the trend of the weather to come is apparent—for example, clearing skies, gusts of warm or hot air, a chill breeze, overcast skies, etc. Summoned weather arrives 1d12+5 turns after the spell is cast. Note that the new weather condition cannot be changed by the caster once it has been summoned. Once the weather is fully summoned, it cannot be dispelled. If the summoning is successfully dispelled before it has been completed, the weather slowly reverts to its original condition.

Notes: Common for druids (*PHB*).

Weather tell

(Divination)

Sphere: Weather, Divination

Level: 1

Range: 0

Components: V, S, M

Casting Time: 3 rds.

Duration: Instantaneous

Area of Effect: Special

Saving Throw: None

This spell enables the caster, who must be able to see the sky and listen to the winds, to predict the general weather conditions for the upcoming 1 hour per level of the caster. These are the natural weather conditions at the caster's current location (and probably the nearby area) assuming that no magical manipulation occurs. Thus, this spell could predict a natural rain shower that is coming in three hours, but could not predict a magically created storm tomorrow morning. The caster discovers the general wind speed and prevailing direction of the wind that will be extant for the indicated time period. Specific timing of gusts and wind shifts is not available, however. Similarly, the caster discovers whether it will be precipitating, what type of precipitation it will be, and approximately how hard any precipitation will fall. Exceptional weather patterns (such as tornadoes) are revealed to the caster, but he or she cannot predict their path with any

accuracy. Finally, the spell also reveals if magic is currently acting on the weather at the instant the spell is cast, but not in what way it is being affected.

The material component is a miniature weather-vane carved of wood or made from metal.

Notes: Granted by Valkur, Captain of the Waves, of the FORGOTTEN REALMS setting.

Weavesong*

(Alteration, Invocation/Evocation)

Sphere: Creation

Level: 7

Range: 0

Components: V, S, M

Casting Time: Special

Duration: Special

Area of Effect: Special

Saving Throw: None

The potent spell allows the priest to call directly on the Weave to fashion nonliving matter out of magic or to reshape existing matter. Given enough time and energy, nearly any object can be created or shaped. Once the shaping is completed, the magical energy fades in a short time, leaving the finished matter permanently in the desired form; at this point it is unaffected by *dispel magic*, *Mordenkainen's disjunction* and similar effects.

While there is no hard and fast limit on the amount of matter that can be created or shaped by a *weavesong*, several practical limits exist. First, the casting time of *weavesong* is one turn per pound of organic material, one hour per pound of earth or stone, and one day per pound of metal or gemstone created or shaped by means of this spell. Second, for every day (round up) spent creating or shaping matter by means of this spell, the priest's Constitution temporarily drops by one point. If the Constitution of the priest ever drops to zero, the strain of the *weavesong* crafting is too much and the priest's spirit passes on. Constitution points return at a rate of one point per two days once the *weavesong* is ended. Finally, upon completion of the *weavesong*, the cast must make three successful ability checks. First, the caster must make a successful Constitution check (against initial score at the time of casting) reflecting the tremendous strain required to hold the *weavesong* together until the item coalesces. Second, the caster must make a successful Wisdom check, reflecting the tremendous willpower necessary to harness the energies of the Weave. Third, the priest must make a successful Artistic Ability nonweapon proficiency check in the medium worked. A priest who lacks this nonweapon proficiency altogether must check against one-third of his or her Wisdom score (round down). A priest

who has the Artistic Ability proficiency, but has not specialized in working in a medium employing the created or shaped material must check against two-thirds of the Wisdom score (round down). If subabilities from **PLAYER'S OPTION: Skills & Powers** are used, the required checks are made against Fitness, Willpower, and Intuition, respectively.

If the *weavesong* succeeds, any matter so created or shaped is permanent, indistinguishable from other matter. If the *weavesong* fails for any reason (whether it be because the caster was forced to end the spell prematurely, because the Constitution of the priest dropped to zero, or because one or more ability checks were failed), the created matter appears briefly, but does not coalesce. It immediately dissipates into magical energy once again; likewise, shaped matter briefly assumes the new shape before reverting to its prior form. A failed casting has a 10% chance of a magical backlash. The backlash erupts as a *spherical burst of pure magical energy* centered on the priest with a radius of 10 feet for each 100 pounds of material (round up) that the priest attempted to create or shape. Any creature caught in the area of effect suffers 10d10 points of damage. There is no saving throw against such a backlash, and the only protections against this damage are magic resistance or being in a dead

magic zone or an antimagic field. Only the first protects the caster; obviously a *weavesong* cannot be cast in a dead magic zone or an antimagic field.

Weavesong can be cast as a cooperative magic spell, greatly increasing the amount of matter that can be created or shaped and the likelihood of success. If cast by two or more priests, the amount of matter that can be created or shaped in any period of time is multiplied by the number of participants. The Constitution score regulating the maximum length of the casting time is the sum of the Constitution ability scores of the participants. Temporarily lost points of Constitution are apportioned equally among the participants according to the percentage of Constitution points they contributed to the total pool. Ability checks are made against the best score of any of the participants. Finally, the chance of a magical backlash is reduced by 1% (to a minimum of 5%) for each additional participant beyond the first.

The material components are the caster's holy symbol and a small amount of the material to be created.

The latter "seeds" the Weave so that the ambient magical energies coalesce into the desired material. Shaped matter naturally serves as its own material component. If matter from a single Elemental,



Para-Elemental or Quasi-Elemental plane is used as the material component, it is possible to create or shape matter with the purity of that found on the various Inner Planes.

Notes: Very rare spell from the FORGOTTEN REALMS setting.

Weighty Chest

(Alteration)

Sphere: Wards

Level: 1

Range: Touch

Components: V, S, M

Casting Time: 4

Duration: 1 day/level

Area of Effect: 5-ft. cube

Saving Throw: None

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

The weight increase is activated only when some other creature tries to lift or move the chest. For example, the caster cannot hurl the chest at an opponent, hoping the foe will be bowled over or unbalanced by the weight. However, a foe might be tricked into trying to lift or move the chest.

The material component is a small lead ball.

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

Wheat into Blade

(Alteration)

Sphere: Combat, Plant

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 4 rds.

Area of Effect: 1 plant

Saving Throw: None

This spell transforms the stalk of any living, cultivated plant, taller than the caster's knee into a weightless, nonmetallic, nonreflective 7-foot-long magical *spear* +2 usable by the caster without any

nonproficiency penalty. (If wielded by others, they must be proficient in the use of a spear to avoid penalties.) If thrown, this weapon strikes once and vanishes, dealing 8 points of damage to any creature it strikes. If set to receive a charge, it inflicts triple maximum damage (24 points) at one successful attack and then vanishes. The caster can never be harmed by his own plant-spear, even if repeatedly attacked by someone else wielding it.

This magic does not work on plants that are magically controlled by another entity. In such cases, it identifies the condition and acts as an unbreakable hold plant spell of 1 turn duration.

Multiple wheat into blade spells can create a long, durable, unbreakable plant-pole. If a stalk is touched to one end of a plant-spear while a second wheat into blade spell is cast, it will fuse onto the first.

Notes: Granted by Chauntea, the Great Mother, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Wheel of Bones

(Alteration)

Sphere: Necromantic

Level: 3

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell transforms bone fragments into a fast-spinning pinwheel of many bones that whirl about a limb of the caster chosen during casting. The caster cannot grasp anything with that limb or cast any other spell without ending the *wheel of bones*, which fades instantly into nothingness when it expires. The caster can will the spell to end at any time.

A *wheel of bones* inflicts 1d6+4 points of damage when a priest hits a foe with it by making a successful attack roll with the limb it surrounds. The *wheel of bones* can also fire bone shards once per round in addition to any melee attack the caster can make. The melee attack is made with the priest's normal THAC0. Hurling shards always strike at THAC0 7, regardless of the priest's own attack prowess. They cause 1d4 points of damage each, and 1d3 of them fly at the desired target. While the caster designates the target of a shard attack, he or she has no control over how many shards are hurled at it. The missile range of these shards is 5 (short)/10 (medium)/15 (long) yards, and they can be fired at point blank range at neither a penalty or a bonus.

The damage and duration of a *wheel of bones* is unaffected by the number of shards it fires, and the caster of the *wheel* is never harmed by the spell's bone shards, regardless of where they fly, ricochet, or strike.

The material components are at least two bones or bone fragments from any source.

Notes: Granted by Eldath, the Green Goddess of the FORGOTTEN REALMS setting.

Whip of Flame

(Evocation)

Sphere: Combat

Level: 2

Range: 0

Components: V, S, M

Casting Time: 5

Duration: 7 rds.

Area of Effect: Special

Saving Throw: None

This spell creates a blazing whip or flexible line of flames extending for 12 feet from one of the caster's hands (or, if lacking a hand, from the end of whatever is left of the caster's arm). The *whip of flame* is wielded using the caster's THAC0, and it strikes once per round. Although this weightless lash behaves like a whip, and burns brightly enough to see by, the flames are actually an illusion, and cannot ignite anything. The weapon is an intangible line of force, not an actual cord that can wrap around things, be grasped, or be cut.

A *whip of flame* causes damage by transmitting heat, searing whatever it touches for 1d8+3 points of damage per strike. Metal weapons and armor transmit full damage to their wearers, but leather armor or the padding typically worn under metal armor reduces damage by half, rounding fractions down, for the first strike of the *whip of flame*; thereafter, such garments are hot enough to transmit full damage to their wearers.

Note that creatures can pass through the lashing whip without being slowed or hampered in any way, but in turn they have no effect on it. Beings who rush through the stretched-out whip or otherwise deliberately come into contact with it take its full damage even if it has already struck another creature on the same round.

The *whip of flame* fades away when the spell expires, the caster wills it to, or the caster commences any other spellcasting.

The material components are one of the caster's hairs and a flaming branch, spark, or lump of charcoal.

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

Whip of Pain

(Necromancy)

Sphere: Combat, Necromantic

Level: 3

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: Special

This spell creates a whiplike, flexible line of force emanating from the fingertips of the caster's hand (or, if lacking a hand, from the end of whatever is left of the caster's arm). This crackling, coiling line of purple sparks is wielded as a whip and uses its caster's THAC0 to attack. It strikes opponents up to 10 feet distant.

The whip of pain functions as a +2 magical weapon for purposes of which creatures it is able to affect. When the wielder successfully strikes a creature, the whip makes a loud snapping sound, and the creature must make a saving throw vs. spell and a Constitution ability check. If the saving throw fails, the creature suffers 4d4 points of damage; if it succeeds, the creature suffers only half damage. If the ability check succeeds, the creature feels only enough pain to suffer a -1 penalty to its next attack roll. If it fails, the creature is wracked by pain on the remainder of the current and all of the next round. This worsens its Armor Class by 1, gives a -2 penalty to attack rolls, and makes it impossible for the creature to concentrate enough to cast any spells.

The *whip of pain* fades away when the spell expires, is dispelled, the caster wills it to, the caster falls unconscious, or the caster commences any other spellcasting. The wielder can trigger magical items like wands with his or her other hand without ending this spell.

The material components are a drop of unholy water and one of the caster's hairs.

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

Whip of Shar

(Invocation/Evocation)

Sphere: Necromantic

Level: 3

Range: 0

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 5-ft.-long, flexible beam of force

Saving Throw: Special

This spell creates a flickering black beam of force 1 inch in thickness surrounded by a purple halo. It is wielded by the caster, whom it cannot harm. If the caster successfully strikes with the *whip* in combat, the struck creature suffers 2d4 points of damage. Undead are affected as if by a turning attempt by a priest of three levels higher than the *whip*-caster.

Living creatures struck by a *whip of Shar* must also make a successful saving throw vs. spell or be unable to attack on the following round because they are writhing in pain and unable to control their actions. Writhing creatures incur no Armor Class penalties, but must make successful Dexterity ability checks to avoid dropping all held and wielded items (one check per item). Those struck in



successive rounds are less prone to fall victim to this facet of the *whip's* attacks due to a numbness produced from repeated exposure. Hits in successive rounds cause the second saving throw to be at a +1 bonus, the third saving throw to be at a +2 bonus, and so on. A *whip of Shar* has no effect on even the most fragile of nonliving objects and cannot be used to bind, constrict, or entangle. It is considered a magical weapon for purposes of which creatures it can strike.

The material components are three sharp-edged pieces of black obsidian or glass and a long, black hair from any evil creature.

Notes: Granted by the Shar, Mistress of the Night, evil goddess of the FORGOTTEN REALMS setting.

Whip of Woe

(Invocation/Evocation)

Sphere: Combat

Level: 5

Range: 0

Components: V, S, M

Casting Time: 8

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: Special

This spell creates a weightless, spectral glistening black whip of magical force extending from one of the caster's hands. It does not actually have to be grasped and leaves the hand free to conduct other spellcasting or activities. To call on its lashing powers, however, the caster cannot wield other weapons or work other spells in the same round.

A *whip of woe* can strike creatures up to 10 feet distant (successful attack roll required) and can lash out once per round at a single target being. If used to slash at creatures within 3 feet of the caster, it can hit up to three beings (both attacks cannot be performed in the same round).

The lash of a *whip of woe* inflicts 2d4 points of damage on one creature. A struck creature must also make a successful saving throw vs. spell at -2 or automatically fail all saving throws and ability checks required in the next round.

The slash attack of a *whip of woe* always strikes first in a round, can attack up to three extremely close target creatures, and deals 1d4 points of damage. Struck creatures must save vs. spell and make a Strength check. If the saving throw fails, a target being drops any carried weapons and cannot launch an attack with them until the next round regardless of how quickly they are recovered. If the Strength check fails, the creature reels back from

the whip, limbs trembling, and staggers at least 10 feet away from the caster (unless the situation makes this movement impossible), but is free to act normally during the next round.

The material component is a human hair that has been anointed with a drop of holy water on a consecrated altar of Beshaba.

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.

Whirlchain

(Invocation/Evocation)

Sphere: Combat

Level: 4

Range: 90 yds.

Components:

Casting Time: 7

Duration: 1 rd.

Area of Effect: 1 creature

Saving Throw: ½

This spell causes a helixlike length of chain to materialize around a chosen target creature, whip around that being for 4d4+4 points of battering damage, and then vanish. It can affect creatures despite intervening magical barriers, but cannot penetrate magical shields or defenses that block 4th-level spells.

The material component is a length of any sort of metal chain longer than the length of the caster's hand.

Notes: Granted by Ilmater, the One Who Endures, of the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Whirlpool

(Alteration)

Sphere: Elemental Water

Level: 6

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: 1 turn/level.

Area of Effect: Special

Saving Throw: Neg.

By use of this spell, a priest causes a large whirlpool to come into being. The spell is effective against both surface and underwater creatures and objects. The spell requires the use of a specially constructed ball of shark's teeth that is 1 foot in diameter. The ball is taken to the appropriate depth (10 feet

for every level of the spellcaster) or is placed on the sea floor or ocean bottom if the depth is insufficient. The *whirlpool* spell is then cast, and the ball of teeth begins to rotate, slowly picking up speed with every rotation. Once the spell is cast, the ball stays in place and cannot be moved. The ball rotates for two turns before the whirlpool forms (the two turns count against the spell's duration). The caster has these two turns to get out of the area of effect, or may be caught in the whirlpool.

The whirlpool has a radius of 100 feet, plus another 10 feet per level of the spellcaster. The center of the whirlpool, called the *vortex*, is 1 foot wide per level of the spellcaster at the surface, narrowing to 1 foot wide just above the ball; the vortex is 10 feet deep per level of the spell-caster. If the ball has not been placed deep enough in the water, or if the water is of insufficient depth and the ball is placed on the ocean floor, the depth of the vortex is shortened accordingly. If the ball is placed too deep, the vortex fills with water immediately after forming and the whirlpool collapses on itself and is destroyed. When the spell's duration expires, the ball of shark's teeth disintegrates and the whirlpool collapses in on itself and disappears in one round.

Anything entering the area of effect is inexorably drawn into the vortex of the whirlpool in one turn. Movement is in a spiraling fashion at a rate of 12. Once in the vortex, ships and underwater vessels must make seaworthiness checks to avoid capsizing; apply a -5% penalty to such checks for every level of the spellcaster above 11th level. Those caught in the vortex suffer 1d6 points of damage per round from battering.

Swimmers and ships can fight the pull of the whirlpool's current, but their movement rate must exceed 12 to escape. To determine how long a swimmer or ship can fight the whirlpool's current, deduct the swimmer's or ship's movement rate from the whirlpool's movement rate (12), then divide the whirlpool's movement rate by this number for the time in rounds. For example, a human with a swimming rate of 6 is caught in a whirlpool. The swimmer will be drawn into the vortex in two rounds ($12 - 6 = 6$, $12 \div 6 = 2$). A swimmer whose movement rate exceeds 12 can avoid being pulled into the whirlpool.

Swimmers and ships with a maximum movement rate of 12 make no progress and only keep themselves the same distance from the vortex. Swimmers can swim at full speed against the whirlpool's current for four rounds, after which they must make a Constitution check every round. A swimmer who fails a Constitution check is considered exhausted and can do nothing but keep his head above water until the whirlpool takes him

under. Ships with a maximum movement rate of 12 hold their own against the whirlpool for five turns. After that time, a seaworthiness check must be made at -10% per turn in the whirlpool. This check reflects the growing exhaustion of the sailors and rowers as they fight the whirlpool's current. If a seaworthiness check is failed, it means the sailors and rowers have collapsed with exhaustion and can do nothing more.

Notes: Uncommon for Sea priests otherwise, very rare. (Updated from *DRAGON* Magazine.)

References: For swimmers, see the swimming rules (pages 120-121 of the *PHB*); for ships, see the information on ocean voyaging (page 126 of the *DMG*).

Whirlpool of Doom

(Evocation)

Sphere: Elemental Earth or Silt



Level: 4

Range: 10 yds./level

Components: V, S

Casting Time: 5 rds.

Duration: 1 rd./level

Area of Effect: 5 ft./level radius

Saving Throw: Vs. spell

This terrible spell turns earth or silt into a swirling sea of rock and earth. Anyone standing in the area must make a save vs. spell. Failure indicates that they have been sucked into the center of the whirlpool and must begin to make Swimming proficiency checks at a +3 penalty. Creatures that make three successful checks in a row are able to make their way to the edge of the pool and pull themselves free. Failing a proficiency check means the individual begins to drown.

Notes: Uncommon for priests of the DARK SUN setting.

Whirlwave

(Alteration, Invocation/Evocation)

Sphere: Elemental Water

Level: 4

Range: 30 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: A cylinder of up to 300 yds. in length with an inside diameter of 15 ft.

Saving Throw: None

This spell shapes existing water (no matter how agitated) into a tunnel like that formed by large "breakers" rolling into a shore. This cylinder of



water is up to 300 yards long, contains breathable air, and has "solid" walls that will not collapse or spray water on creatures inside, although they can freely reach through the curving water, pierce it with weapons, and even grasp things and pull them through the walls and into the tunnel. A *whirlwave* tunnel can be traversed as if one is walking on solid ground, and even if cast in a storm, both the water and the air within it are calm and immobile.

The tunnel forms in the direction its caster is facing, beginning around him or at any distance within spell range, and either runs straight away from the caster or, if the caster desires, curves toward a desired destination he visualizes. (That is, the caster must have seen it previously, even if darkness or weather prevents seeing it at the time of casting. The caster cannot merely aim for a harbor or an island he suspects is present.) The caster can choose to "anchor" the tunnel, which makes it immobile despite external forces such as tidal waves, gales, and the like. He could otherwise elect to make it mobile so that it is swept along by the surrounding waters. The latter use of the tunnel usually serves to bring sailors ashore, or most of the way toward shore, from a shipwreck or a naval battle.

A *whirlwave* tunnel continues only so long as there is water around it. It cannot be longer than the body of water, though it can otherwise be as long as the caster desires, to its length limit of 300 yards. The magic prevents water from flooding the tunnel through its open ends, but fails, causing a tunnel collapse, if struck by *part water* or similar magic of equal or greater level that serves to shape water. Persistent attacks on a tunnel by a water weird, water elemental, or other creature partially composed of liquid water (as opposed to creatures that merely live in the water, such as sharks or octopuses) can also cause its collapse if they inflict a cumulative total of 66 points of damage in a single 10-foot spot or area. The use of any fire-related magic within the tunnel (even spells cast into the open ends, such as *fireballs*) also causes its instant collapse, although the two spells will cancel each other rather than visiting fiery damage on creatures in the tunnel (they still suffer damage from the collapse itself).

A *whirlwave* tunnel can be created that bends or slopes up or down from the horizontal, and its "floor" is not slippery. Thus, a caster can use this spell to create a climbing chute (but not a slide) within a waterfall and curve safely through a plunge pool at the bottom of the fall or to thrust safely through a whirlpool or maelstrom.

A *whirlwave* tunnel protects creatures inside it as follows: No normal missile can penetrate its

walls. Weapons wielded directly from the outside (for instance, by aquatic creatures), spells cast from the outside, and objects penetrating from outside (such as ships or rocks that come into contact with a mobile *whirlwave* tunnel) can all pass freely through the walls of the tunnel, with one exception: The swirling waters of the walls prevent clear sight of creatures inside the tunnel by observers more than 10 feet distant, so spells requiring clear vision of the target are affected.

Any number of creatures can pass along a *whirlwave* tunnel before it expires, at their normal movement rates. Those still in the tunnel when it collapses, or passing bodily through the tunnel walls, suffer 5d4 points of battering damage (per passage).

The material component is a piece of wire or glue-stiffened thread formed into a hollow spiral (like a metal spring). Also, some of the water is consumed by the spell. (If this spell is cast in a shallow wading pool, the magic works, but it nearly empties the pool in the process.) That this magic does not protect beings in the tunnel from acids, poisons, or other harmful effects in the water itself.

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

Whirlwind

(Invocation/Evocation)

Sphere: Elemental Air

Level: 6

Range: 60 yds. + 10 yds./level

Components: V, S, M

Casting Time: 9

Duration: 1 rd./level

Area of Effect: Cone 10 ft. wide at base and 30 ft. tall

Saving Throw: Special

This spell creates a powerful cyclone of raging wind that moves as directed by the priest. The *whirlwind* can move by zigzagging along the ground or over water at a movement rate of 6. The *whirlwind* always moves after all other creatures have moved, and many creatures can avoid it simply by keeping their distance. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds—possibly endangering the caster or his allies—and then dissipates.

Any creature of size L (large) or smaller that comes in contact with the *whirlwind* must make a successful saving throw vs. breath weapon or suffer 2d8 points of damage. Size M (man-sized) or

smaller creatures that fail their first saving throw must attempt a second one, or be picked up bodily by the *whirlwind* and held suspended in its powerful winds, suffering 1d8 points of damage each round with no save allowed. The caster may direct the cyclone to eject any carried creatures whenever he wishes, depositing the hapless souls wherever the *whirlwind* happens to be when they are released.

Maintaining the *whirlwind* requires the caster's full attention, and he cannot cast other spells or make any attacks while directing the spell's course. If his concentration fails for some reason, he cannot simply cancel the spell. Instead, the spell becomes uncontrolled as described above and dissipates after 1d3 rounds.

In truly desperate circumstances, priests of Elemental Air have been known to deliberately overrun their companions in order to carry them out of the path of some certain doom. Few care to repeat the experience.

The material component is a handful of dust collected from a zephyr or snow from a williwaw.

Notes: Uncommon for druids (PO:SM).

Whirlwind (of Akadi)

(Invocation/Evocation)

Sphere: Elemental Air

Level: 7

Range: 120 yds.

Components: V, M

Casting Time: 1 turn

Duration: 3 + 1d4 rds.

Area of Effect: A 270-ft.-high cone with an apex 30 ft. in diameter and a 10-ft.-diameter base

Saving Throw: Special

This spell creates damaging, gale-force winds capable of destroying structures of less than the sturdiest stone construction. On land, the *whirlwind* appears as a tornado; at sea, it appears as a hurricane. The *whirlwind* can be created only where there is room for it to fully form, and its formation require a full turn. It automatically scatters unprotected creatures with up to 3 Hit Dice, who must make a successful saving throw vs. death magic or be killed. It grounds all flying creatures, who must make a successful saving throw vs. death magic or crash, taking falling damage. Unprotected creatures with 4 or more Hit Dice take 3d6 points of damage per round of exposure from buffeting, flying debris, etc. and cannot move into the wind (in other words, toward the caster). The *whirlwind* has the same effect as an *earthquake* (see the 7th-level priest spell of that name) on all structures except those

made of solidly constructed stone.

The *whirlwind* moves at a rate of 30 to 60 yards per round according to the desire of the caster, and the caster can vary its direction by up to 60 degrees per round. The caster must concentrate on the *whirlwind* for a full round to change its speed or direction.

The material components are the priest's holy symbol and a piece of straw.

Notes: Granted by the Air god Akadi of the FORGOTTEN REALMS setting and the elven air goddess Aerdrie Faenya.

Whirlwind of Steel

(Conjuration/Summoning, Evocation)

Sphere: Combat

Level: 5

Range: 5 yds./level

Components: V, S

Casting Time: 8

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: ½

This spell creates five phantom arms wielding scimitars. Both limbs and weapons are magical



constructs and not actual, tangible things. The floating, flying limbs hack silently at target creatures until they are dispelled, warded away by magical barriers, or willed out of existence by the caster. They strike twice per round at THAC0 8. Each scimitar inflicts 1d8 points of slashing and piercing damage, but is considered a +2 enchanted weapon for purposes of determining what it can hit.

When *whirlwind of steel* is cast, the caster irrevocably chooses one of two missions for the scimitars: They either remain within a stationary 10-foot cube whose center is seen and chosen by the caster at the time of casting and attack all creatures entering that area, or they attack a single target creature, moving to accompany that creature at MV fly 18 (B) and revert to the first type of mission only if the creature is slain or teleports away. (The stationary 10-foot cube in this case is either centered 5 feet above where the creature falls dead or 5 feet above the floor at the spot from which the creature teleported.)

All creatures are allowed saving throws for half damage against every scimitar strike from a *whirlwind of steel*. The caster always successfully makes such saving throws if he or she is hit by a scimitar. (The caster is not immune to the scimitars' attacks.)

The material component is a fragment of a metallic bladed weapon.

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

Whisperleaf — Gnome

(Alteration)

Sphere: Plant

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 5

Duration: 4 rds. + 2 rds./level

Area of Effect: 1 oak branch

Saving Throw: None

This spell transforms the still-living branch of an oak tree into a stout wooden spear that the priest can easily remove from the tree and use in combat. The spear created by this spell is a +1 magical weapon. The caster must wield the spear, it does not fight on its own. When the spell ends, the spear reverts to its original form, but cannot be rejoined to the original tree. The bonus increases by +1 when the caster reaches 5th level and again at 10th, to a maximum of +3

The material component is the priest's holy symbol.

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

Whispers

(Summoning)

Sphere: Elemental Air



Level: 2

Range: Sight

Components: V, S, M

Casting Time: 5

Duration: Concentration

Area of Effect: Special

Saving Throw: None

The *whispers* spell allows a priest to overhear anything said by any individual he or she can see. The caster must focus on one creature at a time, but can shift the focus instantly—to keep up with a conversation, for example. Because the sounds are actually carried on the wind between the priest and the subject, scrying or similar spells cannot be used for the purpose of “seeing.”

Notes: Uncommon for priests of the DARK SUN setting.

Whisperward

(Alteration)

Sphere: Guardian, Weather

Level: 1

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Until triggered

Area of Effect: Special

Saving Throw: None

This ward can be applied to a single item or closure (such as a book, door, or lid), or it can ward an area up to 60 feet in diameter. The caster can key it to an individual, alignment, or condition in much the same way as a *magic mouth* spell. If the ward is triggered, a faint whispering breeze alerts the caster, who must be within 1 mile per level of the caster to be alerted.

The material component is mistletoe.

Notes: Uncommon spell for druids.

Wieldskill

(Enchantment/Charm)

Sphere: Charm, Thought

Level: 2

Range: Touch

Components: V, S

Casting Time: 5

Duration: 1 rd./level

Area of Effect: 1 being

Saving Throw: None

This spell temporarily gives any one creature (seen and mentally chosen by the caster at the time of casting) proficiency in the use of a specific weapon or tool. The spell recipient may be the caster or another being touched by the caster during casting. The magic bestows temporary but complete familiarity with the use, care, and handling of the weapon and all accouterments. For instance, a wizard temporarily given proficiency in the use of a crossbow knows how to wind or cock it, which nearby implement is the necessary windlass (if it is that type of crossbow), and the different uses and proper loading of a variety of quarrels (if an array is present). Similarly, a scholar suddenly made familiar with a pickaxe would know how to use it to cleave rock along a plane, how to avoid striking sparks, how to strike so as to blunt the tool very quickly or as slowly as possible, what care to give it, and so on.

This magic does not confer any added Strength, reach, body weight, or other physical adjustments so as to allow the spell recipient to wield the weapon or tool most effectively; it just instills the precise and complete knowledge of how to do so. When the spell ends, this knowledge is forgotten, although memories of particular things done with the weapon or tool remain.

Notes: Granted by the god Gond, Lord of All Smiths, of the FORGOTTEN REALMS setting.

Wild Deer Speed

(Alteration)

Sphere: Animal

Level: 2

Range: 0

Components: V, S, M

Casting Time: 5

Duration: 1 turn + 1 rd./level

Area of Effect: The caster

Saving Throw: None

A druid casting this dweomer gains the ability to run at great speed for the duration of the spell.

The druid can move at a rate of 15 without tiring. The druid can jump over ground obstacles up to twice his height tall and twice his height broad during normal movement without breaking stride. A normal jump is increased by a distance up to twice the caster's height as well.

The material component is scrapings from the hooves of a fleet herbivore (deer, antelope, etc.).

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

Wild Lands

(Alteration, Necromancy)

Sphere: Cosmos



Level: 7

Range: 0

Components: V, S, M

Casting Time: 4 hrs.

Duration: Special

Area of Effect: ½ mi./level

Saving Throw: None

This spell transforms an area into a wild place that attracts monsters and savage peoples. Druids frequently use it to protect guarded lands, and priests use it to shield rare power conjunctions and shrines. Templars can not use the *wild lands* spell.

The priest focuses the spell on an inanimate object, a rock or a statue, and it becomes the focal point of the spell. Violent creatures will slowly gravitate to the spot—usually a new creature appears every two weeks. Roll on the random encounter table for the appropriate terrain type. If a passive creature is generated, roll again. Neutral creatures are possible, but they should be wild and dangerous. Intelligent creatures such as humans, gith, or thri-kreen will be savage and warlike. They are not necessarily evil, just fiercely protective, proud, and belligerent.

The only way to dispel the *wild lands* is to destroy the item that serves as its focus. This item is not protected by the spell, but casters often protect the object with other spells.

Notes: Uncommon for priests of the DARK SUN setting.

Wild Weather

Atlassian Dragon King magic, 8th level; psionic component renders the spell uncastable by priests.

Wind and Rain Protection

(Evocation)

Sphere: Protection

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 1 creature

Saving Throw: None

By use of this spell, a druid can make one creature immune to wind or any form of precipitation. In essence, a shell is created around the creature that no form of precipitation (including rain, sleet, snow, fog, hail, meteorites, or any other natural objects falling from the sky) can pass through. The shell also reduces the speed of any wind touching the protected creature by 10 MPH per level of the druid. Any form of magical wind or precipitation is unaffected by this spell, but spells that summon up a natural wind or storm are affected. Any air elementals attacking a protected creature receive a -7 on all attack rolls, and the protected creature gets +5 on all saving throws against magical precipitation that inflicts damage, as well as against air elementals.

This spell in no way protects against lightning or temperature extremes.

The material component is a fan-shaped leaf, which is crushed in the casting, and a diamond of 500 gp or greater value, which is destroyed in the casting.

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

Wind Blast — Elf

(Alteration)

Sphere: Elemental Air

Level: 3

Range: 0

Components: V, S, M

Casting Time: 6

Duration: Instantaneous

Area of Effect: Special

Saving Throw: None

When this spell is cast, it causes a powerful cone-shaped wind gust, originating at the priest's hand and extending outward in a cone 5 feet long and 1 foot in diameter per level of the caster (to a maximum of 50 feet long and 10 feet in diameter). The force of the *wind blast* inflicts 4d4 points of damage on man-sized and larger creatures. Small and tiny creatures

suffer the damage noted above and must also successfully save vs. spell or be thrown as far as 25 feet backwards. If they smash into any hard object, such as a wall or a large tree, they make a successful saving throw vs. petrification or be stunned for 1d4 rounds and suffer 1d6 points of additional damage from the force of the impact.

The material components are the priest's holy symbol and a small paper fan.

Notes: Granted by the elven air goddess Aerdrie Faenya.

Wind Column

(Invocation/Evocation)

Sphere: Elemental Air

Level: 1

Range: 0

Components: S

Casting Time: 1

Duration: 2 rds./level

Area of Effect: The caster

Saving Throw: None

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

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

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

¹ Maximum of 8 points

² Maximum of 10d2 points

³ Maximum of 12d3 points

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

Notes: Uncommon for druids (*PO:SM*).

Wind Lash

(Alteration, Evocation)

Sphere: Weather

Level: 2

Range: 5 yds./level

Components: V, S

Casting Time: 5

Duration: 1 rd./level

Area of Effect: 1 being

Saving Throw: ½

This spell creates an invisible, weightless whip of hard-edged air extending from a limb of the caster. With this construct, the caster can strike with his or her normal THACO at one chosen opponent, causing 2 points of damage per level per successful attack. In any round in which the wind lash successfully strikes, any target spellcasting with a casting time of more than 1 is ruined, and the target creature must make a successful saving throw vs. paralyzation or be hurled to the ground, taking an additional 1 point of damage and forcing all fragile carried items to make a saving throw vs. fall.

The caster can switch targets at will, but switching targets takes a round, during which time no one can be attacked by the *wind lash*. The nature of the *wind lash* is such that only the chosen creature is struck. Other beings are aware of the spell because it emits terrifying snarling wind noises and may even blow away small, light objects such as capfeathers and parchments that are not securely gripped (but they suffer no damage). If the spellcaster casts another spell while this spell is still in effect, the wind lash dissipates immediately. A wind lash-wielder can employ magical items simultaneously with a lash if they can be wielded with one hand.

Notes: Granted by Talos the Destroyer, of the FORGOTTEN REALMS setting.

Wind Walk

(Alteration)

Sphere: Elemental Air

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: Special

Saving Throw: None

This spell enables the priest, and possibly one or two other persons, to alter the substance of his body to a cloudlike vapor. A magical wind then wafts the priest along at a movement rate of 60, or as slow as 6, as the spellcaster wills. The wind walk spell lasts as long as the priest desires, up to a maximum duration of six turns (one hour) per experience level of the caster. For every 8 levels of experience the priest has attained, up to 24, he or she is able to touch another person and carry that person, or those persons, along on the wind walk. Those wind walking are not invisible, but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, etc. The priest can regain his physical form as desired, each change to and from



vaporous form requiring five rounds. While in vaporous form, the priest and companions can be hit only by magic or magical weaponry, though they may be subject to high winds at the DM's discretion. No spellcasting is possible in vaporous form.

The material components are fire and pure water.

Notes: Common for druids (PHB).

Wind Walk — Shukenja

(Alteration)

Sphere: Elemental Air



Level: 7

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 hr./level

Area of Effect: Special

Saving Throw: None

This spell enables the shukenja to transform his body to a cloudlike mist, moving at a rate of 6 to 60 per round as desired, for as long as the shukenja desires, up to the duration of the spell. The shukenja can in addition take two persons with him on the *wind walk* and, while visible, the individuals are 80% likely to be mistaken for clouds or fog if they are dressed in white.

The material components are fire and a few drops of holy water.

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

Windbearer

(Invocation/Evocation)

Sphere: Elemental Air

Level: 3

Range: 10 yds./level

Components: V, M

Casting Time: 6

Duration: 1 turn+1 rd./level

Area of Effect: Special

Saving Throw: Special

This spell creates a pillar of air 5 feet in diameter and up to 5 feet tall per level of the caster. The vertical dimension is decided at the time of casting. The pillar of air exerts an upward force of 40 pounds per level of the caster. If this is sufficient to counter the weight of an object or creature entering the area, such an object or creature rises vertically to the top of the column in a single round. Unwilling creatures are allowed a saving throw vs. spell to avoid the effect. The caster can vary the

height of the pillar from the possible maximum to a minimum of 5 feet by concentrating for one round.

The material component is the priest's holy symbol.

Notes: Granted by the air god Akadi of the FORGOTTEN REALMS setting.

Windborne

(Conjuration/Summoning)

Sphere: Elemental Air

Level: 4

Range: 0

Components: V, S, M

Casting Time: 7

Duration: Special

Area of Effect: The caster

Saving Throw: None

This spell provides a priest of Elemental Air with the ability to conjure a powerful column of wind that can bear his weight, permitting him to fly or glide for long distances. If used from a high place such as a mountainside or tower, the caster can glide a maximum horizontal distance of 20 feet per foot of initial altitude—for example, if the priest used this spell and launched himself from a hilltop 800 feet high, he could glide a maximum distance of 16,000 feet, or about 3 miles.

If *windborne* is cast by a priest on level ground, the initial gust carries him aloft to a maximum altitude of 10 feet per caster level. From that point, he can then glide 10 feet per foot of initial altitude. For example, a 7th-level priest would ascend to an altitude of 70 feet and thus be able to glide for a total horizontal distance of 700 feet. He can choose to glide for a much shorter distance, but never less than his initial altitude.

While gliding, the priest moves at a rate of 15 (or about 450 feet) with a maneuverability class of D. Each round, he drops between 20 and 40 feet. He can choose to descend at a much more rapid pace, dropping up to 200 feet per round, without risk of a damaging impact upon landing. The caster doesn't gain a mastery of Aerial Combat with this spell and suffers a -2 penalty to his attack rolls and Armor Class if he becomes involved in combat while gliding.

The material component is a feather from a giant eagle.

Notes: Uncommon for druids (PO:SM).

Windlance

(Alteration)

Sphere: Elemental Air

Level: 5

Range: 0

Components: V

Casting Time: 1

Duration: 1 rd.

Area of Effect: 10-ft. cube

Saving Throw: None

This spell is primarily used by druids and other shapeshifters as a method of escape. When *windlance* is cast, a powerful burst of air launches the spellcaster and any other creature or creatures unfortunate enough to be in the same 10-foot cube into the sky for 120 to 600 feet, as chosen by the casting priest. No damage is sustained in the initial blast, but creatures unable to change shape, fly, or use magic for a soft landing suffer normal falling damage when they strike the ground.

Windlance activates any natural shape change ability its caster has, allowing the casting creature to cast *windlance* and change form in the same round. Creatures other than the caster in the spell's area of effect at the time the spell is cast are not so empowered.

Notes: Granted by the nature gods Eldath, Mielikki, Gwaeron Windstrom, and Silvanus of the FORGOTTEN REALMS setting. Known by the Emerald Enclave. This spell is found only in a few exceptionally rare tomes.

Winds of Akadi

(Alteration, Invocation/Evocation)

Sphere: Elemental Air

Level: 4

Range: 100 yds.

Components: V, S

Casting Time: 7

Duration: 1 turn

Area of Effect: Special

Saving Throw: ½

When this spell is cast, a 30-foot-diameter sphere of whirling air comes into existence at a point indicated by the caster. Creatures in the area of effect when the spell is cast (or those entering the area of effect while the spell is in effect) must make a saving throw vs. spell or suffer 1d4 points of damage.

On the second round of the spell, the priest can cause a *lightning bolt* to issue forth from the storm at any creature within range, inflicting 1d6 points of damage per level of the caster to a maximum of

10d6 points. Bolts fired from the cloud behave in the same way as those created by the *lightning bolt* 3rd-level wizard spell, and all affected creatures are allowed a saving throw vs. spell for half damage. Creatures within the cloud in a round when a *lightning bolt* is projected make their saving throws with a -4 penalty.

Every other round, the cloud releases one *lightning bolt* in a manner and at creatures selected by the caster. The cloud produces a total of five *lightning bolts* before the spell expires. In the intermediary rounds between *lightning bolts*, the casting priest is free to perform other actions, including melee attacks and spellcasting. At the start of each even-numbered round, however, the priest directs the *lightning bolt* to its target and thus loses his or her normal action for that round.

Notes: Granted by the air god Akadi of the FORGOTTEN REALMS setting.

Winds of Change

(Enchantment/Charm)

Sphere: Elemental Air



Level: 2

Range: 30 yds.

Components: V, S, M

Casting Time: 5

Duration: 30 yds.

Area of Effect: 1 creature

Saving Throw: Neg.

This spell alters the judgment of one creature at random intervals, depending on the direction of the winds. The spell can divert a creature from its goal for an extended time without physically harming it. If the wind changes between east and west, the creature's distinction between good and evil alters. Wind that varies between north and south alters its attitude towards law and chaos. In absolutely calm conditions, the creature becomes true neutral. The creature behaves normally from moment to moment and suffers no obvious harm such as starvation or confusion, but cannot pursue a *given goal for long without changing its mind*. The general direction of the wind usually changes every two hours, and often more frequently. The DM chooses the wind direction either randomly or based on whatever behavior change seems most dramatic or entertaining. Magically altered wind direction can also change the creature's attitudes. The speed of the wind has no effect on this spell.

The spell requires a set of wooden dicing sticks, which are reusable.

Notes: Uncommon for priests of the DARK SUN setting.

Winged Memory*Reversed form, blessed forgetfulness.***Wisdom of the Sorcerer-Kings****(Summoning)****Sphere:** *Cosmos*

Level: 6

Range: 0

Components: V, S

Casting Time: 1 rd.

Duration: 1 turn

Area of Effect: The caster

Saving Throw: None

This frequently used summons allows a templar to pick any needed spell from the templar spell list. Upon casting the *wisdom*, the templar picks another spell of 1st to 5th level to be cast in the following round. The chosen spell *must* be cast—the priest *cannot* cancel its activation, although the subject spell's duration can be shortened if the nature of the spell allows. The templar cannot use the *wisdom of the sorcerer-kings* to cast more than one spell in a round.

This useful spell is representative of the sorcerer-king's raw power, and the fact that he can channel spell energies directly to his followers.

Notes: Restricted to templars in the DARK SUN setting.

**Withdraw****(Alteration)****Sphere:** *Protection*

Level: 2

Range: 0

Components: V, S

Casting Time: 5

Duration: Special

Area of Effect: The caster

Saving Throw: None

By means of a *withdraw* spell, the priest in effect alters the flow of time with regard to himself. While but one round of time passes for those not affected by the spell, the priest is able to spend two rounds, plus one round per level, in contemplation. Thus, a 5th-level priest can withdraw for seven rounds to cogitate on some matter while one round passes for all others. (The DM should allow the player one minute of real time per round withdrawn to ponder some problem or question. No discussion with other players is permitted.) Note that while affected by the *withdraw* spell, the caster can use *only* the following spells: any divination spell or any curing or healing spell, the latter on himself only. The casting of any of these spells in a different fashion (for example, a *cure light wounds* spell bestowed upon a companion) *negates* the *withdraw* spell. Similarly, the withdrawn caster cannot walk or run, become invisible, or engage in actions other than thinking, reading, and the like. He can be affected by the actions of others, losing any Dexterity or shield bonus. Any successful attack upon the caster breaks the spell.

Notes: Common for clerics (*PHB*).

Wither**(Necromancy)****Sphere:** *Necromantic*

Level: 5

Range: Touch

Components: V, S

Casting Time: 8

Duration: 6 rds.

Area of Effect: 1 creature touched

Saving Throw: Special

This spell enables a priest of Myrkul to duplicate the powers of a *staff of withering*. Once cast, the spell lasts for up to six rounds or until a successful attack to touch a creature is made. The priest of Myrkul can take other actions once the spell is cast and need not concentrate to maintain it, though the effect of the spell can be transmitted

only through the priest's hand or another limb, not a weapon.

A successful hit inflicts 1d4+1 points of damage, ages the creature by 10 years, and, if the creature fails a saving throw vs. spell, causes one of the creature's limbs to shrivel and become useless. Check by random number generation for which limb is struck. (For example, on humanoid creatures roll 1d4: 1=right arm, 2=left arm, 3=right leg, 4=left leg.) The aging effect causes the creature's abilities and lifespan to be adjusted for the resulting age increase and can cause ability scores to drop or an elderly creature to die of old age.

All effects are permanent unless cured. Regenerate restores a withered limb to normal, and rest or curative magic cure the damage done, but only a *limited wish*, *wish*, or other magic specifically able to cure or abate aging can restore the creature's youth.

This spell has no effect on beings bearing holy symbols of Myrkul. Ageless creatures and noncorporeal beings (undead, elementals, tanar'ri, baatezu, and other powerful extraplanar beings) cannot be aged or withered.

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

Wither

Reversed form, quickgrowth.

Wither

Reversed form, regenerate.

Wolf Spirits

Quest spell, see *appendix*.

Wolfjaws

(Alteration, Necromancy)

Sphere: Combat, Necromantic

Level: 2

Range: 0

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: The caster's right hand

Saving Throw: None

This spell turns the priest's right hand into a pair of powerful wolflike jaws in memory of the way that Tyr lost his right hand to the monstrous wolf-like being Kezef the Chaos Hound. These jaws deal 2d4 points of damage to all opponents the priest successfully attacks with them. The spell allows the caster to strike with the jaws



twice per round and to gain a +1 bonus on all attack rolls with the jaws or another weapon while the spell is in effect. A *wolfjaws* spell vanishes if its caster attempts any other spellcasting, but a priest can wield a weapon or trigger a magical item in his or her left hand and use a *wolfjaws*, thus gaining multiple attacks normally denied to him or her without affecting the spell in any way.

The caster can end a *wolfjaws* instantly at will. When the spell ends early in this manner, the caster can also spell remove the damage dealt by the last bite of the *wolfjaws*, an ability that the priest can use to *bargain with a wounded foe* or to *correct* cases where an ally has mistakenly been attacked by the priest. While *wolfjaws* is in effect, it provides its caster with complete immunity to all hostile magical or psionic *shape change* and *hold* effects.

The material component is a bit of wolf fur or a tooth from any type of mammal.

Notes: Granted by the Tyr the Just God of the FORGOTTEN REALMS setting.

Wonder Bubbles, Spliff's

See Spliff's wonder bubbles.

Wondrous Recall

(Alteration, Enchantment/Charm)

Sphere: Charm, Creation

Level: 6

Range: 0

Components: V, S

Casting Time: 9

Duration: Instantaneous

Area of Effect: The caster

Saving Throw: None

This spell enables the caster to bring back into memory two duplicates of the last spell cast before the *wondrous recall* in order to enable that spell to be cast again twice. A cast *wondrous recall* appears as two phantom spells that can be carried in addition to the spells memorized by the caster. Each of these "extra" spells can be unleashed by silent act of will with a casting time of 1 and no need for material components. However, these spells cannot exceed the normal limitation of one spell castable per round. If the caster so desires, one of the recalled spells can precisely duplicate in efficacy (damage, area of effect, etc.) the original spell from which the recall copied its phantom spells or—if this exact duplicate is the second recalled spell to be unleashed—its recalled twin.

A priest can carry in mind only one cast *wondrous recall* (that is, two phantom spells) and one uncast *wondrous recall* at a time. Prayers for more than one *wondrous recall* are never granted and attempts to cast a *wondrous recall* while one is still in effect result in the caster being *feeble-minded* (as the 5th-level wizard spell of the same name). *Wondrous recall* cannot recall 7th-level or greater spells.

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

Wood Rot

(Alteration)

Reversible

Level: 3

Components: V, S, M

Range: 10 yds.

Casting Time: 6

Duration: 1 rd./level

Area of Effect: 1 sq. ft./level

Saving Throw: None

This spell accelerates the decay of a ship's hull or deck structure. The wood thus affected crumbles away at a rate of 1 square ft. of surface area each round to a depth of 2 inches, effectively destroying hull integrity, a mast, or up to 10 square feet of 1-inch thick deck each round. All affected wood must be a continuous area; casting this spell more than once in one area cannot speed up the rot.

The material component is the caster's holy symbol.

The reverse of this spell, *prevent wood rot*, immediately negates a *rot wood* spell, or slows the effects of natural decay for one month. It does not reverse rotting effects that have already occurred (see *cure rot*). If a ship has been protected by *prevent wood rot*, then a *wood rot* spell negates this protection without other effect.

Notes: Uncommon for Sea Priests; otherwise, very rare.

DM Notes: If in common use, this spell can cause severe problems for ships in play. The more commonly it is used, the faster countermeasures to defeat the effect will develop. Ship enchantments that proof a ship against this spell will become fairly common as the use of the spell spreads. In short, the introduction of this spell should be treated as a dynamic, evolving event, rather than a static one.

If a ship is holed at the waterline or below by *wood rot*, the crew can often make sufficient temporary repairs to prevent the ship from sinking outright. Assume that a ship's seaworthiness decreases by 1% each round the spell is in effect, with seaworthiness checks being made every 5th round the rot continues. Allow a work crew of 5 sailors to restore 5% of lost seaworthiness with 5 rounds of work, up to half the inflicted damage.

Wood Sword

(Alteration, Evocation)

Sphere: Combat

Level: 2

Range: 5 yds./level

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: Special

Saving Throw: None

This spell transforms its material component into a temporary weapon: a sword that can be wielded by the caster or be directed to attack a

particular creature by the caster from afar. In either case, it strikes with the caster's normal THACO, deals 1 hit point of damage per level of the caster at every successful strike, and vanishes instantly when the spell expires or it comes into contact with any flame. If released to fight on its own, a *wood sword* is AC -1, has 22 hit points, and moves at MV fly 16 (A). It strikes once per round at a single creature or object.

The target of a wood sword can be indicated during casting or determined later and can be changed at any time. The caster can choose any visible creature or item within range and silently will the sword to attack it. If its designated target dies or vanishes, the sword vanishes if not given a new target. The caster can bid the weapon go and attack a certain target or return to be directly wielded as often as desired for the duration of the spell.

The sword is supple, but can be broken by successful edged weapon chopping attacks that inflict more damage than it has hit points or by being caught in a closing stone or metal door; such destruction ends the spell instantly. The caster can fight with another weapon and leave the *wood sword* to fight on its own, but if its creator casts any other spell, the sword vanishes the instant that new magic takes effect. Use of magical items by the casting priest does not destroy a *wood sword*.

The sword can do no harm to nonliving wood or to stone or metal, but can readily be employed to smash glass flasks, topple items, and even to stir mixtures in distant bowls. (A clever caster could direct it to knock over the rearmost bottle in a cluster of glass objects, thereby making it smash or knock over the other glass objects in its way.) If the caster has the leisure to enact precise control, the sword can perform quite delicate tasks. It need not merely attack things. If used to carry things (such as satchels or ropes across chasms, or rings of keys to prisoners), it breaks if burdened with a greater weight than the caster can lift (the caster's maximum press amount, dictated by his or her Strength ability score).

The material component is a twig, branch, or any fragment of wood that still retains some bark and has not been cut, stained, varnished, or otherwise altered by tools. (This means the wood must be picked up as fallen wood or snapped off rather than cut.)

Notes: Granted by the nature gods Mielikki and Gwaeron Windstrom of the FORGOTTEN REALMS setting.

Woodiron

(Enchantment)

Sphere: Plant, Combat

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 7

Duration: 5 rds./level

Area of Effect: Weapon(s) touched

Saving Throw: None



This is a specialized version of enchanted weapon that works only on wooden weapons. When the spell is cast on a wooden weapon, that weapon becomes as hard as its iron counterparts on other fantasy worlds, with no penalties to attack or damage. Weapons normally made of wood, such as the club and quarterstaff, are granted a bonus of +1 to both attack and damage rolls. Only one spell can be cast on a weapon at a time; the effects are not cumulative, even with normal wooden weapons like those mentioned above. Wooden shields are also affected by this spell, becoming +1 for defensive purposes. Both weapons and shields are fireproof for the spell's duration.

Missiles of wood enchanted in this manner lose their dweomer as soon as they hit a target; otherwise, the spell lasts for its full duration. It is also used in the manufacture of regular magical weapons and shields.

The material component is a chip of the bronze-hard agafari wood of Nibenay.

Notes: Very rare for priests of the DARK SUN setting. (Updated from DRAGON magazine.) Optionally known by priests from savage settings.

Word of Binding

(Alteration)

Sphere: Guardian

Level: 5

Range: Touch

Components: V, S

Casting Time: 1 rd.

Duration: Special

Area of Effect: Up to 30 sq. ft./level

Saving Throw: None

This spell is cast by uttering a magical word as the door, lock, flap, shutter, or cupboard (the spell will extend to several small doors attached in the same enclosure, or offering access to the same space) to be "bound" is touched. Thereafter the caster can freely open and close the bound access point without disturbing the spell, but any other creature must



physically break the bound door or access point to pass it, successfully cast three *dispel magic* spells upon it (any amount of time can pass between these castings), or cast *knock* twice. The death of the caster of the *word of binding* also ends the magic.

This spell can be so cast (by using a slightly different word) to allow all clergy of Oghma to freely pass the binding, or (by use of yet another word) to allow a single other being besides the caster to pass the binding freely. This other creature must be touched by the caster during the spell's casting.

Notes: Granted by Oghma, Lord of Knowledge, in the FORGOTTEN REALMS setting. This spell is found only in a few exceptionally rare tomes.

Word of Recall

(Alteration)

Sphere: Combat, Summoning

Level: 6

Range: 0

Components: V

Casting Time: 1

Duration: Special

Area of Effect: Special

Saving Throw: None

The *word of recall* spell takes the priest instantly back to his or her sanctuary when the word is uttered. The sanctuary must be specifically designated in advance by the priest and must be a well-known place. The actual point of arrival is a designated area no larger than 10 feet \times 10 feet. The priest can be transported any distance, from above or below ground. Transportation by the *word of recall* spell is safe within a plane, but for each plane the priest is removed, there is a 10% cumulative chance that the priest is irrevocably lost. The priest is able to transport, in addition to himself, 25 pounds of weight per experience level. Thus, a 15th level priest could transport an additional 375 pounds weight. This extra matter can be equipment, treasure, or even living material, such as another person. Exceeding this limit causes the spell to fail. Note that unusually strong physical fields, such as magnetic or gravitational forces, or even magical applications can, at the DM's option, make the use of this spell hazardous or impossible.

Notes: Common for clerics (PHB).

Word of Vengeance**(Conjuration/Summoning)****Sphere:** Combat

Level: 6

Range: Special

Components: V

Casting Time: 1

Duration: Special

Area of Effect: 1 creature

Saving Throw: Neg.

When the priest utters this word, any psionic creature psionically attacking or in mental contact with the priest suffers the effects shown on the table if a saving throw vs. spell is failed.

Hit Dice	Effect
less than 4	Kills
4 to 7+	Paralyzes 2d4 turns
8 to 11+	Stuns 5d4 rounds
12 or more	Deafens 2d4 rounds

In addition, any psionic creature surviving a failed saving throw is rendered incapable of using any psionic powers save defense modes. This effect lasts for a number of days equal to the number of levels or Hit Dice by which the caster exceeds the creature; the creature is affected for a minimum of one day. During this time, the affected creature's PSP total is halved.

The nature of this spell allows it to be cast in response to a psionic attack. If psionically attacked, the caster can instantly change any previously declared action and attempt this spell instead. If the caster wins initiative, the spell succeeds. If the caster loses initiative, the incoming psionic attack disrupts the spell.

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

**Wound****(Necromantic)****Sphere:** Necromantic

Level: 5

Range: 120 yds.

Components: V, S

Casting Time: 5

Duration: Instantaneous

Area of Effect: 1 creature

Saving Throw: Neg.

A ranged version of the spell *cause serious wounds*, this spell inflicts 2d8+1 points of damage on the target creature. A successful saving throw vs. spell negates all damage.

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

Wrath of Torm**(Abjuration, Alteration)****Sphere:** Combat

Level: 6

Range: 0

Components: V, S

Casting Time: 9

Duration: 4 rds.

Area of Effect: The caster

Saving Throw: None

This spell causes the caster to be outlined in an aura of glowing white light (which is bright and clear, but not blinding in its intensity). The caster gains height up to 12 feet (with a corresponding increase in reach and no loss of Dexterity) and his Charisma rises to 18 (if at that score already, the spell does not augment it further).

While the spell is in effect, the caster strikes at +5 bonus to attack and damage rolls and gains a +3 bonus to all saving throws. Against undead creatures, the caster deals double normal damage rather than gaining the +5 damage bonus.

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

Wyvern Watch

(Evocation)

Sphere: Guardian

Level: 2

Range: 30 yds.

Components: V, S, M

Casting Time: 5

Duration: 8 hrs. or until strike

Area of Effect: 5-ft.-radius sphere

Saving Throw: Neg.

This spell is known as *wyvern watch* because of the insubstantial haze brought forth by its casting, which vaguely resembles a wyvern. It is typically used to guard some area against intrusion. Any creature approaching within 10 feet of the guarded area may be affected by the "wyvern." Any creature entering the guarded area must roll a suc-

cessful saving throw vs. spell or stand paralyzed for one round per level of the caster, until freed by the spellcaster, by a *dispel magic* spell, or by a *remove paralysis* spell. A successful saving throw indicates that the subject creature was missed by the attack of the wyvern form, and the spell remains in place. As soon as a subject creature is successfully struck by the wyvern form, the paralysis takes effect and the force of the spell dissipates. The spell force likewise dissipates if no intruder is struck by the wyvern form for 8 hours after the spell is cast. Any creature approaching the space being guarded by the wyvern form may be able to detect its presence before coming close enough to be attacked; this chance of detection is 90% in bright light, 30% in twilight conditions, and 0% in darkness.

The material component is the priest's holy symbol.

Notes: Common for cleric (PHB).





Xvim, Mace of

See mace of Xvim.

Yathagera, Favor of

See favor of Yathagera.

Yondalla, Curse of

See curse of Yondalla.

Youthful Object

Reversed form, age object.

Zin-Carla

(Necromancy)

Sphere: Necromantic

Level: 7

Range: Touch

Components: V, S, M

Casting Time: 4 rds.

Duration: Special

Area of Effect: 1 creature

Saving Throw: Special

This spell is "the highest gift of Lolth," granted rarely even to favored drow. It is a special form of *animate dead*, that enables the caster to create a special sort of zombie, known as a *spirit-wraith*. Imbued with the skills (hit points, Armor Class, and THAC0) it had in life, this creation is telepathically linked to—and controlled by—the caster of this spell, usually a drow matron mother.

This spell may not be instantaneously granted, or may be denied entirely, at Lolth's will. It is granted only for the completion of specific tasks, and these may never be purely to work revenge or bring harm on other drow. Failure in the task brings on the disfavor of Lolth.

Zin-carla involves the forcible return of a departed soul or spirit to its body. Only through the willpower and exacting, sleepless control of the caster are the undead being's desired skills kept separate from unwanted memories and emotions. The duration of the spell is limited by the needs of the task, the patience of Lolth, and the mental limits of the caster—for a total loss of control usually means failure.

So long as that control is maintained, the *spirit-wraith* cannot tire or be distracted from its task. It does not feel pain or disability, and will continue to function as long as it remains mobile.

A *spirit-wraith* cannot be made to cast spells without losing control over its mind entirely. It can fully use combat and craft skills possessed in life. If control is lost, the *spirit-wraith* becomes a revenant, driven by hatred and the memory of its violation at the hands of the spellcaster. Uncontrolled *spirit-wraiths* do not stop until the *zin-carla* caster is destroyed.

A *spirit-wraith* driven to do something against its old nature has a chance of breaking free of its control (treat as a *charm* spell, with the same saving throw as in life). For example, one cannot successfully use this undead to destroy a being that it loved in life.

Spell-like natural powers (such as the *levitation* ability of drow) are retained, and can be used by, the undead. The *spirit-wraith* can use its former experience and memories, as much as allowed by the linked caster. Both the zombie and the caster are immune to the effects of spells that attack the mind, and similar spell-like powers (such as the mental blast of a mind flayer). It knows wariness, anger, glee, hatred, frustration, and triumph, but not fear. It cannot be controlled by the spells and priestly powers normally used to command encountered undead—and control of it cannot thereby be wrested away from the caster of the *zin-carla*.

Spirit-wraiths do not breathe, but can speak (if allowed to do so by their controller). They can utter command and activation words, and the controlling caster can speak through them directly, but spell incantations will have no effect if uttered by the undead.

To stop a *spirit-wraith*, it must be physically destroyed—if it is still able to even crawl, it will do so, tirelessly, searching for a way to complete its task.

The material component is a treasured object that belonged to the body to be controlled. If the corpse is badly decomposed or not whole, other spells (such as *Nulathoe's ninemen*) and magical unguents will also be required, to restore it to whole, supple condition.

Wizards and other powerful creatures (such as mind flayers, aboleth, or cloakers) who raid or despoil drow cities can expect to face either a full-scale attack—or a *spirit-wraith* or two.

Notes: Rarely granted by the drow goddess Lolth.

Zone of Deception

(Enchantment/Charm)

Reversible

Sphere: Wards



Level: 2

Range: 30 yds.

Components: V, S

Casting Time: 5

Duration: 1 rd./level

Area of Effect: 5-ft./level cube

Saving Throw: Neg.

This is the reverse of the *zone of truth* spell. Everyone in the area of effect knows immediately that they can speak only lies. They can decide exactly what they say and how they say it, but every statement must be a lie. Because questions, suppositions, and exclamations are not statements, they are not affected. The DM should carefully examine every statement and classify it as true, false, or an exception to the spell. For example, the statement "I can only lie" is a true statement under the influence of this spell and, therefore, cannot be spoken.

Notes: Common on the Demiplane of Dread; used mostly by evil priests.

Zone of Sweet Air

(Abjuration)

Sphere: Elemental Air, Wards

Level: 3

Range: 10 yds./level

Components: V, S, M

Casting Time: 6

Duration: 1 turn/level

Area of Effect: 10-ft./level cube

Saving Throw: None

Zone of sweet air creates an invisible barrier around the area of effect that repels all noxious elements from poisonous vapors, including those created magically (such as a *stinking cloud*). The spell offers no protection against poisonous vapors created by a dragon's breath weapon (such as the chlorine gas of a green dragon). Noxious gases already within the area of effect when the spell is

cast are not affected. Fresh air passes into the area normally.

If a poisonous vapor is expelled within the area of effect (for example, a *stinking cloud* is cast), the spell takes effect normally but dissipates in half the time normally required.

The spell affects a cube whose sides equal the caster's level times 10 feet (for example, a 10th-level caster could affect a cube whose sides are 100 feet long).

The material components are the priest's holy symbol, a silk handkerchief, and a strand of spider web.

Notes: Uncommon for priests with access to the sphere of Elemental Air or Wards (*ToM*).

Zone of Truth

(Enchantment/Charm)

Sphere: Wards

Level: 2

Range: 30 yds.

Components: V, S, M

Casting Time: 5

Duration: 1 rd./level

Area of Effect: 5-ft./level cube

Saving Throw: Neg.

This spell prevents creatures in the area of effect (including those who enter it later) from speaking any deliberate and knowing lie. Such creatures are allowed a saving throw vs. spell to avoid the effect; those who fail the are affected. Those affected are aware of this enchantment; therefore, they may avoid answering questions to which they might normally respond with a lie or they may be evasive as long as they remain within the boundaries of the truth. Someone who leaves the affect area is free to speak as he or she chooses.

The spell affects a cube whose sides are 5 feet long per level of the caster. Thus, a 4th-level priest can affect a 20 foot cube.

The material components are the priest's holy symbol and a phony emerald, ruby, or diamond.

Notes: Uncommon for clerics (see *zone of deception* for a reverse form common on the Demiplane of Dread).

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Quest Spells

The quest spells that follow are used only in extraordinary circumstances, as determined by the DM. The DM should read the explanatory notes about quest spells before allowing these spells into play (see page 776).

Tome of Magic Quest Spells

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 Circle of Sunmotes
 Conformance
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Combined List

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 Wolf Spirits

Abundance

(Alteration)

Sphere: Creation, Plant

Level: Quest

Range: 0

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

By casting an *abundance* spell, the priest quickens the ripening of a harvest or the growth of woodland. The priest stands anywhere within the area to be affected, and designates the exact size and shape of the area in the casting.

Fields of crops in the affected area grow, ripen, and be ready for harvest in a single day. Seed must be sown any time before the casting of the spell. The spell affects 10 square miles of cultivated fields.

A woodland achieves 25 years of growth in one day, plus 5 years per day for another three days. Soil capable of supporting the woodland is required for the growth to remain healthy thereafter. The spell affects 25 square miles of woodlands.

The spell does not create effects such as *entanglement* or enlargement of the flora within its area of effect.

Notes: Common quest spell.

Animal Compulsion, Erik's

See Erik's animal compulsion.

Animal Horde

(Conjuration/Summoning)

Sphere: Animal

Level: Quest

Range: 0

Duration: 1 day

Casting Time: 1 turn

Area of Effect: 10-mi. radius

Saving Throw: None

This potent spell summons a number of animals to the priest. For each level of the priest, a number of animals totaling 10 Hit Dice appear. Thus, an 18th-level priest summons 180 Hit Dice of animals.

The Power who grants the spell enables the priest to know exactly what types and numbers of animals are within the area of effect. The priest can specify the number of animals desired; for instance, a 16th-level priest could summon 60 Hit Dice of wolves, 40 Hit Dice of bears, and 60 Hit Dice of wolverines. The animals begin arriving in one



round and all assemble at the priest's location at the end of three turns.

The animals won't fight among each other even if they are natural enemies. Monsters (dragons, gorgons, hell hounds, and so on) cannot be summoned with this spell.

The summoned animals aid the priest by any means of which they are capable. They enter battle, protect the priest and any companions, and perform specified missions until the priest dismisses them or the spell expires. During this time, the priest can communicate with the summoned animals.

At the end of the spell, the animals instinctively return to their lairs. For the first three turns after the spell expires, the animals won't attack the caster, his or her companions, or other summoned animals. After this time, the animals behave normally.

Notes: Common quest spell.

Avani's Resuscitation

(Necromancy)

Sphere: Healing

Level: Quest

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: 100-yd. radius

Saving Throw: None

Under certain circumstances, priests of Avani can use the healing power of the sun to revive injured or fallen friends.

This spell can be cast only during daylight and lasts until the sun sets. In the Khinasi climate, this spell can last 12 to 16 hours. In other parts of Cerilia, the duration may be significantly shorter (during a Vosgaard winter, daylight may last only eight hours).

When cast, the sunlight of Avani shines brightly, even through cloud cover (even magically summoned or created clouds), and confers healing on the bodies of anyone within 100 yards of the caster. For the magic to work, two conditions must be met: Those to be healed must be exposed to the sunlight (the priest or his allies may have to drag fallen comrades into the sunlight), and those to be healed must be worshippers of Avani or otherwise designated by the priest. This prevents the priest's enemies from being healed unless the priest so desires.

Avani's resuscitation is an extremely powerful healing spell. While it lasts, all affected beings heal at a rate of one hit point per turn. The healing sunlight also acts as *cure blindness*, *cure disease*, and performs similar physical healing. The spell cannot cure certain magical afflictions; it cannot restore lost levels or remove curses.

Avani's spell can even *raise dead* and *regenerate*. As long as the sun has not set on a dead or maimed character, the spell restores lives or limbs at the last light of the day. Restored individuals need not make System Shock rolls because of Avani's direct influence. An individual raised from the dead by this spell has 1 hit point at sunset.

This spell does not affect elves, though half-elves who believe in the human pantheon may be healed. Dwarves and halflings may be healed if they are allied to Avani or the casting priest. Orog, humanoids, and other nonhumans seldom benefit from Avani's power—only those who have allied themselves with Avani's servants stand a chance of receiving the healing gift. Other creatures may be healed at the DM's discretion.

Notes: Granted by Avani of Cerilia, the BIRTHRIGHT setting.

Avatar Form

(Alteration)

Sphere: All

Level: Quest

Range: Touch

Components: V, S, M

Duration: 1 hr./level of caster

Casting Time: 2 turns

Area of Effect: 1 creature

Saving Throw: None

This spell must be cast upon a willing worshiper of the same faith as the priest commanding the spell. Attempting to cast it on a nonbeliever would be considered sacrilege, and could cause the priest to be stripped of his god's favor (spells, special abilities, etc.) until he performs a suitable act of atonement.

By means of this spell, the priest grants the form of the god's avatar to himself or a fellow worshiper. (The avatar forms of each Cerilian deity are described in the first section of this book under the individual god descriptions.)

The recipient gains no additional powers, but is in all ways transformed into the avatar. The individual's appearance, voice, scent, and mannerisms fit the avatar in all ways. The character cannot be detected as anything other than the avatar by any means (*true seeing*, for example, would not reveal the transformation).

Notes: Granted by all deities of Cerilia, the BIRTHRIGHT setting.

Blessed Luck, Sera's

See Sera's blessed luck.

Circle of Sunmotes

(Alteration, Invocation/Evocation, Necromancy)

Sphere: Sun

Level: Quest

Range: 200 yds.

Duration: 3 turns

Casting Time: 1 rd.

Area of Effect: 60-ft. radius

Saving Throw: None

By casting *circle of sunmotes*, the priest creates a hemispherical shell filled with sparkling, glowing motes of bright sunlight. A 1-foot-radius globe of sunlight appears at the height of the caster's head

in the exact center of the circle. Friends are positively affected and enemies are negatively affected by the spell.

Creatures within the area of effect that are friendly to the priest experience the glowing motes as warm, invigorating, inspiring, and healing. They regain 1d6 points of damage, gain the benefit of an *aid* spell for 1 turn after the *circle of sunmotes* is created, gain a +1 bonus to attack and damage rolls, and gain a +2 bonus to morale. Further, companions of the priest who step within 10 feet of the glowing miniature sun at the center of the effect are healed of 1d8+2 points of damage. This affects each creature only once during the spell's duration.

To companions of the priest outside the area of effect, enemies within the circle look like they are affected by golden *faerie fire*. Creatures affected by the *faerie fire* suffer a -2 penalty to their Armor Class from attacks by creatures outside the circle.

Enemies of the priest experience the same sunmotes as blinding, burning, and damaging. They must make a successful saving throw vs. spell or be blinded for 1 turn after the sunmotes are created. Each enemy is struck by a small fiery mote that causes a -2 penalty to morale and 1d4+1 points of damage. No saving throw is allowed, but creatures with magical fire resistance suffer only half damage.

Enemies of the priest who come within 10 feet of the minisun are burned for 1d8+2 points of fire damage. No saving throw is allowed, but creatures possessing magical resistance against fire suffer only half damage.

Enemies of the priest outside the circle view the priest's allies as if obscured by a blinding light and suffer a -2 penalty to missile attacks against them.

Notes: Common quest spell.

Conformance

(Conjuration/Summoning, Invocation)

Sphere: Law

Level: Quest

Range: 0

Duration: 1 hr.

Casting Time: 1 rd.

Area of Effect: 40-ft. radius

Saving Throw: None

The *conformance* spell has a simple principle with a profound effect: probable events always manifest. That is, an event with a probability of 51% or better will occur. Thus, if a saving throw of 10 is required to avoid an effect, no roll is necessary; the save is automatically successful. If a



warrior must roll 10 or better to hit an enemy, he automatically hits.

Conversely, improbable actions (those with less than a 50% chance) always fail. A warrior who must roll 12 or better to hit an enemy automatically fails. A thief with a 49% chance to Hide in Shadows automatically fails.

Two special conditions attend this spell. First, a *prayer* spell effect is continuously operative in the area of effect, shifting the balance of combat probabilities to favor the priest who cast the spell and any companions. Second, a chance of exactly 50% shifts in favor of the caster's faction. For example, if a roll of 11 or better is needed to save against a spell effect, this is a 50% chance for success. In such cases, the priest and companions would make the save and enemies would fail.

This spell is particularly potent if *bless* and *chant* spells are cast in the area of effect.

Notes: Common quest spell.

Cuiracén, Warlords of

See warlords of Cuiracén.

Cursed Quest, Kriesha's

See Kriesha's cursed quest.

Daythief

(Conjuration/Summoning)

Sphere: Animal

Level: Quest

Range: 1 mi.

Components: V, S, M

Duration: 1 wk. +1 day/level

Casting Time: 1 turn

Area of Effect: 1 creature

Saving Throw: None

This spell summons a bird—a *daythief* (a bird holy to most of Eloéle's worshipers)—that serves the priest for the spell's duration. The bird is highly intelligent with regard to obeying orders, and uses cleverness and innovation to achieve its master's goals.

The *daythief's* primary purposes are to spy and steal for its master. As a spy, it can fly anywhere a bird can normally go and can relay information to its master upon its return by speaking in a voice understandable only to the priest. It can answer questions about its spy mission, but it cannot make judgments or perform extrapolations from existing information.

The bird also has the ability to locate and steal small objects. The *daythief* can carry an object in its

claws or beak up to three times its own weight and still fly to its master. The bird can be sent to steal specific objects, or might steal things on its own that its master might find useful. It cannot use its uncanny intelligence or magical speech to explain why it steals a particular object.

The *daythief* cannot be captured or harmed. It is said that Eloéle protects her holy bird or replaces destroyed *daythieves* with new birds to serve her faithful priests. Only intelligent and subtle priests of Eloéle are granted the use of this quest spell.

Notes: Granted by Eloéle of Cerilia, the BIRTHRIGHT setting.

Elemental Swarm

(Conjuration/Summoning)

Sphere: Elemental, Summoning

Level: Quest

Range: 240 yds.

Duration: 1 hr.

Casting Time: 3 turns

Area of Effect: Special

Saving Throw: None

This spell enables the caster to open a portal to one elemental plane (as appropriate for the patron Power). The caster can then summon a swarm of elementals from that plane.

After the first turn of casting, 3d3 elementals of 12 Hit Dice each appear; after the second turn, 2d3 elementals of 16 Hit Dice each appear; after the third turn, 1d3 elementals of 20 Hit Dice each appear. Each elemental has at least 5 hit points per hit die. The elementals remain for an hour from the time they first appear.

These elementals obey the priest explicitly and cannot be turned against the caster. The priest does not need to concentrate to maintain control over the elementals. They cannot be dismissed by spells such as *dismissal*, *dispel magic*, or *banishment*. The elemental remain for the duration of the spell.

Notes: Common quest spell.

Emissary, Laerme's

See Laerme's emissary.

Erik's Animal Compulsion

(Enchantment/Charm)

Sphere: Animal

Level: Quest

Range: 1 mi.

Components: V, S, M

Duration: 1 day/level

Casting Time: 1 hr.

Area of Effect: 1 individual

Saving Throw: None

Erik sometimes grants this spell to his druids when they must venture into dangerous territory alone, or when they must send others on difficult missions.

The subject of *Erik's animal compulsion* receives the aid and assistance of all natural beasts within range of the spell. For the most part, these creatures are not able to communicate with the subject, but an animal might be able to coerce the individual to follow it to fresh water or to safety. The animals are unable to understand commands or the individual's needs and desires.

If the subject was dying of thirst in the desert, for example, local animals would try to lead him or her to water. If the subject was starving, they might bring food. If the subject was under attack, all natural beasts in the area would do their best to defend him or her.

In addition, natural animals cannot be compelled to act against the affected individual. Dogs will not track the druid if their masters wish him or her ill (Erik knows), while war horses shy from charging.

Erik's animal compulsion overrides any other charms or natural compulsions that might cause animals to attack or hinder the individual. Only another quest spell has a chance of counteracting it while the spell is in effect.

Notes: Granted by Erik of Cerilia, the BIRTHRIGHT setting.

Etherwalk

(Alteration)

Sphere: Astral, Travelers

Level: Quest

Range: Special

Duration: Special

Casting Time: 5 rds.

Area of Effect: Special

Saving Throw: Neg.

By casting this spell, the priest transports himself and as many as 50 followers (who must join

hands at the time of casting) to the Border Ethereal. Unwilling creatures are allowed a saving throw at a -4 penalty to avoid transportation.

The spell then allows the priest and party to make as many as three round-trip journeys to and from the Inner Planes. It then allows them to return to the Prime Material Plane.

Travel rates in the Ethereal Plane are at four times normal speed. Travel times for locating or searching along planar curtains are all at the minimum time possible. Encounters with monsters occur at one-fifth the normal frequency. The priest and party are not affected by the ether cyclone.

The spell expires when the priest and party return to the Border Ethereal from an Inner Plane for the third time. They are then instantly transported to the Prime Material Plane.

Notes: Common quest spell.

Fear Contagion

(Abjuration)

Sphere: Charm, War

Level: Quest

Range: 240 yds.

Duration: Special

Casting Time: 1 rd.

Area of Effect: Special

Saving Throw: Special

A priest casting *fear contagion* selects a single creature to be the focus of the spell. The creature is affected by magical fear and receives no saving throw to avoid the effect. All within 10 yards of the target creature must make a successful saving throw vs. spell with a -4 penalty; failure means they are also affected by fear.

Affected creatures flee away from the spellcaster for as long as they are able to run (refer to Chapter 14 of the *Player's Handbook* for rules). Such creatures, after resting, spend one full turn cowering. During this time, affected creatures suffer a -4 penalty to attack rolls, and all Dexterity bonuses are negated.

As creatures run in fear, their fear is contagious. Any creature that comes within 10 yards of a creature affected by this spell must also make a successful saving throw (no penalties) or likewise flee from the spellcaster.

Creatures affected by fear no longer cause fear in others after they have passed one mile from the original center of the spell effect.

Notes: Common quest spell.

BATTLESYSTEM effects: If *BATTLESYSTEM* rules are used, the spell forces the unit to make a Morale Check at a -6 penalty. If this roll fails, the unit routs. Fear-struck creatures are permitted rally tests with a -3 penalty and rout until they rally. A rally test is not permitted until two turns of rout movement have been completed. Creatures passed within 10 yards make a standard Morale Check with a -3 penalty to avoid routing, as well.

Haelyn's Wisdom

(Conjuration/Summoning)

Sphere: All

Level: Quest

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: The caster

Saving Throw: None

Haelyn's wisdom has the power to grant divine advice to the casting priest. The spell temporarily summons the spirit of a dead champion of Haelyn.



The champion, invisible and noncorporeal, will stay with the priest for the duration of the spell, answering questions and giving advice when needed.

This "invisible adviser" draws on the wisdom it gained during its life and its afterlife. It should be considered a specialist—a sage in regard to one sphere of knowledge specified during the casting of the spell. The adviser might be an expert on combat, war, law, Anuirean history, or any field related to the worship of Haelyn.

The adviser probably won't be knowledgeable concerning things out of its area of expertise. For example, a priest of Haelyn might summon an invisible adviser to help her plan a large battle. That adviser can provide splendid advice regarding the deployment of troops, the logistics of supply, and activity on the battlefield. The adviser will be less helpful regarding personal combat, and of nearly no use regarding decisions of law or economics.

The duration of the spell depends on Haelyn's wishes. Usually, the adviser remains throughout the current crisis. If the adviser was summoned to help with the planning and execution of a particular battle, the spirit stays until the battle ends. As a general rule, the spell seldom lasts more than a month.

Haelyn may call back the spirit if he thinks the adviser has been misused or the priest is letting the spirit make decisions. The adviser is meant only to supplement the wisdom and knowledge of the casting priest, as if it were a powerful augury or speak with dead spell. If the casting priest abuses or misuses the advice given by the spirit, Haelyn will first warn the priest, then recall the adviser.

Notes: Granted by Haelyn of Cerilia, the BIRTHRIGHT setting.

Health Blessing

(Necromancy)

Sphere: Healing, Necromantic

Level: Quest

Range: 100 yds.

Duration: 1 day/level

Casting Time: 1 rd.

Area of Effect: 50 creatures

Saving Throw: None

Health blessing provides a number of human, demihuman, or humanoid creatures with protection against ill health; it also enables those affected to heal others.

Recipients of a *health blessing* are immune to nonmagical disease, gain a +4 bonus to saving throws vs. poison and death magic, and can cast *cure light wounds* on themselves once per day for the duration of the spell. In addition, a recipient of

health blessing can heal one other creature per day as a paladin does by laying hands. The healing conferred is 1 hit point per level or hit die of the creature doing the healing.

Notes: Common quest spell.

Highway

(Alteration, Evocation)

Sphere: Travelers

Level: Quest

Range: 0

Duration: 1 day

Casting Time: 1 turn

Area of Effect: 1,000 square yards

Saving Throw: None

The *highway* spell creates a shimmering plane of force that acts as a magical conveyor for the priest. By standing at the forward edge of the 10 × 100 yard plane, the priest and as many followers as can fit onto the square can travel as outlined below.

The *highway* travels 30 miles per hour (MV 88) over all terrains. The priest sets the height of the *highway* in a range from 1 foot to 100 yards above ground level. The *highway* moves as the priest wills; if the priest fixes a destination in his or her mind, the *highway* takes the shortest route to that destination until the priest changes the course in his or her mind.

The *highway* cannot be used offensively. It travels over or around obstacles such as buildings and large creatures. It protects creatures traveling on it from adverse effects of the elements (ice, rain, gales, etc.). The *highway* can hover in place, but hovering can be achieved only at a height of 12 inches above ground level.

When the spell expires or the destination is reached, the highway gently lowers the priest and party to the ground. The priest can order the *highway* to drop off creatures and collect others at intermediate destinations, although the caster must remain on the *highway* or it will disappear.

Notes: Common quest spell.

Imago Interrogation

(Divination, Enchantment/Charm)

Sphere: Astral, Divination, Time

Level: Quest

Range: 0

Duration: Special

Casting Time: 1 turn

Area of Effect: The caster

Saving Throw: None

The imago is a mental image—a form of mental magical body. After casting this spell (requiring 1 turn), the caster falls asleep. After 1d6 turns of sleep, the imago of the priest begins to travel. The imago is not subject to any form of attack and has no effective attacks.

The imago can travel to as many as four different locations separated by any distance, even across the planes and/or backward in time. At these locations, the imago can interrogate the imagoes of as many as 10 other sentient creatures (other than Powers), compelling them to reply truthfully to its questions. A maximum of 40 questions can be asked during the spell duration.

Asking one question and listening to the reply takes 4 rounds of time in the caster's world. Each planar or temporal jump lasts 3 turns in that world.

Imago communications are telepathic. The questions must be answerable in a sentence of reasonable length, or the interrogated creature becomes confused and cannot answer.

The imagoes of interrogated creatures have no recollection of their interrogations. As a result, history cannot be changed through backward time travel using this spell.

Notes: Common quest spell.

DM Note: The DM may rule that certain magical wards and other protections may prevent the entry of an imago and the questioning of the protected entity.

Implosion/Inversion

(Invocation)

Sphere: Numbers, Combat

Level: Quest

Range: 120 yds.

Duration: Special

Casting Time: 1 rd.

Area of Effect: 1 or more creatures

Saving Throw: Neg.

By use of this spectacular spell, the priest rearranges the extradimensional and spatial geometries of the molecules of one or more creatures. The result is that the rearrangement of the target creature causes it to *implode* (collapse inward upon itself) or *invert* (its inside become its outside and vice versa).

The result is usually *inversion*, unless the target creature would not be adversely affected by this process. For example a slime, ooze, golem, elemental, and so on would implode. In either case, the effect kills or destroys the target creature

instantaneously unless it makes a successful saving throw vs. death magic at a -4 penalty.

The priest can affect one creature per round with this spell. After each round, the priest must make a Constitution check. If this fails, the priest is overwhelmed with the effort of sustaining the spell, at which time the spell ends, leaving the priest fatigued (reeling and unable to act) for 1d4 rounds. The maximum possible duration of the spell is 3 turns.

Notes: Common quest spell.

Interdiction

(Abjuration)

Sphere: Chaos, Law, Wards

Level: Quest

Range: 240 yds.

Duration: 1 day

Casting Time: 2 turns

Area of Effect: 200-ft. cube/level

Saving Throw: Special

This powerful spell affects all enemies of the spellcaster who enter the area of effect. The spell inflicts a -1 penalty to Armor Class, a -1 penalty to attack and damage rolls, and a -2 penalty to saving throws. Creatures friendly to the priest receive corresponding bonuses: +1 bonus to Armor Class, +1 to attack and damage rolls, and a +2 bonus to saving throws. Additional effects are possible, depending on the Power granting the spell. Effects correspond (or at least not conflict) with the spheres the priest normally uses. Multiple effects are possible.

Wards: The variation for the sphere of Wards requires that each hostile creature entering the area of effect make a saving throw vs. spell at a -4 penalty or suffer 4d6 points of damage. Any affected creature must also flee the area and is unable to return. The creature must make a second saving throw vs. spell at a -4 penalty as it leaves the area or be blinded until magically cured.

Law: The variation for the sphere of Law requires that a hostile creature make a saving throw vs. spell each time it wishes to change an action. Thus, if a creature wishes to stop running and draw a weapon, a successful saving throw is needed or the creature continues to run. Actions that cannot be continued (for example, firing an arrow if the archer has no more arrows) are repeated as empty automatism. In addition, creatures hostile to the priest automatically fail saving throws against Enchantment/Charm spells cast by the priest.

Chaos: The variation for the sphere of Chaos requires that a hostile creature make saving throw vs. spell at -4 penalty or be affected by *confusion*

(as the spell). Affected creatures also have a 5% chance per round of suddenly being attacked by a phantasmal killer.

All creatures that enter the area of effect are subject to the effects of the spell. All effects except *blindness* cease 3 rounds after an affected creature leaves the area. Creatures reentering the area of effect must make new saving throws.

Notes: Common quest spell.

Kriesha's Cursed Quest

(Abjuration)

Sphere: Protection

Level: Quest

Range: 1 mi.

Components: V, S, M

Duration: Special

Casting Time: 1 hr.

Area of Effect: 1 individual

Saving Throw: None

Legends tell that only the most powerful High Priestess of Kriesha will ever be granted the use of this quest spell. However, the legends also say that she may be granted this spell several times during her career.

When this spell is cast, the priestess specifies a single individual who she has personally seen at least once. This individual is often a hero of an enemy faith. The casting priest then specifies a particular quest in which that hero is currently engaged. The spell then takes its hideous affect.

As long as the hero remains on the specified quest, he or she is subject to all the effects of a *curse* spell (reversed *remove curse*), as well as other misfortunes (bad weather, attacks of wild animals, and so on) the DM wishes to enforce. The spell works in devious ways, making the victim's life extremely difficult and dangerous while pursuing the specified quest. If the hero turns aside from the quest, the curse temporarily lifts, making life seem fair and pleasant again.

This spell is most often invoked when a champion of another faith attempts to hinder or destroy those faithful to Kriesha. The spell's stated intent must be very specific. The cursed quest cannot encompass "any time the character acts against a worshiper of Kriesha," but it might work "when the character acts to destroy Kriesha's temples in the province of Lutkhovsky."

The DM must always specify at least one way that the curse can be lifted. The victim of the spell won't know this solution, nor will the casting priest. However, the power of the other gods may try to provide hints to the victim as a means of balancing

the power of the spell. Suggested ways of removing *Kriesha's cursed quest* include:

- Slaying the caster of the spell;
- Finding a holy relic of one of Cerilia's other deities to use as protection;
- Destroying a holy relic of *Kriesha*; and
- Performing an important and dangerous task to win another god's favor (and protection).

Notes: Granted by *Kriesha* of *Cerilia*, the BIRTHRIGHT setting.

Laerme's Emissary

(Enchantment/Charm)

Sphere: Charm

Level: Quest

Range: 0

Components: V, S

Duration: Special

Casting Time: 1 turn

Area of Effect: The caster

Saving Throw: None

Priests of *Laerme* value beauty and romance above all other worldly things. Pacifistic by nature, they often find themselves in the roles of ambassadors between enemy lands. On very special occa-



sions, their goddess may grant the use of this quest spell to aid their peacemaking endeavors.

The priest casts this spell to seem reasonable and inoffensive to all *Cerilian* creatures of Intelligence 8 or better. As long as the affected priest puts forth a "friendly" appearance (using Table 59: Encounter Reactions in the *DMG*), no creature of sufficient intelligence will react to in a manner worse than "indifferent."

The power of this spell allows priests of *Laerme* to attempt impossible missions in the field of diplomacy. A priest influenced by this spell could safely travel through an elven or awnshegh realm, knowing that no intelligent creature—even the awnshegh—will attack him as long as the priest maintains a friendly, helpful attitude. In addition, a normally unreasonable or evil character will at least consider what the priest has to say, rather than dismissing pleas or arguments out of hand.

This spell does not charm creatures into helping or obeying the priest. It will not magically stop an attack in progress or provide the priest with cover so he or she can enter an enemy's realm and assassinate the ruler. Should the priest do anything, or allow his or her allies to do anything, that would compromise the integrity of the magic, *Laerme* withdraws her protection immediately.

The spell's magic usually lasts for the duration of a particular mission. This might mean several days of travel through different realms, or it could mean one audience with a powerful individual. The spell usually expires after a month, unless the priest has not yet accomplished the mission.

Notes: Granted by *Laerme* of *Cerilia*, the BIRTHRIGHT setting.

Mebhaighl Touch

(Conjuration)

Sphere: All

Level: Quest

Range: 0

Components: V, S, M

Duration: 3 mo.

Casting Time: 1 day

Area of Effect: 1 province

Saving Throw: None

Ruornil's priests are few and scattered. Their leaders generally control small holdings in the forests of *Cerilia*, hidden from prying eyes. They concern themselves with *Ruornil's* war against the Shadow and strive to make themselves powerful enough to resist it.

When a priest regent of *Ruornil* finds himself unable to tap his holdings for the energy to cast a

realm spell (if he is out of range of his ley lines, for example), he can cast *mebhaighl touch*. The spell directly affects the casting priest, allowing him to tap the magical energy of a single province. He must remain within the same province for the duration of the spell (as soon as he leaves its boundaries, the spell ends). He is able to cast realm spells as if the unclaimed source holdings in the area were temple holdings under his control. The priest can then cast any realm spell he knows, using the *mebhaighl* as a source holding.

Example: Ruorlen, a 15th-level priest, has fled his enemies to Cariele—specifically, the province of Mountainsedge (3/4). Currently, the only source holding in the province is a source (0) held by the Eyeless One. Ruorlen, who has been granted *mebhaighl touch*, can cast it to tap *mebhaighl* as the equivalent of a temple (4) holding. Over the next three months, Ruorlen can cast as many as three realm spells in Mountainsedge that require a holding level of 4 or less.

Notes: Granted by Ruornil of Cerilia, the BIRTHRIGHT setting.

Optional: Realm spells are beyond the scope of this book, which limits the usefulness of this spell. As an option, the DM might treat this spell as a one-time *limited wish* in areas that are not magic dead, and as a full *wish* in areas of wild magic, mythal, or other exceptionally strong magic.

Mindnet

(Divination, Enchantment/Charm)

Sphere: Thought

Level: Quest

Range: 0

Duration: 2 hrs.

Casting Time: Special

Area of Effect: Special

Saving Throw: Special

The priest casting a *mindnet* spell establishes a telepathic link with as many as 10 other creatures that can be separated from each other by as much as 10 miles. Thus, a chain of creatures 100 miles long could be established.

The Power granting this spell has the final word on the individuals that can be included. Most commonly, it can be cast to include individuals familiar to the caster. However, depending on the purpose of the spell, the Power may allow a stranger known to the caster only by name to be included in the mindnet. Unwilling creatures must

make a successful saving throw vs. spell at a -4 penalty to avoid being included.

Casting the spell requires one round per two creatures in the mindnet. The spell's duration begins after all affected creatures have been linked. Individuals of any class can take part in the link, benefiting from several effects.

First, each member of the mindnet benefits from Intelligence, Wisdom, and Dexterity bonuses. The bonuses are equal to the bonuses held by the member of the mindnet with the highest ability score. For example, if five creatures in a mindnet have Wisdom scores of 15, 15, 16, 17, and 18, each would make saving throws, ability checks, and the like at a Wisdom score of 18. Bonus spells are not gained due to enhanced Wisdom, however.

Second, spells can be pooled among the spellcasters within the mindnet. Any caster can use a spell memorized by another caster with several restrictions:

- The caster who has memorized the spell must allow its use.
- The borrower can use only spells of a level he or she could normally cast.
- The borrower must abide by normal class restrictions. Priests and wizards in the same mindnet cannot use each other's spells, nor can a specialist wizard borrow a spell from an opposition school.
- A borrowed spell is lost from the mind of the caster who memorized it.
- Any required component must either be provided by the borrower, or used appropriately by the caster who memorized the spell at the instant the spell is cast.

Third, each member of the mindnet is in constant mental communication. Each member knows what is happening at the locations of all other members.

Finally, twice per turn, the caster of the *mindnet* spell can instantly teleport any individual linked by the mindnet to any other individual who is also a part of, the spell. This massive effort results in a +4 penalty to any Constitution checks made by the priest.

The priest casting the spell cannot perform any other actions while the mindnet exists; if so, the spell is canceled. The priest must make a Constitution check at the end of each turn in order to sustain the spell. A failed check cancels the mindnet. The spell can last a maximum of 12 turns (2 hours).

Notes: Common quest spell.

Planar Quest

(Alteration)

Sphere: Astral

Level: Quest

Range: Touch

Duration: Special

Casting Time: 5 rds.

Area of Effect: Special

Saving Throw: Neg.

By joining hands with as many as 12 companions and casting this spell, the priest transports the party to any other plane of existence. The priest and party may arrive at a specific location in a plane (if one is known) or at an unknown destination. Travel time to the destination, whether known or unknown, is the minimum possible. In an Inner Plane, a friendly guide is always available to the priest. Hostile encounters occur at one-fifth normal frequency.

Unwilling creatures are allowed a saving throw vs. spell at a -4 penalty to avoid being transported. In the Inner Planes, the party is magically protected as necessary for survival in the environment. The party does not need to eat, drink, or rest if conditions make these activities impossible. Party members are immune to fire in the Elemental Plane of Fire, and similar immunities are granted by the Power in other planes as necessary. The party can move through any terrain (including the Elemental Plane of Earth) at its normal movement rate.

In the Outer Planes, similar immunities apply. The priest is also granted a *power compass* (described in *Manual of the Planes*). Hostile encounters in an Outer Plane occur only half as often as normal.

The duration of this spell is decided by the Power who grants it. Normally, it is sufficient to allow the priest and party to undertake the quest that the Power has set forth. When the quest has been completed successfully or has failed beyond recovery, the priest and party are returned to the Prime Material Plane.

Notes: Common quest spell.

Preservation

(Abjuration)

Sphere: Wards

Level: Quest

Range: 480 yds.

Duration: Special

Casting Time: 1 turn

Area of Effect: 1 structure

Saving Throw: None

This spell creates a powerful set of protective wards that operate on a single fortified building, temple complex, tower, or similar structure. These wards protect the physical integrity of the structure and prevent magical access.

A building protected by *preservation* suffers only 25% of normal structural damage from sources such as siege engines, earthquakes (both natural and magical), and powerful weather-affecting spells. Spells that directly affect the physical integrity of the structure (such as *passwall*, *stone shape*, *transmute rock to mud*) simply fail when cast on the protected building.

Preservation creates a permanent *protection from evil* spell on the affected building. Every surface of the building benefits from the effects of the spell.

Magical spells allowing access to the building fail. Thus, creatures attempting to *teleport* or *fly* into the building are stopped. Birds and creatures with natural flight can enter the building normally.

If the building is a temple (or other consecrated building) dedicated to the Power that granted the spell, all priests inside it gain the benefit of a *sanctuary* spell for the duration of the *preservation*.

The *preservation* spell expires if the building is destroyed or after 60 days have passed.

Notes: Common quest spell.

Resuscitation, Avani's

See Avani's resuscitation.

Revelation

(Divination)

Sphere: Divination

Level: Quest

Range: Special

Duration: 1 day

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

The *revelation* spell grants the priest extraordinary divination powers. These are effective to a range of 240 yards.

- The priest gains *true seeing* as the 5th-level priest spell.
- The priest can see and identify all priest spell effects in the area (assume a line of sight in a 60-degree arc).
- The priest is instantly aware of any creature's attempt to lie to him.
- The priest can communicate with animals, creatures, and monsters of all types. While the



number of creatures is unlimited, the priest can converse with only one at a time.

- The priest can communicate telepathically with humanoids.
- The priest can use a suitable item as a *crystal ball* once per hour, as per the magical item described in the *DMG* (including range). The priest has a +20% bonus to all rolls used to determine success.

Notes: Common quest spell.

Reversion

(Alteration, Invocation)

Sphere: Time

Level: Quest

Range: 0

Duration: Instantaneous

Casting Time: 1

Area of Effect: 10-ft. radius sphere

Saving Throw: None

By casting this spell, the priest reverses certain recent events in the area of effect. The spell affects only creatures friendly to the priest. The magic takes effect immediately after the spell is completed rather than at the end of the round. The

reversion spell affects only creatures and characters. Equipment and magical items are not affected.

All damage suffered by the priest's allies during the previous turn is undone. This includes energy drains, poison, and all special attack forms unless these resulted in instantaneous death. Death from cumulative physical damage is undone, however. Any creature brought back to life by the *reversion* spell is not required to make a Resurrection Survival roll.

Any spells cast by the priest's allies during the previous turn are restored and can be used again. This does not apply to magical or spell-like effects from magical items or scrolls. Material components consumed in spellcasting during this time are also restored.

Casting this spell ages the priest one year.

Notes: Common quest spell.

Robe of Healing

(Enchantment, Necromancy)

Sphere: Healing

Level: Quest

Range: Touch

Duration: 1 hr.

Casting Time: 1 rd.

Area of Effect: 1 robe

Saving Throw: None

This spell enchants the priest's robe or cloak, enabling him to walk among wounded creatures and heal them. By touching the robe, a wounded creature is cured of 1d4+4 points of damage. As many creatures as can physically touch the robe within the spell duration can be healed. A reasonable maximum is 20 creatures per round, allowing a total of 1,200 creatures to be healed. A creature can be affected only once per week by the *robe of healing*.

Notes: Common quest spell.

Sera's Blessed Luck

(Enchantment/Charm)

Sphere: Chaos

Level: Quest

Range: Touch

Components: V, S, M

Duration: 1 wk. + 1 day/level

Casting Time: 1 turn

Area of Effect: 1 creature

Saving Throw: None

The priest can imbue any willing worshiper of Sera with *Sera's blessed luck*. This powerful spell almost always benefits the recipient, but true to Sera's nature, the spell sometimes confers ill luck.

While the creature is affected by this spell, all its die rolls are rolled twice—attack and damage rolls, proficiency checks, saving throws, and so on. The creature is almost always allowed to take the better of the two rolls. If either of the two rolls comes up with the worst possible result (a 1 on an attack roll, or a 00 on a thief ability check, for example), the creature must take that result instead of the better roll.

If both rolls on any given check come up as the worst possible checks, then Sera has frowned upon the creature. For the remainder of the duration, the creature is forced to take the worse of the two results.

If both rolls on any given check come up as the best possible results, the creature can apply a +3 bonus to any two die rolls during the next 24-hour period.

Notes: Granted by Sera of Cerilia, the BIRTHRIGHT setting.

Ship of Tears

(Summoning)

Sphere: Elemental Water

Level: Quest

Range: 100 yds.

Components: V, S, M

Duration: Special

Casting Time: 1 hr.

Area of Effect: Special

Saving Throw: None

When Nesirie's priests need to undertake long voyages, they may be allowed to use Nesirie's *ship of tears*. Formed out of the longing and sorrow of the world, this spell creates a ship made entirely of water, though it feels as solid as any wood. It can carry up to two people per level of the casting priest. Nonworshippers of Nesirie may be disconcerted when boarding this flowing, blue-green ship of water.

When Nesirie's priest casts this quest spell, she stands on a shore and begs her goddess for transportation to some far place she could not otherwise reach safely. The *ship of tears* rises from the water, and she and her companions can board.

The ship sails at incredible speed, being one with the water. No one has ever tracked its speed accurately, but legend tells that the *ship of tears* can circumnavigate Cerilia in less than a month.

The ship travels anywhere the priest directs. The vessel has no sails and no crew—it moves only by Nesirie's will. Passengers had best not offend Nesirie while aboard the ship, or they may find themselves swimming home.

No water creature, natural or otherwise, will attack the *ship of tears*. Mortal craft, no matter how

motivated, could never sail quickly enough to attack the ship. Weather has no effect on the ship or passengers. Some say the ship can even go under water, protecting its passengers in a bubble of air, to avoid unusual trouble. When the ship arrives at its destination, it waits for its passengers to disembark, then dissolves into the surf.

This is one of the few quest spells that may be granted more than once to the same priest. Nesirie sometimes allows a priest a return trip, depending on the nature of the quest.

Notes: Granted by Nesirie of Cerilia, the BIRTHRIGHT setting.

Shooting Stars

(Conjuration, Invocation)

Sphere: Combat, Sun, Weather

Level: Quest

Range: 120 yards

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: 40-yd. radius

Saving Throw: ½

A priest casting *shooting stars* creates a violent turbulence in the air above the area of effect, from which a number of fiery-orange, electrically-charged miniature fireballs erupt and shower onto the ground. Within the area of effect, all creatures suffer 6d10 points of combined fire and electrical damage. A successful saving throw at a -4 penalty indicates half damage.

In addition, four large shooting stars materialize within the area of effect. The priest can individually target these at specific creatures. If creatures are not specified, the targets are randomly selected. Each shooting star causes 48 points of damage on impact (no saving throw is allowed). Any creature within 10 feet of impact suffers 24 points of fire damage (save vs. spell at -4 for half damage).

Notes: Common quest spell.

Siege Wall

(Alteration, Invocation)

Sphere: Creation, Guardian

Level: Quest

Range: 480 yds.

Duration: Special

Casting Time: 1 turn

Area of Effect: 1 building

Saving Throw: None

A *siege wall* uses magical energy to fortify all external areas of a fortified building, such as walls,

battlements, drawbridges, and gates. External surfaces to be protected must be contiguous.

Creatures assaulting the protected building have their movement rates reduced by half: when trying to scale the exterior surfaces (scaling ladders, and so on). Damage caused by war machines is reduced by 2 die levels. (Thus, if normal damage is 1d12, 1d8 is rolled instead; if damage is 1d10, 1d6 is rolled.) Damage caused by crushing engines is rolled at -2 to the damage roll.

The *siege wall* expires if the building is destroyed; it lasts a maximum of 24 hours.

Notes: Common quest spell.

BATTLESYSTEM effects: The protective effects of the *siege wall* are compatible with *BATTLESYSTEM* rules (see Chapter 7). Attackers suffer a -2 penalty to damage rolls for missile fire. Damage or AD caused by war machines is reduced by 2 die levels (if normal damage is 1d12, 1d8 is rolled instead; if damage is 1d10, 1d6 is rolled; ballista has AD8). Damage caused by crushing engines is rolled at -2 to the damage roll or ADs. Hits or hit points of crushing engines are reduced by half. All enemies attacking a building protected by *siege wall* who enter an enclosed wall space are out of command unless they are in the line of sight of their commander, regardless of his control diameter.

All exterior areas of the fortification have their hit points or Hits doubled (see *Hits of Building Features* in *BATTLESYSTEM* rules).

Sphere of Security

(Abjuration)

Sphere: Protection

Level: Quest

Range: 0

Duration: 1 hr.

Casting Time: Special

Area of Effect: 10-foot radius

Saving Throw: None

Sphere of security protects the priest who casts the spell and his companions within the area of effect. Enemy creatures within the area are unaffected.

The sphere grants affected creatures a +2 bonus to Armor Class, 50% magic resistance, and a +2 bonus to saving throws against magic. Casting this portion of the spell requires 1 round.

In addition, the priest can specify additional specific protection effects from the List of Protection Scrolls in Appendix 3 of the *DMG*. Each

additional protection lengthens casting time by 1 round. The priest can create one additional effect per five experience levels, to a maximum of four effects.

Notes: Common quest spell.

Spiral of Degeneration

(Enchantment/Charm, Invocation)

Sphere: Chaos, Thought

Level: Quest

Range: 0

Duration: 1 hr.

Casting Time: 1 rd.

Area of Effect: 50-ft. diameter

Saving Throw: Special

This potent spell affects all creatures hostile to the priest within the area of effect. The Power granting the spell causes the spell's effects to manifest in one of two ways: the *Chaos* variation or the *Thought* variation.

Chaos: In the *Chaos* variation, the fabric of reality is altered to change events. Magical items become dysfunctional because the fabric of magical reality is changed.

Thought: In the *Thought* variation, the thoughts of those affected by the spell are distorted and altered so that they are unable to function coherently and effectively. Magical items become dysfunctional because the thoughts of their users are warped to either convince them that the items cannot function or block thought so that proper commands cannot be given.

The effects are the same for both variations. Each round, there is a 50% chance that a degeneration effect will occur in the area of effect. When this occurs, two events take place. First, spellcasters lose one spell from each level of spells currently memorized (for example, a spellcaster who has memorized three spells each from 1st through 3rd level loses one spell from each level for a total of three lost spells). Lost spells can be regained normally through rest and memorization.

Second, magical items are affected in the following ways:

- Weapons and armor lose one level of enchantment (a *sword* +3 becomes a *sword* +2, and so on).
- Magical items with charges (wands, rods, staves, etc.) are drained of 1d10 charges.
- Magical items without pluses or charges must make a saving throw vs. spell (using the saving throw of their owner) or become nonmagical.
- Potions lose all magic and each scroll loses one randomly determined spell.

- Permanent magical items (swords, boots, armor, and so on) temporarily lose all special effects until the spell expires or until the items leave the area of effect and for 1d10 rounds thereafter.
- Single-use and charged items are permanently affected by this spell. For example, a potion destroyed by this spell remains useless even after the spell ends.

Within the area of effect, magical communication is impossible due to thought blocks and chaotic effects. A reverse of the *tongues* spell operates continuously in the area of effect. Telepathic communication (for example, with a familiar) is also impossible. No communication magic functions (*ESP*, *sending*, and so on); any spellcaster trying to cast such a spell is stunned for 1 round per level of the spell attempted.

In the Chaos variation of the spell, the center of the area of effect moves 10 feet per round. The direction is randomly determined using 1d8 roll and compass points (1 = N, 2 = NE, 3 = E, 4 = SE, 5 = S, 6 = SW, 7 = W, 8 = NW). The radius of the spell effect always includes the caster; reroll any contrary result.

Notes: Common quest spell.

Stalker

(Conjuration/Summoning)

Sphere: Creation, Guardian, Plant

Level: Quest

Range: 30 yds.

Duration: Special

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

A priest casting this spell conjures 1d4+2 plant-based creatures that are identical to shambling mounds of 11 Hit Dice. These creatures aid the caster in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with the priest for seven days unless dismissed. If the *stalkers* are summoned for guard duty only, however, the duration of the spell is seven months. In this case, the *stalkers* can only be ordered to guard a specific site or location. The *stalkers* have the shambling mound resistance to fire only if the terrain is suitable (marshy, close to a body of water, etc.).

Notes: Common quest spell.

Storm of Vengeance

(Evocation)

Sphere: Elemental, War, Weather

Level: Quest

Range: 400 yds.

Duration: 1 turn

Casting Time: 1 turn

Area of Effect: 120-yd. radius

Saving Throw: Special

This spell requires the priest to concentrate and cast the spell for the full duration of the spell. The casting time and duration are simultaneous; both activities occur in the same turn.

In the first round of casting, the priest summons an enormous black storm cloud over the area of effect. Lightning and crashing claps of *thunder* appear within the storm; creatures in the area of effect must make a successful saving throw vs. spell or be deafened for 1d4 turns.

On the second round, *acid* rains down in the area, inflicting 1d4+1 points of damage. No saving throw is allowed.

On the third round, the caster calls six *lightning bolts* down from the cloud. Each is directed at one target by the priest (all can be directed at a single or they can be directed at six separate targets). Each lightning bolt strike causes 8d8 points of damage (save vs. spell for half damage).

On the fourth round, *hailstones* rain down in the area, causing 3d10 points of damage (no saving throw).

On the fifth through tenth (and final) rounds, violent rain and wind *gusts* reduce visibility to 5 feet. Movement is reduced 75%. Missile fire and spellcasting into or from the area of effect are impossible.

The sequence of effects ceases immediately if the priest is disrupted from spellcasting during the 1-turn duration of the spell. The priest can cancel the effects at any time.

Notes: Common quest spell.

Sunmotes, Circle of

See circle of sunmotes.

Tattoos of Protection

(Enchantment/Charm)

Sphere: Protection

Level: Quest

Range: Touch

Components: V, S, M

Duration: 1 mo.

Casting Time: 1 hr./tattoo

Area of Effect: 1 creature

Saving Throw: None

When the Prince of Terror's legions enter battle, he sometimes grants his war priests the ability to protect noble followers. By use of this spell, a priest of Belinik can inscribe protective tattoos onto one creature (which may be the caster).

A *tattoo of protection* can contain the magic of any priest spell from the sphere of protection that the priest could normally cast. The priest can inscribe as one level of magic into such tattoos for each level of experience. A 12th-level priest of Belinik, for example, could inscribe up to 12 levels of protective magic into one set of tattoos; this might be two 6th-level spells, or one 6th-level and two 3rd-level spells, and so on. The priest can inscribe the same spell several times if desired.

The protected creature can activate any of these protective spells by touching the appropriate tattoo with a free hand and crying the name of Belinik aloud. When an individual tattoo is activated, it glows slightly and the spell inscribed within works for its normal duration. When the spell duration elapses, that individual tattoo fades slightly and cannot be used for a number of hours equal to its spell level. After one month, all of the tattoos fade and cannot be used.

Notes: Granted by Belinik of Cerilia, the BIRTHRIGHT setting.

Transformation

(Alteration, Enchantment, Illusion)

Sphere: Numbers

Level: Quest

Range: 0

Duration: 3 turns

Casting Time: 1 rd.

Area of Effect: 100-yd. radius

Saving Throw: None

The *transformation* spell allows the priest to alter extradimensional and relative geometries within the area of effect. This enables the priest and his companions to use extradimensional links to facilitate rapid movement as follows:

All allies of the priest are able to *blink* (as per the 3rd-level wizard spell) once per round, with the ability to select the direction of movement.

As many as 10 creatures (designated by the priest at the time of spellcasting) can use the *teleport without error* spell. They can teleport anywhere within the area of effect of the *transformation* spell once during the spell.

As many as 10 creatures (specified by the priest at the time of spellcasting) act as if wearing *boots of striding and springing*. This effect lasts for the spell duration.

At any time during the spell, the priest and as many as 10 other creatures can be affected as per a *shadow walk* spell. Those to be affected must stand in a circle and touch hands. If the priest who cast the *transformation* spell leaves by the *shadow walk*, all other effects of the *transformation* are canceled immediately; otherwise, they persist for three turns.

Notes: Common quest spell.

Undead Plague

(Necromancy)

Sphere: Necromantic

Level: Quest

Range: 1 mi.

Duration: Special

Casting Time: 2 rounds

Area of Effect: 100 yd. square/level

Saving Throw: None

By means of this potent spell, the priest summons many ranks of skeletons to do his bidding. The skeletons are formed from any and all humanoid bones within the area of effect. The number of skeletons depends on the terrain in the area of effect; a battle site or graveyard will yield 10 skeletons per 100 square yards; a long-inhabited area will yield three skeletons per 100 square yards; and wilderness will yield one skeleton per 100 square yards.

The spell's maximum area of effect is 10,000 square yards. Thus, no more than 1,000 skeletons can be summoned by this spell.

The skeletons created by this spell are turned as zombies and remain in existence until destroyed or willed out of existence by the priest who created them.

Notes: Common quest spell.

Warband Quest

(Enchantment/Charm)

Sphere: Charm, War

Level: Quest

Range: 240 yards

Duration: Special

Casting Time: 1 round

Area of Effect: 200 creatures

Saving Throw: Neg.

A priest can cast *warband quest* on any group of 200 creatures capable of understanding his or her commands. The creatures are then affected in a manner similar to the 5th-level priest spell, *quest*. Unwilling creatures are allowed a saving throw with a -4 penalty to avoid the effects.

The specified quest must be related to the reason that the Power granted this spell (perhaps a quest to slay or overcome a specified enemy).

Warband quest gives subjects of the spell a bonus of 2 hit points per level of the caster (maximum bonus 20 hit points). Subjects also gain the effects of a *prayer* spell and have Morale of 18 while on the quest. These benefits last for the duration of the spell; the spell ends when the specified task is completed. A creature that abandons the quest is subject to the wrath of the deity.

Notes: Common quest spell.

Ward Matrix

(Invocation/Evocation)

Sphere: Wards

Level: Quest

Range: Special

Duration: 60 days

Casting Time: 6 turns

Area of Effect: Special

Saving Throw: None

The *ward matrix* spell links as many as six locations within the Prime Material Plane. Only locations that have a functioning Wards spell can be linked. *Ward matrix* conjoins the different Wards spells so that each linked site gains the protection of all other wards in the network.

From the place where the ward matrix is cast, magical connections spread to the other designated sites. These can be seen with a *true seeing* or similar spell as tendrils of magical energy running through the air just above ground level. The connections target their destinations and move toward them at a rate of 40 miles per turn. They can evade barriers such as *antimagic shell* by moving above or around them. When the connections reach their destinations, they multiply and spread to connect all other locations in the network; this secondary linkage is established at a rate of 20 miles per turn.



The conjoining of wards lasts for 60 days unless a linked area is destroyed or a Wards spell is dispelled. Any location that is destroyed or has its Wards spell dispelled is removed from the matrix; other connections remain intact for the duration.

Notes: Common quest spell.

Warlords of Cuiráécen

(Alteration)

Sphere: War

Level: Quest

Range: 100 yards

Components: V, S, M

Duration: 1 month

Casting Time: 1 turn

Area of Effect: 1 unit

Saving Throw: None

This spell affects one unit (about 200 men), transforming them into a powerful military force for the god of battle. The spell lasts a full month or until the unit is destroyed or disbanded.

When this spell is cast, it changes the target unit in a way specified by the caster. For every three levels of the caster, the spell adds a +1 bonus to any combination of the unit's ratings: Move, Melee, Defense, Charge, or Missile. A 9th-level caster might improve a single ability by +3, or she might improve three abilities by +1. The spell cannot create a new mode of attack (units without the ability to charge, for example, cannot gain that ability), and it cannot increase a unit's move beyond twice its original value.

In addition to these bonuses, the unit is improved to three Morale icons (Swords, Pennant, and Shield). The affected unit is not immune to routs, but it becomes much more brave in the face of the enemy. The spell also grants the unit a -4 bonus to all unit saving throws.

The *warlords of Cuiráécen* are an imposing sight. Thunder and lightning strike behind and above them, and sparks fly when they wield their weapons. The voice of Cuiráécen moves them to great deeds of glory, and his power flows through their limbs. The very sight of them is sometimes enough to make weak units flee the battlefield in terror.

Notes: Granted by Cuiráécen of Cerilia, the *BIRTHRIGHT* setting.

Special Note: For further details on the sphere of War, see page 768. To convert this spell to the *BATTLESYSTEM* rules, use the following:

Move +1 = Mv +3

Melee/Missile +1 = +1 AD

Charge +1 = +2 AD

Defense = +1 AR

Morale becomes 15 (Champion) for all checks and is not further modified.

Wisdom, Haelyn's

See Haelyn's wisdom.

Wolf Spirits

(Conjuration/Summoning, Invocation)

Sphere: Animal, Guardian, Summoning

Level: Quest

Range: 30 yards

Duration: Special

Casting Time: 2 turns

Area of Effect: Special

Saving Throw: None

The priest casting this spell calls upon the "spirits" of wolves (or another animal, if appropriate). The notion of wolf spirits is akin to the *Wild Hunt of Celtic mythology*: a pack of enormous magical wolves led by a human master who range Celtic lands seeking to destroy evil. The *wolf spirits* spell summons 2d4+2 such entities to serve the priest as master.

Wolf spirits can be instructed to perform a service in the manner of the *animal summoning spells*. In this variation in the Animal and Summoning spheres, the spell does not expire until the spirits have performed their commanded service, to a maximum duration of 14 days. In the Guardian variation of this spell, the spirits can be commanded only to keep watch over an area or creature. The spell lasts 100 days for this type of service.

Notes: Common quest spell.

Wolf spirits: AC -4; MV 36 fly 36 (B); HD 5 + 5; #AT 1; THAC0 14; Dmg 3d6; SZ M; ML fearless (20); Int animal (1); AL N. Wolf spirits are immune to all forms of mind control, illusions, gases, paralyzation, and spells that affect only corporeal creatures. They can be harmed only by weapons of +2 or greater enchantment.

Orisons

In the 1st Edition, priest cantrips, or *orisons*, existed only in the pages of *DRAGON* magazine. In the 2nd Edition, they received an updated treatment only with the advent of the *PLAYER'S OPTION: Spells & Magic* book. In the meantime, the whole *cantrip* rule system had been replaced by a single 1st-level spell that allowed the caster as many different minor effects as desired within a long period of time (8 hours). The 2nd Edition *orison* spell, as well as a new related spell, *protection from orisons*, is given in the main text. The 1st Edition orisons are presented here as examples of what a priest might do with the 2nd Edition *orison* spell. In the 1st Ed. rules, a segment was $\frac{1}{10}$ of a round.

Orisons are minor spells learned by apprentice priests during their long, rigorous, and tedious training for their calling. An aspiring priest can use one *orison* per day as a 0-level *postulant* (-2,000 XP to -1,001 XP), two *orisons* per day as a 0-level *petitioner* (-1,000 to -501), and three *orisons* per day as a 0-level *aspirant* (-500 to -1). Orisons are memorized just as are higher-level spells.

Most orisons are simple little spells of no great effect. When the individual becomes a 1st-level priest, these small magics are usually ignored in favor of the more powerful spells then available. However, a priest may choose to retain up to two orisons in place of one 1st-level spell.

All orisons are 0 level, have a 10-yard range, and have a generally small area of effect. They require only soft, simple verbal and somatic components, and are cast in a very short time ($\frac{1}{2}$ to 2 segments). They manifest as a brief burst of magic that quickly fades, leaving at most a minor physical change that persists until altered by time or labor. Only orisons that involve living creatures allow any saving throw. Also, orisons do not generally break states of extreme concentration (such as when casting a spell). The effects of orisons, and the people and items affected by them, radiate a very faint magical aura that lasts for no more than a turn once the magic fades.

The orisons in this section are grouped according to whether they are cast by clerics (including specialty priests) or by druids (including barbarian or savage priests) or by both. Over time, the druids have gotten far more attention than clerics with respect to orisons. That imbalance has been partially addressed here by making more of these available to the cleric and bolstering that list by the addition of a few suitable spells from the wizard cantrip list. Two new ideas from Ed Greenwood round out the list. Also, spheres for all orisons are given in parentheses after their names for those DMs who want to make up orison lists of their own.

Casting Orisons in 1st Edition Campaigns

Orisons are cast the same way that spells are cast. Up to two orisons can be cast during any round by a single priest. Furthermore, the moment of casting in the round of casting is dependent on the usual factors: surprise, initiative, and so on. After the first of the two orisons is cast, the priest player rolls a four-sided die to determine how many segments later he or she can cast the second orison (if so desired). It is not possible to cast both a spell and an orison during the same round, no matter how short the casting times are.

Researching or Finding Orisons

Beginning with 2nd Edition, orison effects are usually specified on the spot by the priest; thus, no research is necessary. However, some orison effects might become available through the discovery of ancient tomes. A priest who finds an orison in such a tome must study the pages describing it for at least a week before being able to cast the found orison successfully. If the priest comes from a nonliterate culture, then a *similar period of withdrawal* for intense meditation and suitable sacrifice to the divine patron for direct illumination may be sufficient. If the 1st Ed. rules are used, or if the DM allows characters to develop special variant orisons that only they can cast, then an orison is assumed to be one-half level for the purpose of magical research.

LIST OF ORISONS

(Orisons in *italics* are new.)

All	Cleric Orisons	Druid Orisons	Humidity
Aspiration	Candle	<i>Animal</i>	Liven
Benediction	Canticle	Animal Command	Mark Path
Bless Meal	Chill	Bird Call	Pet
Ceremony: Oath	Clean	Cause Rash	Prod
Consecrate	Disinfect	Disguise Scent	Repel Insects
Cure Minor Wounds	Dry	Drywood	Ripen
Dowse	<i>Handfire</i>	Edible Plant	Smokeball
Freshen	<i>Incense</i>	Elemental Shield	Test Soil
Haze	Meditation	Find a Stray	
Judgment	Mouse	Flamefinger	
Malediction	Polish	Heal Rash	
Parch	Remove Pain	Holly Dart	
Petition	Restful Sleep		
Preserve	Shine		
Quench	Stone		
Temperature	Tweak		
Watch	Warding		
	Warm		

All**Aspiration (All)**
(Invocation)

Area of Effect: The caster
Casting Time: 1 segment

An aspiration is a quick prayer on the order of: "Give me strength!" or "Don't let me goof up!" The player rolls a d20 out of the player's own sight for the DM, who records it. At any time during the next game hour, the player can ask to have a bad die roll replaced by the hidden roll. The d20 can replace an attack roll, a saving throw, or a percentile dice roll (multiplying the secret roll by 5). Upon the player's request, the secret roll is revealed, and becomes the official dice roll. There is no guarantee that the secret roll will be better, but it is a second chance.

Benediction (All)
(Conjuration/Summoning)

Area of Effect: 15-ft. cube
Casting Time: 2 segments

A *benediction* is a minor form of *bles*, centered on the caster, raising morale of friendly creatures by +1 and their attack rolls by +1 for three rounds. It does not affect creatures already engaged in combat.

Bless Meal (All)
(Alteration)

Area of Effect: 10-ft. sq. area
Casting Time: 2 segments

This orison blesses a meal, including drink, giving those who eat it a +1 saving throw vs. any poison or disease it may contain. If no saving throw is allowed, the orison allows a saving throw of 20.

Ceremony: Oath (All)
(Conjuration/Summoning)

Area of Effect: 1 individual
Casting Time: 2 segments

An individual of the priest's religion takes an oath in the presence of a priest, pledging his or her honor to do some minor task. All parties touch the priest's symbol, as the priest ratifies the oath with a ritual sign and some formula such as "so be it!" The oath stands until the pledge is fulfilled or broken. If broken, the oathbreaker suffers a -5% penalty to the base loyalty of followers and allies until satisfactory reparations are made. A third party of the caster's religion can pledge for the oath of a nonbeliever. The priest might pledge for a nonbeliever, but this is extremely rare.

Consecrate (All)
(Invocation)

Area of Effect: 10-ft. sq. area
Casting Time: 1 segment

This orison consecrates a material component used in spell casting, allowing the spell to operate at a +1 (or +5%) bonus. The DM decides exactly how the bonus is applied. The component must be used the round after consecration, or the benefit is lost.

Cure Minor Wounds (Healing)
(Necromantic)

Area of Effect: Creature touched
Casting Time: 2 segments

A minor cure, similar to *cure light wounds*. This orison restores 1 point of damage. This orison is not reversible.

Dowse (Divination)
(Divination)

Area of Effect: Special
Casting Time: 2 segments

Sometimes referred to as *find water*, this orison allows the caster to locate the nearest amount of water at least 10 gallons in volume, within 100 yards. There is no guarantee the water is fresh, drinkable, or accessible.

Freshen (All)
(Alteration)

Area of Effect: 1 object
Casting Time: 2 segments

By means of this orison, the caster brings new life or freshness to the object desired. The magic applies to food and drink items such as milk, beer, meat, and raw vegetables. It also works with cut vegetables, flowers, herbs, and so on. Although it removes a slight taint of spoilage, restores drooping flowers, and so on, it is not as effective as a *purify food & drink* spell, and lasts for but an hour. The object must be of relatively small size: a small cask of liquid, a sheep, a bushel of vegetables, etc. If used on a creature that is harmed by magics such as *purify food and drink*, the orison inflicts 1d2 points of damage.

Haze (Protection, Weather)
(Alteration)

Area of Effect: The caster
Casting Time: 1 segment

The caster causes a haze to envelop his or her person. This haze gives the caster a +1 bonus to Armor Class and saving throws. The haze lasts for only two rounds, then fades away.

Judgment (Divination)
(Divination)

Area of Effect: The caster
Casting Time: 2 segments

A priest can cast this orison to gain a +1 bonus to one Wisdom ability check. This orison can be applied only once to any given check. The DM might disallow use of this orison for various reasons; for example, if insufficient time is available.

Malediction (Charm)
(Conjuration/Summoning)

Area of Effect: 15-ft. cube
Casting Time: 2 segments

The reverse of *benediction*, a *malediction* gives the morale of opponents a -1 penalty and worsens their attack roll by 1 for three rounds. The *malediction* can be hurled at opponents up to 30 feet away. It does not affect creatures already engaged in combat. Using this orison is not a good act.

Parch (Elemental Water)
(Enchantment)

Area of Effect: 1 creature
Casting Time: 1 segment

The reverse of the *quench* spell, this orison causes a subject of up to large size to experience an intense thirst—no matter how recently it has drunk. Lips crack and the mouth and throat become dry until a quantity of liquid is again consumed.

Petition (All)
(Conjuration/Summoning)

Area of Effect: The caster
Casting Time: 2 segments

A petition is a direct appeal to the patron deity for a specific favorable event to occur sometime during the current day. Examples include finding a misplaced item, meeting an old friend, remembering forgotten information, making a favorable impression, and so on. A petition that would affect

an attack roll, damage roll, saving throw or proficiency check grants a +1 bonus to one die roll. If no opportunity occurs for the granting of the petition or if it is not granted that day, then it is wasted.

The DM secretly rolls 1d20 for each petition. On a roll of 1, the priest suffers a minor penalty or unlucky event (the patron is annoyed). The DM may increase this chance if the priest casts it too often, asks for favors of excessive value, or makes the same request continuously.

Preserve (Protection)
(Alteration)

Area of Effect: 6-in. cube
Casting Time: 2 segments

This orison is used to preserve material of an animal or vegetable nature for future use, such as herbs or spell components. If used on fresh materials, these will not decay for a year.

Quench (Elemental Water)
(Enchantment)

Area of Effect: 1 creature
Casting Time: 1 segment

This orison soothes a creature of up to large size that suffers from water deprivation. While no water is actually created, cracked lips are softened and a dry mouth and throat are moistened, giving the illusion of having partaken of liquid refreshment.

Temperature (Protection, Weather)
(Alteration)

Casting Time: 2 segments
Area of Effect: 1

This orison protects an individual from extreme temperatures for 4 hours. Exposure to temperatures between -100°F and 200°F inflicts no damage.

Watch (Guardian, Animal)
(Conjuration/Summoning)

Area of Effect: 1 animal
Casting Time: 2 segments

The caster charges an animal to watch over her while she sleeps (the animal may, however, make its saving throw vs. spell and ignore the charge). If the animal accepts, it remains alert and awake to the best of its ability. If anyone approaches within 20 feet of the caster, the creature will attempt to

awaken the caster. The animal will not fight for the caster unless it is also attacked.

Cleric Orisons

Candle (Creation)
(Conjuration)

Area of Effect: 1 candle
Casting Time: 1 segment

This orison causes a candle held in the caster's hand to light. For the next turn, the candle cannot be extinguished as long as the caster continues to hold it. The candle is consumed normally, but drafts, gusts of wind, and so on cannot put out the flame. Drowning or smothering the flame extinguishes it, however.

Canticle (Protection)
(Abjuration)

Area of Effect: The caster
Casting Time: Special

A canticle is a minor form of sanctuary, in which the caster chants recitations of the priest's sacred literature. As long as the chanting continues, opponents must make a successful saving throw vs. spell at a +2 bonus in order to strike or otherwise attack the caster. The caster cannot engage in any other activity than movement at half speed during this time.

Chill (Creation)
(Evocation)

Area of Effect: 1-ft. cube
Casting Time: 2 segments

The caster, using this orison, can reduce the temperature of nonliving liquid or solid material by about 40°F, subject to a minimum temperature of freezing (32°F). The chill lasts for but an instant, after which the object warms slowly back to normal temperature.

Clean (Protection, Travelers)
(Abjuration)

Area of Effect: 4 sq. yds.
Casting Time: 2 segments

This orison enables the caster to remove heavy soil, dirt, and like foreign objects from floors, walls, dishes, windows, etc. These surfaces are then spotless. Usually only one type of material is treated in a single application, as care must be taken in removal of pigments and the like.

Disinfect (Healing)
(Necromancy)

Area of Effect: 1 creature
Casting Time: 2 segments

When cast on a minor wound, this orison does nothing to heal the injury; it prevents the wound from becoming infected. The wound heals as if well tended even if not bandaged or kept clean. This orison does not negate the need for rest while healing.

Dry (Elemental Water)
(Abjuration)

Area of Effect: 1 cu. yd.
Casting Time: 2 segments

This orison removes dampness and excess moisture from materials in the area of effect. It is useful for drying cloth or herbs and for cleaning chores.

Handfire (Combat)
(Evocation)

Area of Effect: The caster's hand
Casting Time: ½ segment

This orison fills the palm of the priest's hand with a momentary bright flash of flame. The flame can ignite ready flammables, such as powders, incenses, and volatile oils. The flash can scorch or blister exposed flesh and might inflict as much as 1 point of damage to a creature that fails a saving throw vs. spell.

Incense (Charm)
(Illusion/Phantasm)

Area of Effect: 20-ft. radius
Casting Time: 2 segments

When this orison is invoked, the caster creates a sudden burst of some scent, which quickly rolls out to a distance of 20 feet. The scent can be anything the priest desires, from rose petals to brimstone, from a metallic tang to an exotic spice, so long as the caster has some small item that the smell has clung to, how-

ever faintly: perfume vial, charcoal fragment, and so on). This item acts a focus and is not expended in the casting. The scent fades within a turn, though a creature with exceptionally keen senses might be able to detect it for an hour or more.

Meditation (Charm)
(Conjuration/Summoning)

Area of Effect: The caster
Casting Time: 2 segments

A minor (and nonreversible) form of *remove fear*, a *meditation* gives the caster (and only the caster) a +1 bonus to any saving throw against magical *fear* attacks for 1 turn.

Mouse (Summoning, Animal)
(Summoning)

Area of Effect: 1 mouse
Casting Time: 2 segments

The *mouse* orison enables the caster to bring forth a mouse up to 10 feet away. The animal is a typical field mouse (or as similar a species as possible). When it arrives, the caster has no control over the mouse. The animal behaves as would any mouse in the given situation.

Polish (Protection)
(Alteration)

Area of Effect: 1 object
Casting Time: 2 segments

When this orison is used, the caster magically smoothes and brings luster to materials such as wood, metal, stone, leather, or ceramic. Naturally, the desired object must be relatively clean for this orison to be effective. The object must be of reasonable size—a floor of up to 1,000 square feet, for example. It works best on smaller objects such as boots, mirrors, crystal containers, and so on.

Remove Pain (Healing)
(Necromantic)

Area of Effect: 1 creature
Casting Time: 2 segments

This orison negates the effects of pain, allowing the recipient to gain 1 hit point, but only if currently wounded. This orison cannot help a healthy character, nor can a creature that has received this benefit receive it again for 24 hours.

Restful Sleep (Necromantic, Travelers)

(Necromantic)

Casting Time: 2 segments

Area of Effect: 1 creature

This orison allows a willing recipient to gain full benefit from half the rest; thus, the creature touched gains the benefits of eight hours of rest from only four hours of actual sleep. The creature can be awakened at any time, and may wake of its own volition in an emergency. The orison ends when the creature wakes.

Shine (Protection)

(Abjuration)

Area of Effect: 1 object

Casting Time: 2 segments

Similar to the *polish* orison, this magic allows the caster to remove tarnish, rust, corrosion, and similar substances from the desired object. This orison brings about a mirror-bright shine to objects capable of such, causing their surfaces to be smooth and unmarred. A piece of jewelry, for instance, could be made more attractive. A single object up to a cubic yard in volume can be treated by this orison.

Stone (Combat)

(Enchantment)

Area of Effect: 1 small stone

Casting Time: 2 segments

By means of this orison, the caster can enchant a single stone the size of a sling stone. This missile receives a +1 bonus to hit and damage. The caster (only) can hurl it by hand, sling, etc. The casting and attack occur in the same round, for if the stone is not used immediately, the dweomer fades and is wasted.

Tweak (Summoning)

(Conjuration)

Area of Effect: 1 creature

Casting Time: 1 segment

By means of this orison, the caster causes an unseen thumb and forefinger to harmlessly, but annoyingly, tweak some portion of a chosen subject within a 10-foot radius of the caster. These portions are: cheek, nose, ear, beard, moustache, whiskers, or tail. The orison's effects do not disturb spell casting,

although the tweaking might distract any creature by causing it to turn to discover the source of the annoyance. A failure to make a successful saving throw vs. spell (for creatures with an Intelligence under 7), or failure to roll a score greater than Intelligence on 3d6 (for to creatures with intelligence of 7 or greater), means a 1-segment distraction.

Warding (Protection)

(Abjuration)

Area of Effect: Creature touched

Casting Time: 2 segments

This orison is a minor form of the *protection from evil* spell. For two rounds, it prevents enchanted, conjured, or summoned creatures of 3 Hit Dice or less from making bodily contact with the recipient, unless these are attacked by the protected creature. Against more powerful creatures, or after the primary protection is broken, the orison improves Armor Class against evil creatures by 1. The orison adds no bonus to saving throws. To complete the spell, the caster sprinkles holy water on the recipient.

Warm (Creation)

(Evocation)

Area of Effect: 1-ft. cube

Casting Time: 2 segments

The caster, using this orison, can increase the temperature of nonliving liquid or solid material by at most about 40°F. The orison cannot raise the temperatures of a living creature above its normal body temperature, nor the temperature of an object above 140°F. The orison lasts but an instant, after which the object slowly cools to normal temperatures.

Druid Orisons

Animal (Animal)

(Conjuration/Summoning)

Area of Effect: 1 animal up to 3 HD

Casting Time: 2 segments

This orison summons one ordinary mammal, bird, or reptile of up to 3 Hit Dice, to the druid. The animal, which may come from up to a half mile away, is not under the druid's control, but can be subjected to further spells after it arrives. A

summoned animal remains generally available for one turn before wandering off.

To activate this orison, the caster vocalizes a soft clucking or clicking sound.

Animal Command (Animal)
(Enchantment/Charm)

Area of Effect: 1 animal up to 3 HD
Casting Time: 1/6 segment

This orison enables the druid to command an ordinary mammal, bird, or reptile with up to 3 Hit Dice with a single word. The animal obeys to the best of its ability, if the command is absolutely clear and unequivocal. Typical commands are *stop*, *sit*, *go*, *sleep*, etc. The commands *attack* and *kill*, require the caster to point at the desired target. The effect lasts for but a single round; thereafter, the creature acts according to its nature.

Bird Call (Animal)
(Evocation)

Area of Effect: Special
Casting Time: 1/2 segment

The orison allows the druid to imitate the call of a number of common, feathered avians. The druid must have heard the call to be imitated at some previous time. Only one call can be mimicked, but the caster can do so for an entire turn after the casting. The call can carry as far as a natural birdcall.

The somatic gesture consists of clasping both hands around the mouth while the lips are puckered to create a whistling noise when breath is exhaled.

Cause Rash (Plant)
(Necromancy)

Area of Effect: 1 man-sized creature
Casting Time: 1 segment

This orison causes a red, itchy rash to appear on an arm or leg of the subject. The rash is, for all practical purposes, the same as that caused by exposure to a rash-causing plant (poison ivy, poison oak) and must be treated in the same manner.

The druid makes a scratching motion while whispering the arm or leg to be affected.

Disguise Scent (Animal)
(Alteration)

Area of Effect: 1 creature
Casting Time: 2 segments

This orison neutralizes the particular body odor of the recipient for one turn. Animals that normally rely on smell to detect strangers won't be aware of the subject. Any creature or object the subject encounters can't learn its scent.

The caster goes through the motions of pouring an imaginary liquid into his cupped hand and splashing it on the subject's body, while humming a short ditty.

Drywood (Plant)
(Abjuration)

Area of Effect: 1 cu. ft. of wood
Casting Time: 1 segment

This orison enables the caster to dry pieces of wood that may be too green or too damp to be ignited. Once treated (which takes a full turn), the wood burns as if dried for several months.

The somatic gesture is a sawing motion with a small flame over the wood to be affected.

Edible Plant (Plant)
(Divination)

Area of Effect: 1 plant
Casting Time: 2 segments

When cast on a plant, this orison allows the druid to determine whether or not consuming that type of vegetation would endanger his or her health. If only certain parts of the plant (such as the berries or leaves) are edible, the entire plant registers as inedible unless the caster checks those specific parts. Such matter as grass or maple leaves, while normally not eaten, are revealed as edible, since their consumption causes no actual harm.

The caster points to the plant to be identified while making a chewing motion.

Elemental Shield (Elemental)
(Abjuration)

Area of Effect: The caster
Casting Time: 2 segments

This orison protects the caster from an attack based upon one element (air, earth, fire, water). The first 4 points of damage taken from an attack based on the named element are negated; this occurs after the effects of magic resistance and saving throws are resolved. The protection lasts a maximum of 1 turn.

The caster places both hands palm up and outward before him, circling them once in opposite

directions, while whispering the name of the element protected against.

Find a Stray (Animal)
(Divination)

Area of Effect: 1 domestic animal
Casting Time: 2 segments

This orison enables the caster to locate any missing domestic animal within two miles. The animal could be a cow, sheep, dog, horse, cat, pig, or similar animal. The caster stands in a place well-known to the animal (a barnyard, pasture, etc.), spits on the ground, makes a sign, and calls the animal by name (Rover, Buttercup, Porky, Old Tom, and so on). If the animal is within two miles of the caster, the caster's tongue will tingle slightly, revealing direction and approximate distance. The effects last until the animal is found, the caster gives up, or the animal moves beyond a two-mile distance from the caster.

Flamefinger (Elemental Fire)
(Alteration)

Area of Effect: The caster
Casting Time: 1 segment

This orison creates a small flame on the end of the caster's forefinger. The caster can maintain it by concentration for up to 1 turn. The flame can be used to ignite combustible materials. The flame can scorch or blister exposed flesh and might inflict as much as 1 point of damage to a creature that fails a saving throw vs. spell.

The caster snaps his fingers while blowing on them gently.

Heal Rash (Plant)
(Necromancy)

Area of Effect: 1 sq. ft.
Casting Time: 1 segment

This is the reverse of the *cause rash* orison. In addition to countering the *cause rash* orison, it heals any rash caused by exposure to an irritating plant (such as poison ivy, poison oak, or poison sumac). An exceptionally large rash may require several castings, and magical effects are beyond its power.

The caster makes a gentle stroking motion above the affected skin.

Holly Dart (Plant)
(Alteration)

Area of Effect: 1 holly leaf
Casting Time: 1 segment

The druid can enchant a leaf of holly to become a magical *dart +1* for one round. If not used by the round after the casting, the leaf reverts to its normal state.

The caster presses his lips to the leaf.

Humidity (Weather)
(Alteration)

Area of Effect: 10-ft. radius
Casting Time: 1 segment

The orison causes all objects in the area of effect to become damp and slippery. The moisture remains until the area dries naturally. The orison can be reversed to *dry* objects in a damp area.

The caster's hands, palms down before him, are flicked rapidly outward. For the reverse, the spread fingers are drawn quickly inward.

Liven (Plant)
(Alteration)

Area of Effect: 1 plant
Casting Time: 2 segments

This orison restores vigor to one small plant or tree branch. A plant that can bring forth fruit will on command. After one turn, the plant returns to its original state and any fruit not consumed turns to dust.

The caster gently strokes the branch or plant from root to leaf.

Mark Path (Plant, Travelers)
(Enchantment)

Area of Effect: 1 object
Casting Time: 2 segments

This orison places a small mark on an object, such as a rock or tree, to mark a path. The mark is completely harmless and remains invisible until the caster or another druid passes within 10 feet of the spot. At this time, the mark appears briefly as glowing arrow, pointing in the direction the caster has chosen. Once the mark has revealed itself, the orison fades.

The caster lightly draws a small arrow with a fingertip on the object to be marked, while whistling a jaunty traveling song.

Pet (Animal)
(Enchantment/Charm)

Area of Effect: *Special*
Casting Time: 1 segment

This orison allows the druid to calm one animal of up to 3 HD, domesticating the animal for one turn if a saving throw vs. spell is failed. The animal must have a low Intelligence or less. Any attack on the animal breaks the orison.

The caster makes a soft cooing noise while patting the animal.

Prod (Weather)
(Evocation)

Casting Time: 1 segment
Area of Effect: 1 creature

This orison produces an electrical spark springing forth from the caster's hand to strike any one creature within 10 feet. This spark inflicts 4 points of subdual damage (1 point of actual damage).

The caster rubs his foot upon the ground while making a soft buzzing sound.

Repel Insects (Animal)
(Alteration)

Area of Effect: The caster
Casting Time: 1 segment

This orison makes the caster's body repel normal insects (including normal insects magically summoned or controlled). It has no effect on giant insects. The effect lasts for one hour. While the insects may still swarm around the caster, they will not bite or even light on his or her person.

The caster twirls his index finger around his head in a circle.

Ripen (Plant)
(Alteration)

Area of Effect: 1 lb. of fruit
Casting Time: 2 segments

By casting this orison, the user causes unripe fruit to ripen within one round. The ripened fruit is otherwise normal in every way, and is subject to normal spoilage and decay.

The caster makes a clockwise circular motion with his palm over the fruit to be affected.

Smokeball (Elemental Fire)
(Alteration)

Area of Effect: 1-ft.-radius sphere
Casting Time 2 segments

This orison brings into being a sphere of dense smoke anywhere within the range that the caster desires. Any living creature within the smoke cannot see or breathe, and must leave the smoke immediately. The smoke dissipates in 1 turn, sooner if subjected to any breeze or wind.

The caster makes a soft popping sound with his tongue while pointing his index finger at the point the puff is to appear.

Test Soil (Plant)
(Divination)

Area of Effect: 1 sq. yd. of soil
Casting Time: 1 segment

This orison tells the druid if a section of ground contains the right minerals and nutrients to support healthy plant growth. The balance of acid to alkaline can be divined, as well as the amount of fertilizer the soil contains.

A small pinch of the dirt to be tested is placed between the lip and gums, as the jaw is worked up and down.



Psionic Enchantments

In the DARK SUN setting, the Dragon Kings rule stark monolithic cities that dot a barren landscape. Their magical arts have embraced and incorporated psionics in a way unduplicated elsewhere. Priests of Athas have two paths: that of the cleric-psionicist and that of the elemental. Those choosing the second path eventually gain psionic enchantments of their own. The priest taking this path will ultimately abandon human form and transform into an elemental being. A prerequisite to begin the advancement to elemental form is achievement of 20th-level. While priests may also take the path of the cleric-psionicist, only elementals can cast psionic enchantments.

A cleric who would become an elemental continues to age normally until achieving 30th level. At this point, permanent elemental form is achieved and the further passage of time has no effect on the caster. Those on the elemental path from 21st to 29th level can assume elemental form for a limited time, depending on their experience level.

Psionic enchantments are magic, with psionics acting as a catalyst in the process. In the DARK SUN setting, the elemental spells can be of 8th, 9th, or 10th-level. This appendix is included for DMs who wish to introduce similar Elemental encounters into other settings. Some of the material has been updated since its original appearance.

Unlike other spells, the psionic enchantments of Athas require special preparations before the actual casting. Also, in the following spell descriptions, "cp" stands for ceramic pieces, the equivalent of a gold piece on metal-poor Athas.

LIST OF PSIONIC ENCHANTMENTS

8th Level

Alter Climate (A,W)
 Create Oasis (A, E, W)
 Forever Minions
 Hasten Crops
 Reverse Winds (A)
 Wild Weather (A)

9th Level

Air of Permanence (A)
 Disruption (A)
 Mountainous Barrier (E)
 Pocket Dimension
 Prolific Vegetation
 Storm Legion (A, W)

10th Level

Cleanse
 Insect Host (A)
 Planar Vassal
 Prolific Forestation
 Rift
 Silt Bridge (E)

A=Air, E=Earth, W=Water

Priest Spell Progression

Level	1	2	3	4	5	6	7	8	9	10
20	9	9	9	8	7	5	2	1	-	-
21	9	9	9	9	8	6	2	1	-	-
22	9	9	9	9	9	6	3	2	-	-
23	9	9	9	9	9	7	3	2	1	-
24	9	9	9	9	9	8	3	2	2	-
25	9	9	9	9	9	8	4	3	2	-
26	9	9	9	9	9	9	4	3	2	1
27	9	9	9	9	9	9	5	4	2	1
28	9	9	9	9	9	9	6	4	3	1
29	9	9	9	9	9	9	7	4	3	2
30	9	9	9	9	9	9	8	4	3	3

Air of Permanence

(Alteration)

Sphere: Air

Level: 9

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Permanent

Area of Effect: 30 cu. ft. of air

Saving Throw: None

Through this spell, a priest can slow the effects of aging on any nonliving item. The item must be sealed in an airtight container. It is the air that is enchanted, not the item within. A skilled artisan must construct a container with a volume up to 15 cubic feet; it costs at least 1,000 cp. During the preparation time, the priest must spend six hours per day enchanting the container and drawing sigils and runes on its inner surfaces. The enchantment makes the container airtight against natural decay, though tampering ends the spell. Once items are placed inside the container and the spell is cast, time effectively stops inside. The items do not age or decay in any way. If the container is broken, the items are unharmed and resume aging at the normal rate.

When casting, the priest can also place a *cause blindness*, *cause deafness*, *cause disease*, or *bestow curse* spell on the container. Tampering with the container unleashes the spell on the tampering individual(s). Once the container is broken and the *air of permanence* lost, this additional spell is lost, as well.

The material component for this spell is a bottle of air taken from the remains of the lungs of a creature that has been dead at least 100 years.

Notes: Granted to air elementals.

Alter Climate

(Alteration)

Sphere: Elemental Air, Elemental Water

Level: 8

Range: 0

Components: V, S, M

Preparation Time: 30 days minimum

Duration: 5 days/day of preparation

Casting Time: 1 turn

Area of Effect: 40 sq. mi.

Saving Throw: None

The *alter climate* spell allows a priest subtly affect the pattern of weather over a large area for a long period of time. During the preparation time, the priest must travel in the 40 square mile to be

affected, spending at least four hours each day for a minimum of 30 days studying the local weather and experiencing the land's bounty and hardships. Once cast, the spell's duration is equal to five times the number of days the priest spent studying the area.

If the spell is cast to improve the weather, normally scant rainfall is supplemented mildly, and the severity of winds and storms are reduced for the duration of the spell. Existing croplands in the area of effect provide an abundant harvest, and most likely a surplus the locals can sell. Other existing plants are also fruitful, but *alter climate* does not by itself create new plant life. If cast in conjunction with a *prolific vegetation* spell, any barren land (stony barrens, sandy wastes, and so on) grows grass and scrubs (much like scrub plain terrain) after 10 days and for the duration of the spell. The accelerated rainfall levels are very gradual and are spread over the duration of the spell—there is no flash flooding or excessive erosion.

If the caster worsens the weather, rainfall is cut to drought levels and the severity of sand and wind storms increases. Crops in the affected area fail, leaving the fields dried and nearly ruined. Other vegetation may also be destroyed, depending on the terrain. Areas of scrub plain become sandy wastes after 30 days, and the land does not naturally recover its scrub covering if the spell lasts more than 300 days. Areas of forest become sandy wastes after 600 days, and the land does not naturally recover its trees or other plant life if the spell lasts more than 1,500 days. Magical vegetation is unaffected.

In either case, the spell's effect on the weather is not immediately apparent. A casual observer may never realize what is happening until half a year or more has passed.

The material components area specimens of every type of weather common to the area—a cup of rainwater, a handful of windblown sand, and a piece of tree or rock split by lightning. The priest must collect these during the time of preparatory study.

Notes: Granted to air and water elementals, common.

Blight

Reversed form, hasten crops.

Cleanse

(Invocation)

Sphere: Cosmos

Level: 10

Range: Touch

Components: V, S, M

Preparation Time: 45 days minimum

Duration: Instantaneous

Casting Time: 1 day

Area of Effect: Creature touched

Saving Throw: None

This spell lets the priest "reset" another individual's alignment after it has somehow changed. The priest invokes the favor of powerful beings within the desired alignment to accept a being that has strayed back into the ranks of the faithful. Usually, a priest is sought out by an individual (or the individual's friends) whose alignment has somehow changed. The priest must be of the individual's original alignment.

During the preparation time, the repentant individual must try to avoid his or her current alignment and aspire to the original alignment—most often through inaction, but good role-playing should be a bonus for a player character. Meanwhile, the priest contacts a powerful being of the appropriate alignment. Powerful beings aligned to good/evil or law/chaos exist in the outer planes. Powerful beings of a neutral alignment reside mainly in the inner, elemental planes. Particularly powerful creatures, such as advanced beings, spirits of the land, or other Athasian beings may also be suitable at the DM's discretion.

The priest contacts the being either magically, psionically, or physically three times during the preparation period, once every 15 days after the preparation has begun. The contact is brief but probing—the priest must plead the case with the powerful being. Since priest and being are of the same alignment, the contact is never hostile, though it may not be successful. Based on the sincerity of the individual desiring the change, the priest's belief in the individual, and the player's role-playing, the DM decides if the meeting is successful. If not, the priest must make contact again after 15 days. After three successful meetings, the spell can be cast.

The casting places both the individual and the priest great risk. If the priest has acted in any way contrary to his or her alignment, or if the repentant individual has not done all he or she can do to change his or her ways during the preparation time, the spell goes drastically wrong. The priest immediately changes alignment to match that of the repentant individual, and the individual loses half

of accumulated experience to date. Once this has occurred, both are barred from using the *cleanse* spell in the future. If the DM is convinced that both priest and repentant character have acted properly, the spell works and the character regains his or her original alignment.

This spell relies on the role-playing of the character and the DM's interpretation of events and motivations. The DM plays the part of the powerful being, watching out for the best interest of its alignment. Flagrant disregard for alignment while under this intense scrutiny should cause the spell to fail. Use the three meetings of the preparation period to update the characters on their progress—a series of failed meetings should dissuade them.

The material component is a magical item usable only by one of the priest's alignment. It is destroyed when the spell is cast.

Notes: Granted to all elementals, common.

Create Oasis

(Conjuration)

Sphere: Elemental Air, Earth, and Water

Level: 8

Range: 0

Components: V, S, M

Preparation Time: Special

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

This spell creates a lush oasis within the confines of a ring of standing stones of the priest's creation. The maximum radius of the oasis is 30 yards per caster level beyond 20th; the priest can create a smaller oasis if desired.

The preparation time is the time required to erect the circle of stones. Each stone must be at least 12 feet tall and no more than 4 feet wide or thick; rough-hewn and oblong; and set into the ground to stand on end. One stone must be placed every 10 yards around the circumference of the proposed oasis (the table shows how many stones must be erected for oases of various sizes.)

Level	Radius (yds.)	Circumf. (yds.)	Stones	Creatures Supported
21	30	189	19	8
22	60	376	38	31
23	90	566	57	71
24	120	754	76	126
25	150	943	95	197
26	180	1130	113	283
27	210	1320	132	385
28	240	1508	151	503
29	270	1697	170	636
30	300	1885	189	785

Cutting and placing a single stone requires 49 worker-hours, provided stones are readily available in the area and the workers have appropriate tools (chisels, spikes, hammers, rollers). If tools or ready stones aren't available, this time may increase or, at the DM's discretion, the preparation may be impossible. Also, particularly skilled or capable workers (such as dwarves, half-giants, or slaves trained in quarries) may cut the time by as much as half. The priest can erect the stones personally by physical or magical labor, or enlist the help of other creatures that share his or her alignment (if any laborers are not of the priest's alignment, the spell will fail when cast). After the last stone is placed, the priest casts *create oasis* from the exact center of the ring. Provided all the stones are in place at the time of casting, interruptions that may have occurred during their placement won't negate the spell.

When the spell is completed, the circle inside the stones is instantly transformed into a flat-filled, water-rich oasis. The trees and bushes are laden with nourishing, delicious fruits, and small game birds and animals appear, supported by springs and pools of fresh, cool water. The oasis can also sustain one human-sized creature for every 36 square yards, as shown on the table. Each night, game creatures, fruits, and water are replenished. Defiling magic still causes permanent damage—subtract the damaged area when considering the oasis's ability to support living creatures.

The oasis remains intact until the priest either voluntarily ends the spell or physically moves beyond the ring of standing stones. Once the spell ends, the oasis and the standing stones vanish, leaving the exact terrain that existed before. The spell also ends if the priest is slain.

The material components are the standing stones themselves, which vanish when the spell is broken.

Notes: Granted to air, earth, and water elements, common.

Disruption

(Alteration)
Sphere: Elemental Air

Level: 9

Range: 0

Components: V, S, M

Preparation Time: 30 days

Duration: 7 days

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

This spell lets the priest disrupt the magical link between templars and their sorcerer-kings, cutting off their source of spells. That link is a complicated affair, based on magic, psionics, and physical law; it is possible to block it by setting up interference or "static," effectively creating an umbrella under which the link cannot exist.

The priest must choose one sorcerer-king and study his activities during the preparation time—only templars who worship that sorcerer-king are affected. The priest must learn of the sorcerer-king's activities, his organization of templars, and something about his long-term goals. Therefore, the priest must spend the preparation time near the sorcerer-king, either in his city-state or in nearby fields.

The spell creates a series of connected circles, each 5 miles in diameter, one per level of the caster above 20th (each corresponds roughly to a single hex on the Tyr region map in the DARK SUN boxed set). The arrangement of the circles is completely up to the caster, but the first must be centered over his or her location at the time of casting. For example, with the first centered over the caster, the rest could stretch in a straight line in any direction or be clustered to blanket an area.

Any templar under a circle cannot receive additional spells. Those currently memorized can be cast normally. Since the *disruption* spell has no other tangible effect, an affected templar may not be aware of it until he receives no spells, and even then may not know why that is. The spell blocks the ability to receive spells, but doesn't block a sorcerer-king from sending: if a sorcerer-king is in the area of effect, his templars outside the area still receive their spells.

Interference with a sorcerer-king and his templars certainly draws their wrath. If the spell is cast within a city, chaos reigns for the duration of the spell as many vital services grind to a halt. Such powerful magic can be traced (psionically and magically), so the caster should have an escape plan.

The material component is one of the sorcerer-king's obsidian balls. The priest can obtain it personally or hire others to get it.

Notes: Granted to air elementals, common.

Forever Minions

(Necromancy)
Sphere: Cosmos

Level: 8
Range: 30 yds.
Components: V, S, M
Preparation Time: 21 days
Duration: Instantaneous
Casting Time: 1 turn
Area of Effect: Creatures, 3 HD/level maximum
Saving Throw: None

With this spell, a priest can guarantee that a number of followers will animate as zombies when they are killed. The enchantment stays with the followers until they are slain; it cannot be removed by normal means.

During the preparation, both the priest and the followers to be enchanted must spend at least 8 hours per day in seclusion, in the dark, readying the spell. If a follower misses a day of preparation, the spell cannot work for him. Such a follower present during the casting of the spell is immediately slain and does not rise as an undead.

The number of followers enchanted per casting is measured in Hit Dice; the caster can affect up to 3 Hit Dice of creatures per level of experience. One round after those followers have fallen, they reanimate as zombies, just as in the spell *animate dead*. Whether or not they are in the priest's presence, the zombies immediately seek out him or her, and obey the priest's instructions. During the casting, the priest can specify an increased time (up to a maximum of one day) between death and reanimation.

Followers who are not slain in the service of the priest do not reanimate. For example, a follower who secretly works against the priest, or who dies on personal business does not reanimate.

Recipients of the spell might already be zombies or skeletons (the latter reanimate as skeletons). *Forever minions* cannot be cast more than once on a single creature.

The material component is a wax imprint of every follower's right hand (claw, tentacle, or whatever).

Notes: Granted to elementals, common.

Hasten Crops

(Alteration)
Reversible
Sphere: Cosmos

Level: 8
Range: 0
Components: V, S, M
Preparation Time: 15 days minimum
Duration: Special
Casting Time: 6 hrs.
Area of Effect: Special
Saving Throw: None

By using a *hasten crops* spell, a priest can lessen the time necessary to grow grain crops from seed to harvest. The area of effect is one square mile per caster level beyond 21st, but the spell affects only one grain crop planted in that area; the type of grain must be specified before the spell is cast.

During the preparation time, the priest must spend 3 hours per day praying over the seeds to be used for the crop and at least 3 hours per day traveling and blessing the fields to be planted. This process must continue for at least 15 days. The local farmers must still plant the seeds before the spell can be cast.



On Athas, typical grain crops require a full 120 days to reach harvest, though some crops may take as few as 90 or as many as 150 days. The *hasten crops* spell reduces the normal time it takes to grow the grain crop from seed to harvest by the days spent in preparation. Minimum growing time is seven days. The spell grants no magical properties or protections to the crop as it is growing—natural or manmade disasters can still wipe it out.

Athas has no major changes in seasonal temperature and rainfall that govern growing seasons. However, when a particular crop must be grown at a specific time of the year, this spell must be cast toward the beginning of that time. During the 6-hour casting time, the priest must have the cooperation of at least 100 local farmers and other folk to engage in a planting festival. Portions of the seed crop are burned, a bountiful feast is prepared and eaten, and the locals dance in honor of all the elemental planes that make their agriculture possible.

The material components are grain seeds taken from some other bumper crop carried in baskets made by the local children. The baskets and grain are burnt in the festival's central bonfire.

The reverse of this spell, *blight*, causes existing grain crops to wither and die. The area of effect is the same, and the priest must still indicate which particular grain crop is to be affected. Other crops and plants are unaffected. *Blight* and *hasten crops* cancel each other in the same area of effect.

The material components for the reverse are a pinch of salt and a bit of moldy bread.

Notes: Granted to elementals, common.

Insect Host

(Conjuration/Summoning)

Sphere: Elemental Air

Level: 10

Range: 300 yds.

Components: V, S, M

Preparation Time: 7 days

Duration: 1 day

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

When this spell is cast, cloud upon cloud of flying, biting insects swarm to the priest to serve him or her. Unlike the *insect plague* spell, these insects are magically created; the spell can be cast where no natural insects exist. Each insect is small, barely the size of a pea, but by the thousands or even millions they cause horrendous destruction.

During preparation, the priest clearly pictures the insects to be conjured and the type of destruction they will inflict. This requires secluded concentration for the entire period.

When cast, the spell calls one cloud of insects per caster level above 15th. Each cloud is roughly a sphere of 15-foot radius that contains many thousands of individual insects. Each cloud has a movement rate of 24 and is completely under the priest's control. Each can perform a different task, provided it remains within range of the caster.

Creatures caught in a cloud can see no more than 5 feet away. Spellcasting is impossible. Each creature suffers 5 points of damage each round in the cloud, regardless of Armor Class (invisibility is no protection). All creatures with 4 Hit Dice or less, flee and scatter, those with less than 8 Hit Dice must make a successful morale check or flee as well. The priest cannot choose to affect only selected individuals within a cloud.

A cloud descending on crops devours its volume per turn, wiping out whole fields in a few hours. In a city or village, the townspeople panic while the insects destroy all unprotected foodstuffs and all wooden and tarp construction. Several clouds can easily surround a group or block a road.



The *insect host* can be dissipated by a successful *dispel magic*. It can also be blown back by a powerful, magical wind, dispersed for a time by an air elemental, or temporarily held off with smoke, though the last will only work for a few rounds. Area-effect magic such as *fireball* can destroy large numbers of the magical insects, but individual attacks have very little effect.

The material component is a blown glass model of a locust or some other insect, filled with gem dust (100 gp minimum).

Notes: Granted to air elementals, common.

Mountainous Barrier

(Conjuration/Summoning)

Sphere: Elemental Earth

Level: 9

Range: 0

Components: V, S, M

Preparation Time: 1 day

Duration: 1 day

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

With this spell, the priest calls up a ring of enormous mountains. The priest must spend the entire day of preparation time in careful meditation in the vicinity of existing mountains, within the distance shown on the table.

Priest Level	Distance	Radius
23	5 miles	100 yards
24	7 miles	300 yards
25	10 miles	500 yards
26	15 miles	800 yards
27	20 miles	1 mile
28	25 miles	1.5 miles
29	30 miles	2 miles
30	35 miles	2.5 miles

On casting, a ring of mountains, one mile wide and one mile high appears around the caster, thrusting up from the ground. The radius shown is the inner radius, that from the caster to where the mountains being. The radius is a maximum; the priest can call for a smaller radius if desired.

Anything on the ground where the mountains erupt must make a successful saving throw vs. crushing blow (vs. paralyzation for creatures). Items that fail are destroyed; creatures takes 10d6 points of damage. Creatures that can fly receive a +5 bonus to their saving throws. The mountains will not rise to destroy a community of more than

20 individuals—the ring of mountains forms a gap instead.

While the spell is in effect, the priest can lower any or all of the mountains and raise them again; the caster controls them perfectly in all ways.

After the spell ends, the mountains return into the earth as suddenly as they came. The ground appears undisturbed, although man-made structures destroyed by them remain in ruins.

The material component is rock from a recent landslide.

Notes: Granted to earth elementals, common.

Planar Vassal

(Summoning)

Sphere: Cosmos

Level: 10

Range: 0

Components: V, S

Preparation Time: Special

Duration: 7 days

Casting Time: 1 turn

Area of Effect: Creature summoned

Saving Throw: None

This spell lets the priest capture an outer planar creature of opposite alignment and force it into temporary servitude. The priest selects the type of creature desired before the preparation time begins. The creature's alignment must be directly opposed to the caster's, as follows: lawful is opposed to chaotic, good is opposed to evil, and neutral has no opposite. For example, a lawful good priest must select a chaotic evil creature. True neutral priests cannot cast this spell.

During preparation, the priest must cast a *gate* spell to call the creature to the Prime Material Plane. Because the creature called for may or may not step through the *gate*—and even if it does, it may immediately attack the priest—the preparation is hazardous. When the creature of opposite alignment arrives, the priest must personally subdue it, without help from others. Once the priest inflicts damage equal to half the creature's hit point total by any means, the *planar vassal* spell can be cast.

Upon completion of the casting, the planar creature immediately becomes a discontented vassal of the priest. It grumbles and complains about duties, but performs them, albeit slowly at times. The vassal obeys the letter of all commands, but tries to violate their spirit when feasible. The planar vassal has no obligation to protect the priest unless so ordered. Planar creatures with the power to call others of their kind can be ordered to do so, but those new creatures

are in no way controlled by the priest. Once the seven days have passed, the planar creature most likely (75% chance) attacks the priest; otherwise it simply returns to its home plane.

Other planar creatures may notice their associate's absence and come to investigate. Also, once a creature is free, it may plot revenge—subtle priests often see to it that their planar vassals are slain carrying out their duties. Those surviving this treatment never forget an enemy.

Notes: Granted to elementals, common.

Pocket Dimension

(Alteration, Enchantment)

Sphere: Cosmos

Level: 9

Range: 0

Components: V, S, M

Preparation Time: 30 days

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

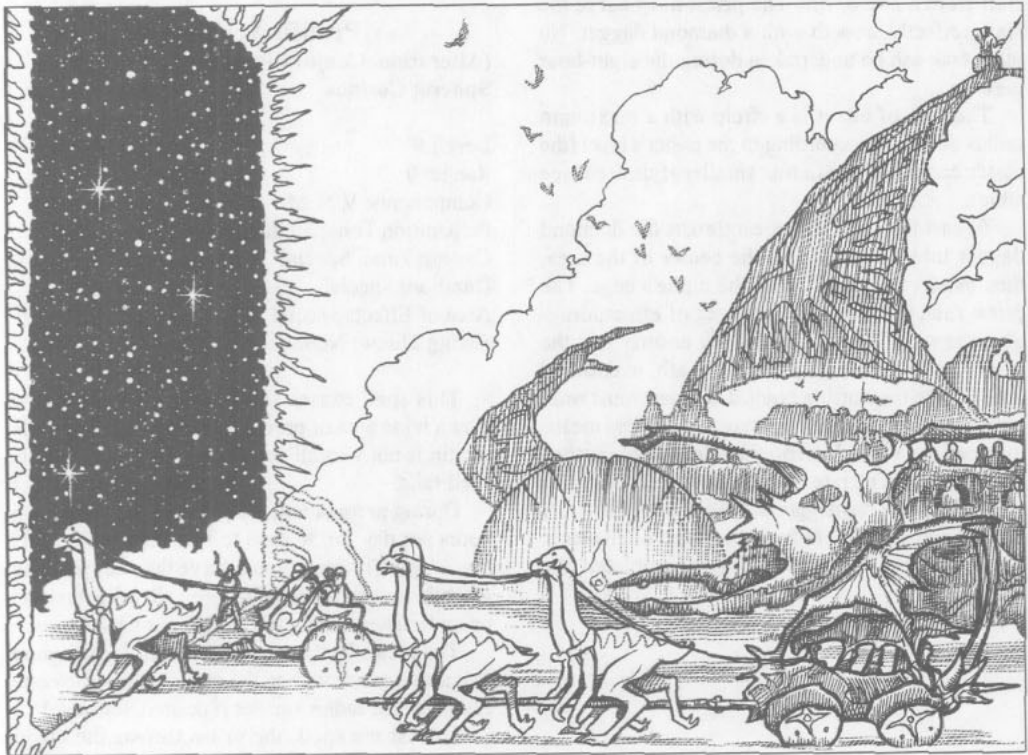
Saving Throw: None

The caster can fill a *pocket dimension* with materials or creatures and carry it around. Once opened, the portal disgorges its contents into the

Prime Material Plane.

During the entire preparation period, the priest must travel extensively (at least two hours per day) in either the Astral or the Ethereal Plane, as he or she chooses, because the *pocket dimension* temporarily exists there. Upon casting, a "portal" opens to the pocket dimension from the Prime Material Plane. The portal is an invisible square, 40 feet on a side, standing just at ground level. Anything that passes through the square enters the pocket dimension—it cannot return until the portal is accessed (see below). Anything living can walk through the portal. Inanimate objects must be carried or pushed through. The portal has only one direction—an individual who gets one arm halfway through cannot pull it out.

The portal remains open for up to an entire day, accommodating everything that enters during that time. Then it closes to become a clear glass disk, roughly the size of a coin. The glass disk weighs virtually nothing. While the priest has it, everything that passed into the pocket dimension stays there. Time does not pass in the pocket dimension. The disk is specially protected, and does not radiate magic under the scrutiny of *detect magic*. Nothing can interfere with the contents of the pocket dimension; planar creatures cannot enter, and astral and ethereal creatures cannot gain access.



When the glass disk is snapped in two, the portal reopens, and everything that went into it re-emerges in *the same order and at the same speed as it entered*. The first thing that entered the pocket dimension is the first to exit. The glass disk has no particular resistance to damage, and may break accidentally.

The material component is the hide of any planar creature.

Notes: Granted to elementals, common.

Prolific Forestation

(Alteration, Conjuration)

Sphere: Cosmos

Level: 10

Range: 0

Components: V, S, M

Preparation Time: 30 days

Casting Time: Special

Duration: Special

Area of Effect: Special

Saving Throw: None

With this spell, a priest causes a grove of trees to magically appear. The area must contain no other trees, or the spell fails.

During the preparation time, the priest must devote eight hours per day for 30 days to fashion a staff from a *tree of life*. The priest must carve the staff perfectly smooth with a diamond dagger. No other task can be undertaken during the eight-hour periods.

The area of effect is a circle with a maximum radius that varies according to the caster's level (the caster can make the radius smaller if desired, see table).

To cast the spell, the priest thrusts the diamond dagger into the ground in the center of the area, then moves with the staff to the circle's edge. The priest then walks around the area of effect, dragging the staff. The staff magically ensures that the priest walks a perfectly circular path, eventually returning to the starting point. The priest must walk (not run, fly, or levitate) but may use magical means to speed the walk. Interruptions lasting more than a single round negate the walking and it must be started again. If the dagger at the center of the circle is disturbed, the spell fails, so the priest often places a guard over it. When the circle is completed, the spell is cast.

Caster Level	Max Radius (yds.)	Rough Circumf. (yds.)	Time to Walk (rds.)	Trees in Grove*
27	30	188	2	140
28	60	377	4	560
29	120	754	7	2,250
30	240	1,507	13	9,000

* Approximate; can vary as much as 20%

The forest consists of mature trees, one to four feet in diameter, spaced three to six yards apart. The thick forest canopy towers 90 to 120 feet. This spell creates no brush or undergrowth; the forest floor is the same terrain type as before the spell was cast. The spacing of the trees hinders the movement of huge or gargantuan creatures; smaller creatures can move through the forest unhindered.

Unlike the *prolific vegetation* spell, the trees created have magical protection against natural destruction for one year per caster level. Natural fires, lightning, lack of water, and harsh weather do not kill them. Defiler magic still destroys them normally, as can any attack that would affect normal trees.

The material components are the staff and the diamond dagger, both of which disappear when the spell is cast.

Notes: Granted to elementals, common. Restricted to elementals common.

Prolific Vegetation

(Alteration, Conjuration)

Sphere: Cosmos

Level: 9

Range: 0

Components: V, S, M

Preparation Time: 30 days

Casting Time: Special

Duration: Special

Area of Effect: Special

Saving Throw: None

This spell causes shrubs and grasses to grow over a wide area of previously barren terrain. If the terrain is not virtually barren of plant life, then the spell fails.

During preparation, the priest must devote eight hours per day for 30 days to fashion a staff from a *tree of life*. The priest must carve the staff perfectly smooth with an obsidian dagger. No other task can be undertaken during the eight-hour periods.

The area of effect is a circle with a maximum radius that varies with to the caster's level (the caster can make the radius smaller if desired, see table).

To cast the spell, the priest thrusts the obsid-

ian dagger into the ground in the center of the area, then moves with the staff to the circle's edge. The priest then walks the circumference of the area of effect, dragging the staff. The staff magically ensures that the priest walks a perfectly circular path, eventually returning to the starting point. The priest must walk (not run, fly, or levitate) but can use magical means to speed the walk. If the time taken to complete the circle requires the priest to stop to sleep, there is no penalty, provided the caster immediately resumes walking. Other interruptions lasting more than a single round negate the walking and it must be started again. If the dagger at the center of the circle is disturbed, the spell fails, so the priest often places a guard over it. When the circle is completed, the spell is cast.

Caster Level	Max Radius	Rough Circumf.	Time to Walk
24	90 yds.	566 yds.	5 rds.
25	180 yds.	1,311 yds.	1 turn
26	540 yds.	2 mi.	3 turns
27	1.25 mi.	8 mi.	2 hrs.
28	6 mi.	38 mi.	9 hrs.
29	12 mi.	75 mi.	18 hrs.**
30	25 mi.	157 mi.	36 hrs.**

*Time is for a human in clear terrain and clear weather

**Requires multiple marching days

Upon casting, the area inside the circle instantly grows thick with grass and small shrubs, much like scrub plains. The vegetation does not emerge from solid stone, but arises from any soil, no matter how rocky, sandy, or dry. The vegetation is normal in every respect, and has no magical properties. It remains until and unless it dies from lack of moisture, brushfire, erosion, and so on. If this spell is cast in conjunction with the priestly psionic enchantment, *alter climate*, the vegetation can grow and last longer. Defiler magic still destroys the vegetation normally. Unlike the wizard version of this spell, the priest version has no reversed form.

The material components are the staff and the obsidian dagger, both of which disappear when the spell is cast.

Notes: Granted to elementals, common. Restricted to priests, common.

Reverse Winds

(Alteration)

Sphere: Elemental Air

Level: 8

Range: 600 yds.

Components: V, S, M

Preparation Time: None

Duration: 1 hr./level

Casting Time: 1 turn

Area of Effect: Hemisphere 600 yds. in diameter

Saving Throw: None

With this spell, the priest can change wind direction. Because it does not alter the velocity of the winds, this spell is most effective during wind- or sandstorms. The spell has two forms—*immediate* and *erratic*. The caster chooses which occurs at the instant of casting.

A) Immediate: The priest simply chooses the new direction the wind should take. Once cast, the wind ceases completely for one round, then resumes with equal force in the new direction. This can move smoke, clouds, fog, and spells with similar effects. (For wind effects, see the *DMG*, page 127.)

B) Erratic: The wind's direction varies wildly, changing drastically several times per round for the duration of the spell. All nonmagical missile fire in the area of effect suffers a -5 attack penalty (for *BATTLESYSTEM* games, this is a -2 penalty to every missile AD rolled). Flying creature maneuverability ratings are reduced three grades (A becomes D, B becomes E). Flying creatures reduced below E crash, suffering falling damage (1d6 per 10 feet fallen, maximum 20d6). The erratic changes can disperse smoke, clouds, fog, and spells with these effects.

In either case, the spell's area of effect is a hemisphere centered on a point selected by the caster, extending 600 yards in every direction along the ground and 600 yards above it.

The material component is the breath of a flying creature.

Notes: Granted to elementals, common.

Rift**(Alteration, Conjunction/Summoning)****Sphere:** Cosmos

Level: 10

Range: 0

Components: V, S, M

Preparation Time: 60 days

Duration: 3 days

Casting Time: 10 turns

Area of Effect: Sphere 360 yds.

Saving Throw: None

With this spell, the priest brings the Negative Material Plane closer to the Prime Material Plane, creating a rift between the two, centered upon himself. The priest first spends the lengthy preparation time studying undisturbed for at least four hours per day, reading scrolls and books about the planes. Upon casting, all undead in the area of effect gain nine times their original hit points as temporary additional hit points for the duration of the spell. For example, a zombie with 5 hit points gains an additional 45 hit points for three days. In combat, the temporary hit points are lost first, and then the actual hit points, until the undead creature is slain. When the spell ends any remaining bonus hit points disappear, but the undead are otherwise unaffected.

The area of the rift moves with the caster, possibly placing some undead out of the sphere or encompassing others. Bonus points are gained immediately upon entering the sphere, but only once per creature per casting. An undead creature leaving the area does not lose the bonus. The caster has no control over which undead creatures receive the benefit of the bonus hit points; all are so affected.

The material component is an obsidian goblet containing the ground bones of a dead necromancer.

Notes: Granted to elementals, common.

Silt Bridge**(Alteration)****Sphere:** Elemental Earth

Level: 10

Range: Touch

Components: V, S, M

Preparation Time: 45 days

Duration: 7 days/level

Casting Time: 5 turns

Area of Effect: Special

Saving Throw: None

With this powerful spell, the priest can temporarily turn a vast area of the Sea of Silt into solid ground. This spell cannot be cast elsewhere.

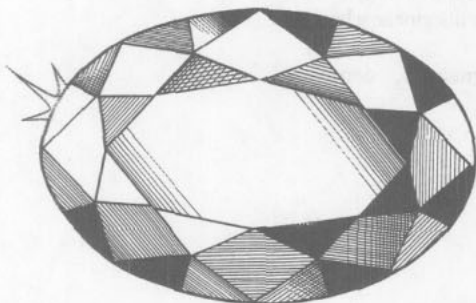
During the preparation time, the priest must spend at least six hours per day flying over the silt to be altered, sprinkling it with bone dust. Unlike most psionic enchantments, interruptions during a day's activities can be tolerated, provided the priest does spend six hours during each day in preparation.

Once the spell is cast, the mixture of bone and silt hardens to form a solid surface. The area solidified is a rectangle 100 yards across, and its length is one mile per caster level above 20th. Multiple castings can create longer bridges.

The hardened area can support any amount of weight, since it is solid from the surface down to the bottom of the Sea of Silt. If it is gouged or attacked, it reacts exactly like bone. When the spell duration ends, the bone softens over a period of three rounds back into its original silt—those standing on it likely disappear beneath the surface.

The material component is a large amount of bone dust. The caster must assemble at least 50 pounds of bone dust per day of preparation, or 2,250 pounds altogether. Generally, a humanoid creature has 25 pounds of bones. Larger creatures have 25 pounds per Hit Die. The caster need not personally gather or grind these bones, nor does the preparation time include this.

Notes: Granted to elementals, common.



Storm Legion

(Alteration, Conjunction/Summoning)

Sphere: Elemental Air, Elemental Water

Level: 9

Range: 0

Components: V, S, M

Preparation Time: 30 days

Duration: Special

Casting Time: 5 turns

Area of Effect: Special

Saving Throw: None

With this spell, the priest can magically transport a large army via a natural storm system. The storm itself must be of natural, nonmagical origin—a sand-, wind-, or lightning storm.

During the preparation time, the priest must carefully measure the winds and the storms of the region, spending at least four hours per day observing these conditions. The spell cannot be cast until a natural storm gathers over the army to be transported. The total number of Hit Dice of creatures the *storm legion* spell can affect is given on the table.

Priest Level	Hit Dice
23	90
24	180
25	300
26	500
27	900
28	1,500
29	2,400
30	3,600

All creatures, living or undead, can be transported by this spell. They must gather around the priest when the spell is cast, in military formations.

Upon casting, the storm's winds and blowing sands dissolve the soldiers in the area of effect. In a matter of a few rounds, their forms are completely gone, their essence removed to the clouds above. All material possessions, magical and otherwise, are dissolved with the soldiers.

The caster is similarly dissolved, but he or she alone retains consciousness. During the journey, the caster has control over the storm's direction. A storm can usually travel between 10 and 40 miles per hour. Once over the desired target, the spell ends and the caster and army literally rain out of the skies.

Descending as drops of blood, bone, and tissue, the fragments reassemble themselves in 10 rounds into the individuals they once were. During this time, they are helpless and vulnerable to attack. Any physical attack made on the incomplete form of a soldier destroys it—it will never reform. The caster reassembles normally, and is just as vulner-

able to attack. Once the 10 rounds pass, the subjects are in exactly the relative positions they had when taken up into the storm, with the same equipment as before.

If the spell is dispelled while the storm is still in motion, all those carried within are slain. Once cast, the storm cannot be affected by other weather-affecting magic.

The material component is the standard or insignia of an army that was defeated during a storm.

Notes: Granted to elementals, common.

Wild Weather

(Alteration)

Sphere: Elemental Air, Elemental Water

Level: 8

Range: 0

Components: V, S, M

Preparation Time: 1 hr./level

Duration: 1 day/level

Casting Time: 8

Area of Effect: 1 sq. mi./level

Saving Throw: Special

This spell resembles *weather summoning* except that the priest can create bad weather that need not be appropriate to the local area. Terrible wind or lightning storms, torrential downpours, incredible heat or cold, hailstones, or even snowfalls are possible. The weather condition created slows and damages all creatures within the area of effect, including the caster. Creatures caught in *wild weather* move at one-third their normal movement rate. Creatures caught in the open take 1 point of damage per turn until they find cover—even going to ground and covering oneself is sufficient, but in that case movement is halted.

If the weather created might be considered harmful to the land or its plants and animals, then a spirit of the land might intervene, at the DM's option. The spirit must believe that damage would be unnaturally severe (weather is, after all, a natural phenomenon); spells aimed against other trespassers on its lands rarely interest it. The spirit can make a special saving throw to negate the spell effects, saving on a 1d20 roll of 5 or higher.

The material component is a large glass bottle with air collected at a location where the weather created is common. The priest must wander through the area to be affected for the entire preparation time for the spell, occasionally uncorking the bottle to release some of the air.

Notes: Granted to elementals, common.

Sphere of War

Because the spells in this sphere were designed for use with the *BATTLESYSTEM™* miniatures rules (currently out of print), they have been taken from the general spell list and presented here in their own section. Several of these spells are overpowered for their listed levels; their use is up to the DM. Several spells in the Quest Spells section are also of the sphere of War—these are *fear contagion*, *storm of vengeance*, *warband quest*, and *warlords of Cuiraécen*.

Adaptation
Caltrops
Courage
Disguise
Emotion Perception
Entrench
Fortify
Gravity Variation
Illusory Artillery
Illusory Fortification
Leadership/Doubt
Morale
Rally
Righteous Wrath of the Faithful
Shadow Engine
Tanglefoot/Selective Passage

Adaptation

(Alteration, Enchantment/Charm)

Sphere: War

Level: 3
Range: Special
Components: V, S, M
Casting Time: Special
Duration: Special
Area of Effect: One unit of up to 200 individuals
Saving Throw: None

This spell can be cast in two different ways. The first, appropriate for battlefield use, has a range of 180 yards, a casting time of one turn, and duration of 1d4+2 turns. During this period, the affected unit can fight in one specific type of terrain (specified by the caster) as if it was the favored terrain (per *BATTLESYSTEM* rules) for that unit. While the spell lasts, the unit gains no benefit when fighting in its actual favored terrain; the magically conferred favored terrain takes precedence. The priest can cancel the spell before the duration expires if desired.

The material component is a pinch of clay dust. Only priests of 12th level and higher can cast the second effect, which also requires preparation in advance. The priest and unit must be within 100 yards of a place of worship dedicated to the casting priest's deity. The casting time is 5 turns.

At the conclusion of the casting, the unit gains the benefit described above, with two main differences. First, the unit does not lose the benefit of fighting in its own actual favored terrain (the unit effectively has two favored terrains). Second, the spell endures until the next sunset.

The material component is the priest's holy symbol.

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

Caltrops

(Evocation)

Sphere: War

Level: 3
Range: 20 yds./level
Components: V, S, M
Casting Time: 1 turn
Duration: 1 turn/level
Area of Effect: Special
Saving Throw: None

This spell plants a section of ground with magically created spikes that damage units moving through the affected area.

The spell can create two kinds of caltrops: infantry and cavalry. The first are of small size and are designed to harm foot soldiers. The latter are larger and cause serious damage to cavalry or units composed of size L or larger creatures. Cavalry caltrops are so large that size M or smaller creatures can easily step around them. This prevents damage to infantry units.

Each time a unit moves into a planted area, the unit suffers an attack of AD=4 (for infantry caltrops) or AD=6 (for cavalry caltrops). Units charging through a planted area suffer double damage. A unit ending its move in a caltrop-sown region suffers another attack when it moves out of the area.

This spell creates a rectangular field of infantry caltrops up to 1600 square yards in area (for example, 40 yards × 40 yards, 20 yards × 80 yards, and so on), or a field of cavalry caltrops up to 900 square yards (for example, 30 yards × 30 yards, 20 yards × 45 yards, and so on).

Caltrops make no distinction between friend and foe; all creatures entering a caltrop-sown area suffer the same consequences. However, the casting priest can end the spell at any time, causing the caltrops to vanish and leaving the terrain clear.

Unlike normal caltrops, a region sown with magical caltrops cannot be swept clear; the magical caltrops remain in place until the spell ends.

The material component is a golden caltrop.

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

Courage

(Enchantment/Charm)

Sphere: War

Level: 1

Range: 240 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 1 unit up to 200 individuals

Saving Throw: None

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

The *courage* spell enables a unit to pass its first morale check following the casting of this spell. When circumstances require a morale check, no die roll is made; the unit is assumed to have passed the check. After this occurs, the spell ends and the unit must make all future morale checks normally. If the affected unit need not make any morale checks, the spell expires at the first sunset.

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

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

The material component is a cube of cast iron.

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

Disguise

(Illusion/ Phantasm)

Sphere: War

Level: 5

Range: 200 yds.

Components: V, S, M

Casting Time: 2 turns

Duration: 1 turn/3 levels

Area of Effect: 1 unit up to 300 individuals

Saving Throw: None

This spell changes the appearance of a single unit so it resembles another unit. The disguise can cause the affected creatures to appear to be of another class, nationality, rank, race, alignment, or military affiliation (that is, a unit from one army can appear wearing the armor and carrying the colors of another army). The spell cannot change the size category of the unit's members. Thus, a unit of humans can appear to be a unit of elves, but cannot appear to be a unit of giants or halflings. The spell does not affect the relative size of the unit; a unit of 50 creatures still appears to be a unit of 50 creatures.

The disguised unit may appear to be carrying any melee or personal missile weapons (for example, axes, long swords, crossbows, and so on), and may appear to be wearing any type of armor. In combat, however, the unit attacks and defends with its real weapons and armor regardless of the gear its members may appear to be carrying.

The *disguise* spell is most effective at long range. Any unit moving to within 20 yards of a disguised unit sees through the illusion.

The caster automatically sees through the illusion. Members of the disguised unit see no change in their appearance. *True seeing* or similar magic is required for other individuals to see through the disguise, unless they move to within 20 yards of the unit.

The material components are a fine silk veil and a length of woven platinum wire. The wire is consumed during the casting.

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

Emotion Perception

(Divination)

Sphere: War

Level: 2

Range: 300 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 unit/5 levels

Saving Throw: None

This spell allows the caster to sense the emotional state and the level of determination of one or more military units. The priest must have an uninterrupted line of sight to the entire target unit. When this spell is cast, the priest instantly learns the current morale rating and morale status of the unit. The DM describes morale using the appropriate term; for example, steady, elite, and so on.

The material component is the priest's holy symbol.

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

Entrench

(Alteration, Invocation/Evocation)

Sphere: War

Level: 4

Range: 60 yds.

Components: V, S, M

Casting Time: 1 rd.

Duration: Instantaneous

Area of Effect: 10-ft. cube/2 levels

Saving Throw: None

An improved version of the *fortify* spell, *entrench* has much the same effect, but prepares an even more formidable set of defenses. Like the *fortify* spell, the *entrench* spell can be used to prepare an open outdoors area such as a field or grassland, or a rough outdoors area such as a hillside or forest. Large rooms or chambers can be *entrenched* as well. In addition to the ditches and ramparts of the *fortify* spell, *entrench* makes use of local materials to create a small palisade and an array of stakes or sharp stones to discourage attackers.

A. Open Outdoors Site: A rampart or dike of earth faced by a staked ditch rises from the ground along the perimeter of the site. Creatures defending the dike receive 75% cover against missile fire (+7 bonus to AC), or 25% cover (+2 bonus) if they expose themselves by engaging in melee combat or firing missiles out of the dike. Attackers cannot charge, run, or sprint over the rampart, and must spend one full round negotiating the defenses in order to attack. The dike's defenders receive a +1 bonus to attack rolls against any creatures trying to move through the stakes or stones.

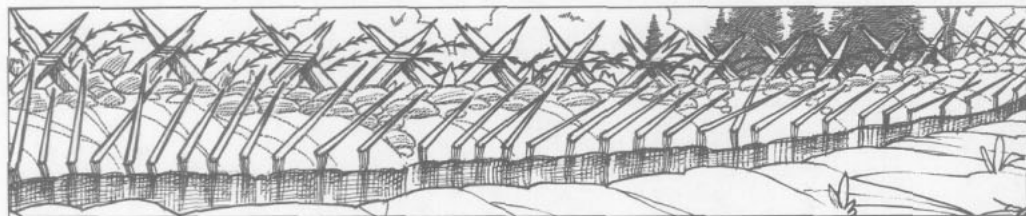
B. Rough Outdoors Site: Loose stones, dead wood, and briars are arranged to form a defensible wall along the perimeter of the area of effect, faced by an array of sharp stakes or stones. Creatures hiding behind the wall receive 90% cover (+10 bonus to AC), or 50% cover (+4 bonus) if they expose themselves by firing missiles or defending the wall. Attacking creatures cannot run, charge, or sprint through the defenses, and must spend one full round to get through the stakes plus an additional round climbing over the wall in order to enter the fortified area. The wall's defenders gain a +1 bonus to attacks against creatures negotiating the defenses.

C. Marshy or Low-lying Site: In swamps or bogs, the spell creates a water-filled ditch around the perimeter of the area of effect. This ditch is 15 feet wide and 3 to 6 feet deep; most creatures require two full rounds to negotiate the ditch and climb up the far side. Defenders have a +1 bonus to attack rolls against enemies who are wading the ditch or climbing up the other side.

The fortification created by this spell is permanent, although erosion, weathering, and clearing or filling can return the site to its original state. In the BATTLESYSTEM rules, the *entrench* spell provides defending units with a +3 bonus to their AR against missile and melee attacks, but only a +1 bonus against missile attacks in marshy areas.

The material component is the shell of a giant nautilus.

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



Fortify

(Alteration)
Sphere: War

Level: 3
Range: 60 yds.
Components: V, S, M
Casting Time: 1 rd.
Duration: Instantaneous
Area of Effect: 10-ft. cube/2 levels
Saving Throw: None

By means of this spell, the priest prepares an area as a defensive position. The *fortify* spell can be used to prepare an open outdoors area such as a field, road, or grassland, or a rough or broken outdoors area such as a hillside, forest, or boulder-fall. Large rooms or chambers such as a cavern or a great hall can be *fortified* as well. The exact effects of the spell depend on the nature of the site.

A. Open Outdoor Site: A rampart or dike of earth and loose stone rises from the ground along the perimeter of the site, leaving a shallow ditch on the outward face. Creatures defending the dike receive 50% cover against missile fire (+4 bonus to AC) or 25% cover (+2 bonus) if they expose themselves by engaging in melee combat or firing missiles out of the dike. Attackers cannot charge, run, or sprint over the ditch-and-dike. Large, open rooms or chambers with few features may fall into this category.

B. Rough Outdoor Site: Loose stones and boulders, dead wood, and patches of dense briars are arranged to form a defensible wall or rampart along the perimeter of the area of effect. Those hiding behind the wall receive 75% cover (a +7 bonus to AC), or 50% cover if they expose themselves by firing missiles or defending the wall. In hand-to-hand combat, the wall's defenders receive a +1 bonus to attack rolls; man-sized creatures must spend 1 full round climbing over the wall to enter the fortified area. Natural caverns and large, cluttered chambers fall into this category as well.

C. Marshy or Low-lying Site: In such areas as marsh, swamp, bog, or tundra, the *fortify* spell cannot raise a wall or dike to cover the defenders. Instead, the spell creates a water-filled ditch around the perimeter of the area of effect. This ditch is 10 feet wide and 2 to 4 feet deep; most creatures require 1 full round to negotiate the ditch, and defenders have a +1 bonus to attack rolls against enemies wading the ditch or climbing up the other side.

The fortification created by this spell is permanent, although erosion, weathering, and excavation, clearing, or filling can quickly raze the site, returning it to its original state.

In the BATTLESYSTEM rules, *fortify* provides the defending unit with a +2 bonus to its AR against missile and melee attacks, but no bonus against missile attacks in marshy or low-lying areas.

The material component is the shell of a snail, dusted with powdered diamond worth at least 100 gp.

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

Gravity Variation

(Alteration)
Sphere: War

Level: 6
Range: 10 yds./level
Components: V, S, M
Casting Time: 2 turns
Duration: 1 turn/3 levels
Area of Effect: 120-yd. × 120-yd. square
Saving Throw: None

This spell changes the characteristics of a square region of terrain. The area can be no more than 120 yards on a side. The priest can effectively turn a flat plain into a slope of any direction, or can flatten an existing slope. The spell does not allow the priest to alter the pull of gravity, however.

This spell lets the priest create or negate a height differential of as much as 20 feet (a 2-inch slope in BATTLESYSTEM rules measurements) within the area of effect. This can have various consequences, the best way to discuss the effects is by example.

Example 1: Two units face each other on a flat plain. The priest can alter the slope of the terrain so that one unit is 2 inches of elevation higher than the other. The unit that is upslope gains the combat benefits for higher ground, and the unit that is downslope must pay the movement cost for moving uphill if it wishes to approach the other unit.

Example 2: One unit is on flat terrain; another unit, 6 inches away, is on a hill of 2-inch elevation. Using this spell, the priest can effectively eliminate this difference in elevation (raising the low ground or lowering the high ground). All combat and movement involving these two units is then conducted as if there were no elevation difference (that is, no movement penalty, no combat benefit for higher ground, and so on). Alternatively, the priest could increase the height differential by 2 inches. Combat and movement would now be conducted as if the total difference in elevation were 4 inches.

Example 3: A unit faces a hill of 3-inch elevation. The priest casts *gravity variation*, decreasing the effective elevation of the hill to 1 inch. The unit pays a lower movement point cost to climb the hill. Alternatively, if the unit facing the hill were an

enemy unit, the priest could increase the effective elevation to 5 inches.

The priest must specify the degree and direction of change at the moment of casting. These parameters cannot be changed while the spell remains in effect.

The *gravity variation* spell can have dramatic effects on siege engines and towers. Most siege engines can be moved only on the most gentle of slopes. By raising or lowering the effective elevation of siege engines (by 2 inches), the priest might totally immobilize them by positioning them on a slope too steep for them to negotiate. Siege towers are 50% likely to topple, which would totally destroy them.

The material component is a tiny plumb bob; the plumb line must be made of platinum wire while the bob itself must be a gem of at least 1,000 gp value. The device is consumed in the casting.

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

Illusory Artillery

(Enchantment/Charm)

Sphere: War

Level: 5

Range: 300 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 30 yd. × 30 yd. square

Saving Throw: None

This spell creates a vivid illusion of incoming artillery fire (ballista bolts, catapult stones, and so on) against a target chosen by the caster. The illusion is complete, comprising both auditory and visual elements. It is impossible for target creatures to determine where the missiles were fired from; the missiles are noticed only as they are about to strike.

The missiles never actually strike—they vanish inches above the heads of those in the target unit and cause no damage. The illusion is so terrifying, however, that those attacked must make an immediate morale check. The first time a group or unit is subjected to this spell, the morale check is made with no modifier. The second and subsequent times the same unit is attacked with this spell, the unit receives a +1 bonus to its morale score (against this effect only). However, if the unit has been the target of real artillery fire in the interim, the bonus does not apply.

The material component is a small, empty cylinder made of brass.

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

Illusory Fortification

(Illusion/Phantasm)

Sphere: War

Level: 7

Range: 240 yds.

Components: V, S, M

Casting Time: 10 turns

Duration: Special

Area of Effect: Special

Saving Throw: None

The ritual required to cast this spell is time-consuming and extremely complex. As its name implies, *illusory fortification* creates an illusion of a wall of heavy stonework up to 30 feet tall and 160 yards long, topped with crenellations. The illusory wall can be of any color and apparent age, potentially allowing the caster to match the false wall with the real walls of an existing castle. The illusory wall must be continuous (it cannot form two or more shorter walls), but it can follow any corners or bends that the caster desires.

In addition to the wall, the spell creates the illusion of constant movement among the crenellations, as if defending troops were moving atop the wall. The formation of the crenellations makes it impossible for a distant observer to determine exactly how many and what types of defenders are present on the illusory fortification.

The illusion remains in existence for 2d12 hours unless the spell is terminated earlier.

The spell has one very significant limitation: it is strictly two-dimensional and is visible from only one side (the side that the caster deems to be the outside). When viewed from the outside, the wall appears real; when viewed from the end, from above, or from the inside, the wall is totally invisible except for a faint outline of the shape of the wall. This means that friendly troops, concealed from enemy view by the illusory wall, can see their opponents clearly. The wall is most effective if friendly troops are informed of the wall's presence and are careful not to walk through the illusion. Such an occurrence does not end the spell, but it will probably alert the enemy to the nature of the wall.

Spells cast at the wall and physical missiles fired at it by siege engines appear to strike the wall and inflict normal damage. In reality, the spells or missiles pass through the illusion, possibly striking troops or real fortifications beyond. Such hits do not disturb the illusion.

As soon as an enemy unit moves within 10 yards of the illusory fortification, the spell ends and the wall vanishes.

The spell can be ended in two ways in before its duration expires. First, the priest can end the spell at any time. Second, if a friendly unit makes an attack, whether melee or missile combat, through the illusory wall from the inside to the outside, the spell ends instantly.

Once the illusory fortification has been created, the priest does not need to concentrate on the wall. The spell remains in effect even if the casting priest is wounded or killed.

The material components are the priest's holy symbol, a handful of stones, powdered mortar, and a gem worth at least 3,000 gp. All components except the holy symbol are consumed in the casting.

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

Leadership

(Alteration, Enchantment/Charm)

Reversible

Sphere: War

Level: 4

Range: Special

Components: V, S, M

Casting Time: Special

Duration: Special

Area of Effect: 1 creature

Saving Throw: None

This spell can be used in two distinct ways. The first, appropriate for battlefield use, increases the subject creature's command radius by 50% (round fractions up). This spell has a range of 240 yards, duration of 1d4+6 turns, and a casting time of 1 turn. The priest can cast the spell on any individual (a commander or hero) within his line of sight. The material component is a pinch of steel dust.

The second variation must be cast in or within 100 feet of a place of worship officially dedicated to the caster's deity. Both the priest and the subject creature must be present. The casting time is 5 turns, involving an intricate ritual and many prayers. The subject's command radius is doubled for 2d12 hours. The material component is the priest's holy symbol.

The priest can cast either aspect (but not both at once) on himself. No individual can be the subject of more than one casting of this spell at one time, whether different aspects or cast by different priests. If more than one spell is attempted on the individual, only the most recent casting takes effect.

The reversed form, *doubt*, requires the creature to make a saving throw vs. spell. If failed, the

creature's command radius is halved (round fractions down) for 1d3+4 turns.

The material component is a pinch of steel dust.

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

Morale

(Enchantment/Charm)

Sphere: War

Level: 1

Range: Special

Components: V, S, M

Casting Time: Special

Duration: Special

Area of Effect: 1 unit up to 200 individuals

Saving Throw: None

This spell can be used in two distinct ways. The first is appropriate for battlefield use. It modifies the target unit's morale by 1, either positively or negatively, as the caster desires. This modification remains in effect for 1d4+2 turns. The priest can cast this spell on any unit within 240 yards in an uninterrupted line of sight. The casting time for this use is one turn.



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

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

The material component is a gem of at least 100 gp value, which is destroyed during the casting.

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

Rally

(Enchantment/Charm)

Sphere: War

Level: 2

Range: 240 yds.

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 unit of up to 300 individuals

Saving Throw: None

This spell allows the subject unit to make an immediate rally check. It allows the check during the Magic Phase, rather than forcing the unit to wait for the Rally Phase in the BATTLESYSTEM rules. If the priest casting the spell is of 12th level or higher, the subject unit receives a +1 bonus to its rally check die roll. The priest must have an uninterrupted line of sight to the unit.

The material component is a miniature duplicate of a pennant or standard that represents the cause for which the unit is fighting (such as a national flag or the blazon of the unit's liege lord). The pennant is consumed in the casting.

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

Righteous Wrath of the Faithful

(Enchantment/Charm)

Sphere: War

Level: 5

Range: 0

Components: V, S, M

Casting Time: 8

Duration: 1 rd./level

Area of Effect: 30-ft. radius

Saving Throw: None

The caster fires any allies and companions with a divine madness or fury that greatly enhances their combat ability. Those fighting on the side of the priest are affected as if they had received an *aid* spell, gaining a +1 bonus to attack rolls and saving throws, plus 1d8 additional hit points for the duration of the spell. Also, allies who share the same faith (not just alignment) of the caster become filled with *righteous wrath*: they gain one additional melee attack each round and have a total +2 bonus to attack rolls, damage rolls, and saving throws. The additional hit points conferred by *righteous wrath* are the first points lost if the subject sustains any injury. Characters in a state of divine frenzy are difficult to *charm* or *hold*. Against spells or effects that target the subject's mind or emotions, the saving throw bonus increases to +3.

When the spell ends, any remaining temporary hit points that it granted are lost. Those fighting under *righteous wrath* are extremely fatigued and must rest for one full turn before exerting themselves again. If forced to fight in this state, they are treated as if *exhausted* under the *Combat & Tactics* fatigue rules.

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

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

Fatigue: *Exhausted* characters operate as if their encumbrance were two classes worse.

Selective Passage

Reversed form, tanglefoot.

Shadow Engines

(Illusion/Phantasm)

Sphere: War

Level: 7

Range: 240 yards

Components: V, S, M

Casting Time: 3 turns

Duration: 8 turns

Area of Effect: 180-yard × 180-yard square

Saving Throw: None

This spell creates the illusion of as many as four siege engines. The casting priest can choose from ballistae, siege towers, catapults, rams, or any combination thereof. Like the creatures created by the spell *shadow monsters*, these illusory engines have at least a tenuous reality and can inflict damage on enemies.

Illusory crews of the appropriate number and race accompany the shadow engines. The engines can move at a rate of 20 yards per turn and are unaffected by terrain considerations. (The caster can choose to slow them when passing through rough terrain to aid the illusion of reality.)

Shadow engines cannot carry real troops. They fire at the same rate as real engines of the appropriate type, but a hit causes only one-half the damage normal for that type of engine (round fractions down).

A shadow engine remains in existence until the spell duration expires, until an enemy unit approaches within 10 yards, or until it suffers damage from an enemy missile attack. When any of these conditions occur, the engine vanishes. If a single spell has created multiple engines, only the engine struck vanishes; the others remain.

The crew associated with a shadow engine remains with that engine and cannot move more than 5 yards away from the engine itself.

Shadow engines can move independently of other engines created by the spell as long as they remain within the area of effect and remain within 240 yards of the caster. The caster must maintain concentration to control the shadow engines. No other spells can be cast, nor can the caster move at a movement rate greater than 6. If the caster is struck for damage, the shadow engines vanish.

The material component is a finely detailed miniature model of a siege engine (of any type), which is consumed during the casting.

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

Tanglefoot

(Abjuration, Alteration)

Reversible

Sphere: War

Level: 4

Range: 240 yards

Components: V, S, M

Casting Time: 2 turns

Duration: 2 turns/level

Area of Effect: 100 sq. yards/level

Saving Throw: None

This spell temporarily doubles the movement cost of one region of ground. Units allied to the priest are unaffected and movement is made at normal cost; only enemy units suffer the penalty.

The spell creates a variety of effects depending on the terrain: grass twists around troops' ankles, swamp becomes more viscous, rocks and gravel shift underfoot, and so on.

The spell affects only units—that is, groups of soldiers moving in regular or irregular formation. The spell does not affect individuals or monsters moving and operating alone. (When using the *BATTLESYSTEM* rules, figures that represent individual heroes are not affected by this spell.)

When casting this spell, the priest must have an uninterrupted line of sight to the terrain to be affected. The priest can choose the shape of the area, up to the maximum area of effect. This spell can create only one continuous area of tanglefoot. There is no way of detecting that a particular area is under the influence of this spell simply by looking at the area. *Detect magic* reveals that the area is magically affected.

The material component is a drop of molasses.

The reverse of this spell, *selective passage*, cuts the movement cost of an area in half (round fractions up) for friendly units. Again, individual heroes and creatures are not affected by this spell (which means that advancing troops must be careful not to leave their leader behind!).

The material component is a pinch of powdered graphite.

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

Quest Spells

Priests and clerics are the servants of Powers—immortal entities with abilities far beyond those of mere mortals. Yet these servants do not wield magical forces equal to those of wizards; priests have nothing to compare with the *wish* spell, for example. Circumstances will arise when a priest should be able to call upon the magical energies controlled by the patron Power to achieve something extraordinary in serving a sacred duty. Quest spells are designed to satisfy these extremes and allow the priest to wield high-powered magic without drastically altering the scope of his or her magic.

Quest spells are a category of powerful spells without an assigned level. They should not be confused with the 5th-level spell *quest*, which is a specific single spell.

While quest spells are powerful, they are not as powerful as the energies used by Powers. A god who chose to flatten a mountain or raise an island could probably do so. Priests cannot achieve such huge effects; they are still mortal beings. But quest spells do provide a priest with magic more powerful than any other priestly magic; a quest spell could easily mean the difference between success or failure in a mission. Quest spells are capable of affecting large areas or numbers of creatures and allow the shaping of great energies; they are often difficult or impossible to resist or dispel.

Quest spells are not part of a priest's normal repertoire. These spells are granted powers, bestowed directly by one's deity to achieve special goals.

Why Quest Spells

Two circumstances are most likely to warrant the granting of a quest spell. First, a Power may contact the priest in a dream or omen, or by sending a servant or avatar. In this case, the Power requests that the priest perform a vital service on behalf of the Power (the nature of such a request is discussed later). The priest is effectively commanded to go on a quest—hence the generic title of quest spell.

A second case for the granting of a quest spell may occur if a priest were to discover something of fundamental importance to the faith that the Power must be appraised of (not all powers are omniscient). A priest contacting the Power (with a *commune* spell or by prayer) might beseech the Power to grant some exceptional magic to address the situation. The request for a quest spell must not be motivated by such selfish considerations on the priest's part (such hubris is greatly offensive to any Power), and circumstances must be truly exceptional. The

Power then considers the priest's request and responds accordingly.

In game terms, the first condition translates to the DM using a quest spell as a plot device to spice up a quest for the priest and his or her party. The second condition translates to a player requesting exceptional aid for his or her priest character followed by the DM's decision whether to allow this.

Conditions for Quest Spells

The circumstances that prompt a power or priest to seek the use of a quest spell are usually related to a major sphere of concern of the Power. A god of druids is not likely to grant a quest spell to address a matter of warfare, commerce, politics, knightly virtue, or other irrelevance (as this Power would view them). However, destruction of a huge swathe of forest by fire is entirely different. To protect or regenerate a great natural resource, a druidic Power would surely consider dispatching a most powerful servant with awesome magic. A major challenge demands a major response.

A Power may choose to equip followers with a quest spell in preparation for a major conflict with servants of a hostile Power. This may be true for both sides in the conflict; the NPCs as well as the PCs might be equipped with quest spells. In this manner, two Powers avoid fighting each other directly; their servants carry out the warfare instead. This will be a major event in any campaign setting! Milder variations on this theme include the razing of a major temple of the enemy Power or the destruction of a major resource belonging to the Power's servants.

This is a situation in which a DM must exercise caution. This type of conflict can easily swerve out of control and threaten the destruction of the game world; no Power wants this. Only if a Power has stepped out of line is the retribution by a rival Power tolerable among the community of Powers. If an evil temple has stood in the capital of an evil land for centuries, it is unacceptable for a good deity to strike at it. If an evil temple is hidden in nonevil lands, it is reasonable for a good Power to strike it down. It is important that game balance and the status quo are maintained.

A Power is likely to grant a quest spell when there is a major threat to its followers, church, consecrated grounds, or territories. These situations may become considerably extended; a Power of healing may extend the use of quest magic to help his priests cure a virulent plague affecting ordinary folk. For such a Power, the welfare of the common man is important. In such cases, game balance must

be maintained by granting quest spells only in true catastrophes.

Exceptional and unique circumstances will arise that will draw quest magic into the game. This may include racial interests (for elves, dwarves, and so on) such as defense of the homelands or protection of great fortresses, or it may include communities of exceptional artisans wishing to draw quest magic from Powers. The discovery of an intensely magical artifact or place important to the power may necessitate quest magic to secure it. Establishing and developing a major sacred location may justify the use of quest magic (especially with spheres such as Creation, Guardian, Protection, and Wards). Such cases are individually determined by the DM as major elements of a campaign story line.

Situations Unworthy of Quest Spells

What types of requests do not warrant a Power granting a quest spell? Generally, a quest spell is not needed for events that affect only a minor sphere of interest for the deity and events that are part of normal Prime Material conflict; a senior priest being killed by an agent of an evil Power isn't enough to justify the use of a quest spell. Any problem that has limited scale or should resolve itself in time through the normal efforts of priests does not need quest magic.

The DM must consider whether a problem is out of the ordinary. Only under extraordinary circumstances should a quest spell be granted. If the DM is in doubt, a simple question may provide the answer: Could the problem have a fair chance of resolution through the use of upper-level priest spells if wisely used? Only if the answer is "no" should quest magic be considered.

Which Priests Receive Quest Spells

Only true and faithful servants of a Power who have successfully used powerful magic are eligible for quest spells. This limits quest spells to priests; although a paladin may be true and faithful, his or her experience is not sufficient to command the magical energies of potent quest magic.

Level limitations are important. It is very rare for a priest of less than 12th level to be granted quest magic. Priests of 9th level and lower cannot use quest magic; the strain of holding and shaping such magic is too great.

A priest must possess Wisdom of 17 or better to cast quest spells. It is quite possible for a priest to be granted a quest spell but not possess the wisdom to cast 7th-level clerical spells; Powers sometimes work in mysterious ways.

Under normal conditions, quest spells are granted to high-level priests rather than to their junior counterparts (when such an option exists,

such as in a large temple). If the hierarchy of a temple has been destroyed, then the best of the junior echelons may be granted quest spells.

Some cases may not offer as many options as to the recipient of a quest spell. If the nearest priest to the site of a mission is of a lower level than priests at a faraway temple, the chances are good that this priest will be granted a quest spell rather than awaiting the arrival of a faraway superior. Similarly, if the senior priests of a temple are too old to travel or are needed to maintain order at the temple, a priest of a lower level may be granted the quest spell.

In some situations, a Power will recognize an extremely devoted follower by granting a quest spell, passing up older, more experienced colleagues. Age and experience do not indicate devotion or worthiness. Prodigies exist in all walks of life; clerics are no exception.

Faithfulness and piety of the priest are important but difficult to judge. The priest must be unswerving in his or her alignment and have an exemplary record of service to the Power. It is reasonable to ignore an offense committed due to magical influence even if atonement was required (or voluntarily undergone) as a result.

Obviously, these criteria depend on DM judgment. The DM must remember that priests are mortals—and mortals have weaknesses. While a priest who has not been zealous in defense of the faith is a noncandidate for quest spells, a priest who is pure of heart but who has made a few errors might still be considered for quest magic. However, such a priest may be asked to undertake a preliminary quest to prove his or her worthiness. This is especially likely if there is no time pressure for the greater quest or if the priest has asked the Power for quest magic rather than the Power commanding the priest.

A preliminary quest is not a trivial affair; it should present a stiff challenge. In a campaign, it is especially appropriate if such a quest doubles as an opportunity to acquire a new resource (magical items, henchmen, followers, NPC co-operation, and so on) which might assist the greater quest to come.

How Is the Quest Spell Granted

A priest must undergo specific preparations to receive a quest spell. Isolated prayer and meditation for 24 hours are required (double this if the priest has Wisdom of only 17 or is below 12th level). If this period is interrupted, the priest must begin anew. Following this period, the priest needs one hour to establish a maintain a direct mental link with the patron Power and receive the spell into his or her mind. During this communion, the priest is in a state of exultation and is oblivious to the outside world. He or she cannot be roused from this

reverie. The DM may rule that specific ceremonies be carried out by the priest during the time of meditation and the time of the granting of the spell. These ceremonies should be determined in accordance with the nature of the religion. The priest may be required to be in a major church or temple for the ceremony. The presence of junior priests and acolytes, perhaps united in mass prayer, may also be needed. However, these are only suggestions and should not be rigidly enforced—a god of travelers would not require a quest spell to be granted in a temple, for example.

Introducing the Quest Spell

Bringing a quest spell into a campaign should be a major event. It should create a powerful atmosphere that includes elements of pageantry, solemnity, and ceremony to make the event come alive in the game. Such considerations of staging and flavor are left to DM discretion and the demands of the campaign.

The Cost of Quest Spells

Quest spells are not granted without a price. A priest receiving a quest spell is unable to memorize spells of the highest level he or she is allowed. Memorized spells of that level are lost (for example, a 13th-level cleric is unable to use 6th level spells).

A cleric who has been granted a quest spell does not gain the ability to automatically cast it again. Each time a priest wishes to use a quest spell, the described procedures must be repeated.

Adjudicating Quest Spells

The rules that follow apply to all quest spells. The DM should avoid altering these rules, in order to use quest spells consistently and fairly.

Components: Material components are not needed for quest spells. All quest spells use verbal and somatic components. Since this is invariant, components are not included in the spell descriptions.

Duration: In the spell descriptions, the term “day” is often used. “Day” means “until the next dawn” if the priest casts the spell during daylight hours and “until the next dusk” if the spell is cast during nighttime hours.

Countering Quest Spells: Most quest spells cannot be dispelled. Because of their semidivine origin, mortal *dispel magic* spells simply do not affect them. In most cases, only other quest magic will directly counter quest magic.

This also applies to attempts to counter specific elements of quest spells. For example, certain quest spells include the effect of a *prayer* spell in the area of effect of the quest spell. Such a *prayer* effect cannot be countered by the use of a mortal *prayer*

spell. The quest *prayer* overrides the ordinary *prayer* spell.

Saving Throws: Target creatures at whom quest spells are cast are usually allowed no saving throws. Magical items that would normally protect against the type of effect (for example, a *ring of free action* against a hold/paralysis effect) allow a weakened saving throw of 18. Magic resistance functions, but at one-half normal. If a quest spell has multiple magical effects, magic resistance checks must be made against each affect.

Faith Magic

A unique feature of clerical magic is *faith magic*. Using this special category of priest spells, clerics can create semipermanent wards, sanctify ground, ensure good harvests, or even improve the health of followers. In short, this amplified magic allows certain clerical spells to be increased and intensified through the combined efforts of priests and worshipers. Range, area of effect, duration, and even damage can be altered through devotion and combined spellcasting.

To gain this ability, priests and their worshipers form groups to create faith magic. Priests of nearly all religions seek out worshipers, establish temples, retire to monasteries, and establish seminaries. While there are many practical reasons to form such groups, priests’ attitudes are also shaped by this important difference between clerical and wizardly magic—the ability to combine magical power. Wizard spells lack the property to benefit from devotional power—wizards gain no magical benefits from founding monasteries or attracting followers.

Devotional Power

The core of faith magic is devotional power. This power comes from the dedication of ardent followers and priests. It is not something that can be manipulated directly (like a spell), although it is a source of power for spells. Unlike magical energy, devotional energy is not tied to a particular character class. Ordinary people are as much a source of this power as are adventurers. Only priests are significantly different; their lifelong dedication to their god being the wellspring for even greater power.

Not everyone is a source of devotional energy. Almost every character generates a small amount of power, but only those persons dedicated in their beliefs provide the amounts needed for faith magic. Even at this level, the total energy provided by each person is very small. Thus, faith magic can be used only when large numbers of sincere worshipers

gather, such as particularly devout congregations, monasteries, seminaries, and universities operated by a religious order. Sincere belief is the most important factor. While persons attending a service may be numerous, casual followers do not contribute to the effect.

Before its power can be harnessed, the devotional energy of a groups must be gathered and concentrated toward a single effect. This is known as *focusing* the effect. Once focused, the devotional energy provides power needed to maintain a spell effect, increase its area of effect, or create a number of other different results. A focus is created by means of the 4th-level spell *focus*.

Once the devotional energy has been focused, the priest or priests can cast the spell to be amplified. Using the devotional energy gathered by the *focus*, the spell's area of effect, duration, or both can be increased. The exact increase depends on the level of the priest casting the *focus* spell. Such amplified spells typically affect a building (such as a church or hospital), group of buildings, or even an estate.

The spell remains in effect as long as the *focus* exists. This requires a minimum number of worshipers and periodic renewals of the spell. Since the duration of a *focus* is long, these renewals often coincide with important festivals of the religion, when numerous worshipers are present to provide devotional energy.

Cooperative Magic

Cooperative spells are unique to priests. These spells allow several priests to combine their abilities to create a greater effect. *Combine* (1st level) is one type of cooperative spell.

Cooperative spells do not require a focus or devotional energy; all that is required are two or more priests of sufficient level to cast any cooperative spell. Casting times for cooperative spells are much shorter than those required for quest spells or faith magic, making cooperative magic useful to adventuring priests.

All priests who attempt cooperative magic must know the spell to be cast and be of the same ethos. Generally, only priests of the same religion can use cooperative magic. However, priests of deities known to work in close harmony are sometimes able to use cooperative magic with each other. The decision lies with the DM, since the relations between different deities vary greatly from campaign to campaign.

Note: In this series, cooperative spells are marked with an asterisk (*). Those spells that can be

cast cooperatively (but not necessarily must be), are marked as well.

Divine Intervention

The gods are not unwilling to aid their worshipers. The fact is, gods have so many worshipers that they prefer to give aid of a less specific and more general nature—subtle aid that will help their worshipers as a whole. This type of aid often goes unnoticed in the short run (except by high level priests, who know what to expect). Specific aid to individuals is extremely rare, despite the fact that this is the type of aid deities are most frequently requested to supply.

If the supernatural powers of the various Outer Planes could and would continually and constantly involved themselves in the affairs of the millions upon the Prime Material Plane, they would not only be so busy as to get neither rest nor relaxation, but these deities would be virtually handling their own affairs and confronting each other regularly and often. If an entreaty for aid is heard one time in 100, surely each and every deity in the multiverse would be as busy as a switchboard operator during some sort of natural disaster. Even giving each deity a nominal number of servants able to supply aid to desperate adventurers, the situation would be frenzied at best. Add to the effects of various spells—*commune*, *contact other plane*, *gate*. It is obvious that intervention by a deity is no trifling matter, and it is not to be allowed on a whim, even if the characters are in *extremis*!

This is not to dictate that deities will never come to characters. The mighty evil gods and fiends are prone to appear when their name is spoken—provided they stand the possibility of gaining converts to their cause. The forces of good might send some powerful creature of like alignment to aid characters on a mission in their behalf. Certainly in the case of some contest between opposing deities, all sorts of intervention will take place—but always so as not to cause the deities themselves to be forced into direct confrontation! The accumulation of hit points and the ever-greater abilities and better saving throws of characters generally represents the aid supplied by supernatural forces. In most cases, the DM determines the involvement of deities as the campaign develops.

Note: Deities will not intervene on the planes that are the habitation of other deities: the Outer Planes. Neither will they venture to involve themselves in the Positive and Negative Material Planes. Intervention in the Elemental Planes is subject to DM option

based on the population there (if there are elemental gods, the deities from the Outer Planes will *not* go there). Intervention occurs only on the Prime Material, Astral, or Ethereal Planes in most cases.

General Intervention

The following guidelines can be used if a character initiates the possibility of divine intervention.

If the character beseeching help has been exemplary in faithfulness, allow a straight 10% chance that some creature will be sent to his or her aid, if this is the first time the character has asked for help.

If 00 is rolled, the deity itself may come (1% chance per level of the character), and this chance is modified as noted.

Each previous intervention on behalf of the character	-5%
Alignment behavior only medial	-5%
Alignment behavior borderline	-10%
Direct confrontation with another deity required by the situation	-10%
Character opposing forces of diametrically opposed alignment	+1%
Character serving deity proximately (through direct instructions or by means of an intermediary)	+25%

It is incumbent upon the DM to prevent players from becoming too dependent on this type of aid. A good default approach is to make sure that spurious calls for divine intervention ultimately cost more than the beseeching character benefits.

Divine Ascension

It is remotely possible for mortals to ascend into the ranks of the divine. However, there are certain requirements that must be fulfilled before such a thing can happen.

First, the character in question must have advanced to an experience level that is significantly above and beyond the average level of adventurer-type characters in the general campaign. This includes all such nonplayer character types as mili-

tary leaders, royal wizards, and so on. For example, if the average level of characters in the campaign, both player and nonplayer, is around 5th level, then a candidate for ascension should be something like 9th or 10th level. If the average level is something like 15th, then a character would have to be in the realm of 25th–30th level!

Second, the character's ability scores must have been raised through some mighty world-shaking magic to be on par with the lesser demigods. Should such an act be lightly considered, remember that a *wish* spell is the most powerful magic that mankind can control, and such an average increase in abilities would literally take the power of *dozens* of wishes.

Third, each personage must have a body of sincere worshipers, people convinced of his or her divinity due to their witnessing of and/or belief in the mighty deeds and miracles the character has performed (and continues to perform). These must be genuine worshipers, honest in their adoration or propitiation of the person.

Fourth, the person in question must be and have been a faithful and true follower of his or her alignment and patron deity. It is certain that any deviation will have been noted by the divine powers.

If all of the above conditions have been met, and the character has fulfilled a sufficient number of divine quests, then the character's deity may choose to invest the candidate with a certain amount of divine power, and bring the character into the ranks of the god's celestial servants. This process of *ascension* usually involves a great glowing beam of light and celestial fanfare, or (in the case of those transmigrating to the lower planes), a blotting of the sun, thunder and lightning, and the disappearance of the character in a great smoky explosion. Characters thus taken into the realms of the gods serve their patron as minor functionaries and messengers. After several centuries of superior service and gradual advancement, exceptional servants may be awarded the status of demigod, which includes having an earthly priesthood and the ability to grant spells to the demigod's priests.

Naturally, ascension to divinity effectively removes the character from the general campaign, as he or she becomes a nonplayer member of the DM's pantheon. The section on divine intervention applies in general to these characters as well, as the patron deity has more important jobs for his or her servants than to continually send them when called to interfere in worldly matters.

Priest Spells by Sphere

These lists include many of the more general priest spells, sorted by relative rarity. The entries in CAPS are common spells from the *Player's Handbook*. The spells in normal type are uncommon spells, those from the 1st Ed. *Player's Handbook*, the *Tome of Magic*, and the *PLAYER'S OPTION: Spells & Magic* books. Spells in *italic* type are rarer spells from modules and other supplements. Screened spells are very rare spells from magazines and other sources. Specifically excluded from these lists are world-, deity-, and race-specific spells, as well as spells identified as from extremely rare sources, such as the sources described in the FORGOTTEN REALMS accessory *Prayers from the Faithful*.

All

BLESS (1)
COMBINE* (1)
DETECT MAGIC (1)
PURIFY FOOD & DRINK (1)
Ceremony (1)
Orison (1)
CHANT (2)
Mystic Transfer (2)
Protection from Orisons (2)
Sanctify* (2)
DISPEL MAGIC (3)
REMOVE CURSE (3)

Bestow/Remove Minor Curse (3)

TONGUES (4)
Focus (4)
Uplift (4)
ATONEMENT (5)
COMMUNE (5)
QUEST (5)
TRUE SEEING (5)
Meld (5)

Prepare Enchantment (5)

SPEAK WITH MONSTERS (6)

Bestow/Remove Major Curse (6)

GATE (7)

Ancient Curse (7)

Animal

ANIMAL FRIENDSHIP (1)
DETECT SNARES & PITS (1)
INVISIBILITY TO ANIMALS (1)
LOCATE ANIMALS OR PLANTS (1)
Calm Animals (1)
Beastmask (1)

Animal Sanctuary (1)
Call Animal or Bird (1)
Hibernate (1)

Minor Curse (3)
CHARM PERSON OR MAMMAL (2)
MESSENGER (2)
SNAKE CHARM (2)
SPEAK WITH ANIMALS (2)
Animal Speech (2)
Animal Spy (2)
Beastspite (2)
Gift of Speech (2)

Bat Sense (2)
Druid's Sight (2)
Protection from Animals (2)
Wild Deer Speed (2)

HOLD ANIMAL (3)
SUMMON INSECTS (3)
Control Animal (3)
Converse with Sea Creature (3)

Druid's Decay (3)
Insect Ward (3)
Invisibility To Animals, 10' Radius (3)
Oxen Strength (3)
Protection from Insects (3)

ANIMAL SUMMONING I (4)
CALL WOODLAND BEINGS (4)
GIANT INSECT (4)
REPEL INSECTS (4)
Detect Animal Attacker (4)
Enhance Water Creature (4)
Hunger (4)

Bear Hug (4)
Decompose (4)

ANIMAL GROWTH (5)
ANIMAL SUMMONING II (5)
COMMUNE WITH NATURE (5)

INSECT PLAGUE (5)

Viper's Bite (5)

ANIMAL SUMMONING III (6)

ANTI-ANIMAL SHELL (6)

Control Lycanthropes (6)

CREEPING DOOM (7)

REINCARNATE (7)

Finger of Death (7)

Call Hunt (7)

Astral

Astral Celerity (1)

Speak with Astral Traveler (1)

Astral Awareness (2)

Ethereal Barrier (2)

Astral Window (3)

Etherealness (3)

Join with Astral Traveler (4)

PLANE SHIFT (5)

Otherworld (6)

ASTRAL SPELL (7)

Chaos

Battlefate (1)

Mistaken Missive (1)

Portent (1)

Chaos Ward (2)

Dissension's Feast (2)

Miscast Magic (3)

Random Causality (3)

Spliff's Wonder Bubbles (3)

Chaotic Combat (4)

Chaotic Sleep (4)

Inverted Ethics (4)

Chaotic Commands (5)

Entropy Shield (6)

Uncontrolled Weather (7)

Charm

COMMAND (1)

REMOVE FEAR (1)

SANCTUARY (1)

DETECT CHARM (2)

ENTHRALL (2)

HOLD PERSON (2)

MESSENGER (2)

SNAKE CHARM (2)

Music of the Spheres (2)

Protection from Charm (2)

Dictate (3)

Emotion Control (3)

CLOAK OF BRAVERY (4)

FREE ACTION (4)

IMBUE WITH SPELL ABILITY (4)

Gloomcloud (4)

Gloomcloud (4)

FEEBLEMIND (6)

Command Monster (6)

Metal Skin (6)

CONFUSION (7)

EXACTION (7)

Combat

COMMAND (1)

MAGICAL STONE (1)

Aranen's Divinational Armor (1)

AID (2)

SPIRITUAL HAMMER (2)

Enhance Turning (2)

PRAYER (3)

Unearthly Choir (3)

Heroism (3)

Recitation (4)

Smiting (4)

FLAME STRIKE (5)

Spiritual Wrath* (6)

Superheroism (6)

WORD OF RECALL (6)

Word of Vengeance (6)

HOLY WORD (7)

Creation

LIGHT (1)

Holy Symbol (2)

CONTINUAL LIGHT (3)
CREATE FOOD & WATER (3)
STICKS TO SNAKES (4)
Blessed Abundance (5)
ANIMATE OBJECT (6)
BLADE BARRIER (6)
HEROES' FEAST (6)
Great Circle* (The) (6)

Divination

DETECT EVIL (1)
DETECT POISON (1)
Analyze Balance (1)
Portent (1)
Detect Disease (1)
Empathy (1)

Find Water (1)
Read Language (1)

AUGURY (2)
DETECT CHARM (2)
FIND TRAPS (2)
KNOW ALIGNMENT (2)
SPEAK WITH ANIMALS (2)
Detect Life (2)

Bat Sense (2)
Know Language (2)

LOCATE OBJECT (3)
SPEAK WITH DEAD (3)
Detect Illusion (3)
Detect Spirits (3)
Extradimensional Detection (3)
Converse with Sea Creature (3)

Find Portal (3)
Water Window (3)

DETECT LIE (4)
DIVINATION (4)
TONGUES (4)
Lair Divination (4)
Omniscient Eye (4)
MAGIC FONT (5)
Consequence (5)
FIND THE PATH (6)
STONE TELL (6)

Alter Luck (6)
Divine Event (6)
Seal of Destiny (6)
Seek (6)

Divine Inspiration (7)

Elemental Air

Wind Column (1)
DUST DEVIL (2)
Wind Servant (3)
Zone of Sweet Air (3)

Thunderclap (3)

Windborne (4)
Protection from Elementals, 10'
Radius (4)

AIR WALK (5)
Cloud of Purification (5)
CONTROL WINDS (5)
Whirlwind (6)
Conjure Air (or Water) Elemental (7)

Conjure Greater Elemental (7)

WIND WALK (7)

Elemental Earth

Strength of Stone (1)

Sense Direction (1)

Soften Earth and Stone (2)
MELD INTO STONE (3)
STONE SHAPE (3)
Adamantite Mace (4)
Earthmaw (4)

Magnetism (4)

Protection from Elementals, 10'
Radius (4)

Warp Stone Or Metal (4)

Nature's Charm (5)

Shatter Stone and Metal (5)
Sink into Earth (5)

SPIKE STONES (5)
Strengthen Stone (5)
TRANSMUTE ROCK TO MUD (5)
ANTI-ANIMAL SHELL (6)
STONE TELL (6)
ANIMATE ROCK (7)
CONJURE EARTH ELEMENTAL (7)
EARTHQUAKE (7)
TRANSMUTE METAL TO WOOD (7)
Anti-Mineral Shell (7)

Conjure Greater Elemental (7)

Elemental Fire

Firelight (1)
Log of Everburning (1)
FIRE TRAP (2)
FLAME BLADE (2)
HEAT METAL (2)
PRODUCE FLAME (2)
FLAME WALK (3)
PROTECTION FROM FIRE (3)

Psychic Immolation (3)

PYROTECHNICS (3)
PRODUCE FIRE (4)
Protection from Elementals, 10'
Radius (4)
Animate Flame (5)
WALL OF FIRE (5)

Call Phoenix (6)

CONJURE FIRE ELEMENTAL (6)
FIRE SEEDS (6)
CHARIOT OF SUSTARRE (7)

Conjure Greater Elemental (7)

FIRE STORM (7)

Elemental Water

CREATE WATER (1)
Precipitation (1)
Watery Fist (2)
Purify Water (1)
Pressure Resistance (2)

Hailstone (2)
Spring (2)

WATER BREATHING (3)
WATER WALK (3)
Cloudburst (3)

Water Window (3)

Enhance Water Creature (4)
LOWER WATER (4)
REFLECTING POOL (4)
Protection from Elementals, 10'
Radius (4)

Effervescence (4)

TRANSMUTE ROCK TO MUD (5)
Cloud of Purification (5)
Produce Ice (5)
Nature's Charm (5)

Calm Water (5)
Geyser (5)

PART WATER (6)
TRANSMUTE WATER TO DUST (6)
Conjure (Air or) Water Elemental (6)
Tsunami (7)

Conjure Greater Elemental (7)

Guardian

LIGHT (1)
Blessed Watchfulness (1)
Sacred Guardian (1)
SILENCE, 15' RADIUS (2)
WYVERN WATCH (2)
Iron Vigil (2)
CONTINUAL LIGHT (3)
GLYPH OF WARDING (3)
ABJURE (4)
Dimensional Anchor (4)

Animate Statue (4)
Lesser Guardian Seal (4)
Psionic Barrier (4)

DISPEL EVIL (5)
Unceasing Vigilance of the Holy Sentinel (5)

Golem (5)
Page Guardian (5)

BLADE BARRIER (6)
FORBIDDANCE (6)

Greater Guardian Seal (6)
Imbue Purpose (6)

SYMBOL (7)

Healing

CURE LIGHT WOUNDS (1)
Regenerate Light Wounds (1)
SLOW POISON (2)
Cure Moderate Wounds (2)

Fortifying Stew (druid) (2)
CURE BLINDNESS OR DEAFNESS (3)
CURE DISEASE (3)
Hold Poison (3)
Repair Injury (3)
CURE SERIOUS WOUNDS (4)
NEUTRALIZE POISON (4)
Fortify Healing* (4)

Regenerate Serious Wounds (4)

CURE CRITICAL WOUNDS (5)

Regenerate Critical Wounds (5)

HEAL (6)
REGENERATE (7)
Breath of Life (7)

Regenerative Heal (7)

Law

COMMAND (1)
Protection from Chaos (1)
Calm Chaos (2)
ENTHRALL (2)
HOLD PERSON (2)
Dictate (3)
Rigid Thinking (3)
Strength of One (3)
Compulsive Order (4)
Defensive Harmony (4)
Champion's Strength (5)
Impeding Permission (5)
Legal Thoughts (6)

Necromantic

Dispel Fatigue (1)
INVISIBILITY TO UNDEAD (1)
Aid (2)
Restore Strength (2)

Resist Turning (2)

ANIMATE DEAD (3)

Death's Door (3)

FEIGN DEATH (3)
NEGATIVE PLANE PROTECTION (3)
REMOVE PARALYSIS (3)
SPEAK WITH DEAD (3)
Exorcise (4)
NEUTRALIZE POISON (4)
Suspended Animation (4)

Unfailing Endurance (4)
RAISE DEAD (5)
Cure Insanity (5)

Create Crypt Thing (7)

Mindkiller (7)
RESTORATION (7)
RESURRECTION (7)

Numbers

Analyze Balance (1)
Calculate (1)
Personal Reading (1)
Moment (2)
Music of the Spheres (2)
Etherealness (3)
Extradimensional Detection (3)
Moment Reading (3)
Telethaumaturgy (3)
Addition (4)
Dimensional Folding (4)
Probability Control (4)
Consequence (5)
Dimensional Translocation (5)
Extradimensional Manipulation (5)
Extradimensional Pocket (5)
Protection from Fiends, 10'
Radius (5)
Physical Mirror (6)
Seclusion (6)
Spacewarp (7)
Timelessness (7)

Plant

DETECT SNARES & PITS (1)
ENTANGLE (1)
LOCATE ANIMALS OR PLANTS (1)
PASS WITHOUT TRACE (1)
SHILLELAGH (1)
Puffball (1)

Heal Plants (1)
Magic Creeper (1)
Nectar (1)
Ripen (1)
Banish Blight (2)

BARKSKIN (2)
GOODBERRY (2)
TRIP (2)
WARP WOOD (2)

Firebreak (2)
Grassdart (2)
Sharpleaf (2)

PLANT GROWTH (3)
SNARE (3)
SPIKE GROWTH (3)
TREE (3)
Slow Rot (3)
Shape Wood (3)

Druid's Decay (3)
Heal Trees (3)
Pass without Trace, 10' Radius (3)
Splinter Wood (3)

HALLUCINATORY FOREST (4)
HOLD PLANT (4)
PLANT DOOR (4)
SPEAK WITH PLANTS (4)
STICKS TO SNAKES (4)
Hunger (4)
Knurl (4)
Needlestorm (4)

Decompose (4)

ANTI-PLANT SHELL (5)
COMMUNE WITH NATURE (5)
PASS PLANT (5)
Thornwrack (5)

Animate Tree (5)
Stonewood (5)

LIVEOAK (6)
TRANSPORT VIA PLANTS (6)
TURN WOOD (6)
WALL OF THORNS (6)
Ivy Siege (6)

Blossom (6)
Earthwrack (6)

CHANGESTAFF (7)
Tree Spirit (7)
Unwilling Wood (7)

Holly Dart (7)
Sustarre's Transformation (7)

Protection

ENDURE HEAT/ENDURE COLD (1)
PROTECTION FROM EVIL (1)
SANCTUARY (1)
Ring of Hands* (1)

Rainshield (1)

RESIST FIRE/RESIST COLD (2)
WITHDRAW (2)
Resist Acid and Corrosion (2)
Pressure Resistance (2)

Death Prayer (2)
Protection from Charm (2)

MAGICAL VESTMENT (3)
NEGATIVE PLANE PROTECTION (3)
REMOVE PARALYSIS (3)
Line of Protection* (3)

Mind Cloak (3)
Protection from Amorphs (3)
Wind and Rain Protection (3)

PROTECTION FROM EVIL, 10'
RADIUS (4)
SPELL IMMUNITY (4)
Protection from Gas, 5' Radius (4)
*Protection from Lycanthropes, 10'
Radius* (4)
Protection from Traps (4)
*Protection from Undead, 5'
Radius* (4)

Hand of Fate (4)
Protection from Electricity (4)
Protection from Electricity, 10' Radius (4)

ANTI-PLANT SHELL (5)
Impregnable Mind (5)
*Protection from Fiends, 10'
Radius* (5)

Adaptation (5)
Protection from Petrification, 10' Radius (5)

Anti-Animal Shell (6)
Anti-Mineral Shell (7)
Impervious Sanctity of Mind (7)

Sphere of Adaptation (7)

Summoning

Call Upon Faith (1)
DUST DEVIL (2)
MESSENGER (2)
Draw Upon Holy Might (2)
Summon Animal Spirit (3)
ABJURE (4)
Elemental Control (4)
Dimensional Translocation (5)
DISPEL EVIL (5)

AERIAL SERVANT (6)
ANIMATE OBJECT (6)
CONJURE ANIMALS (6)
WORD OF RECALL (6)

Call Avatar (7)

EXACTION (7)
SUCCOR (7)
Spirit of Power* (7)

Sun

LIGHT (1)
Sunsorch (1)
CONTINUAL LIGHT (3)
STARSHINE (3)

Warmth (3)

Blessed Warmth (4)
MOONBEAM (5)
RAINBOW (5)
Sol's Searing Orb (6)
SUNRAY (7)

Thought

Emotion Read (1)
Thought Capture (1)

Detect Psionic Use (1)
Dictation (1)

Idea (2)
Mind Read (2)
Emotion Control (3)
Memory Read (3)
Telepathy (3)
Genius (4)
Mental Domination (4)
Modify Memory (4)
Rapport (4)
Solipsism (4)
Thought Broadcast (4)
Impregnable Mind (5)
Memory Wrack (5)
Mindshatter (5)
Thoughtwave* (5)
Disbelief (6)
Group Mind (6)
Impervious Sanctity of Mind (7)
Mind Tracker (7)
Divine Inspiration (7)

Time

Know Age (1)
Know Time (1)

Hesitation (2)
Nap (2)
Accelerate Healing (3)
Choose Future (3)
Unfailing Premonition (3)
Age Plant (4)
Body Clock (4)
Age Object (5)
Othertime (5)
Repeat Action (5)
Time Pool (5)
Age Creature (6)
Reverse Time (6)
Skip Day (6)
Age Dragon (7)

Travelers

Know Direction (1)

Easy Road (1)
Journey's Orison/Malison (1)

Aura of Comfort (2)
Lighten Load (2)

Dark Fire (2)
Pass without Notice (2)

Create Campsite (3)
Helping Hand (3)
Know Customs (3)
Circle of Privacy (4)
Tree Steed (4)
Clear Path (5)
Easy March (5)
Monster Mount (6)
Hovering Road (7)

Wards

Anti-Vermin Barrier (1)
Weighty Chest (1)
Ethereal Barrier (2)
Frisky Chest (2)
Zone of Truth (2)
Efficacious Monster Ward (3)
Invisibility Purge (3)
Squeaking Floor (3)
Thief's Lament (3)
Zone of Sweet Air (3)
Fire Purge* (4)
Weather Stasis (4)

Surelock (4)

Barrier of Retention (5)
Elemental Forbiddance (5)

Grounding (5)
Shrieking Walls (5)
Undead Ward (5)
Forbiddance (6)
Crushing Walls (6)
Dragonbane (6)
Land of Stability (6)
Tentacle Walls (7)

Inner Sanctum (7)

War

Courage (1)
Morale (1)
Emotion Perception (2)
Rally (2)
Adaptation (3)
Caltrops (3)
Fortify (3)
Entrench (4)
Leadership/Doubt (4)
Tanglefoot/Selective Passage (4)
Disguise (5)
Illusory Artillery (5)
Righteous Wrath of the Faithful (5)
Gravity Variation (6)

Illusory Fortification (7)
Shadow Engine (7)

Weather

FAERIE FIRE (1)
OBSCUREMENT (2)
Precipitation (1)
Whisperward (1)

Weathertell (1)

CALL LIGHTNING (3)
Cloudburst (3)
Weather Prediction (3)

Thunderclap (3)

CONTROL TEMPERATURE, 10'
RADIUS (4)
PROTECTION FROM LIGHTNING (4)
Weather Stasis (4)

Cloudscape (5)

CONTROL WINDS (5)
RAINBOW (5)
WEATHER SUMMONING (6)
CONTROL WEATHER (7)

AL-QADIM Setting

Few spells were added for this setting, most for savage jungle priests. Priests of civilized lands use the standard lists.

Death Talisman (2)
Conjure Jungle Minions (4)
Rending (4)
Create Jungle Minions (5)

Jungle Avatar (6)
Body Link (7)
Create Crypt Servant (7)

BIRTHRIGHT Setting

Relatively few new spells were added for this setting, these are for the most part found in *The Book of Priestcraft* (#3126).

General Spells

Blood Bond (1)
Discern Elven Influence (1)
Know Bloodline (1)
Moonbeam (1)
Enhance Blood Ability (2)
Circle of Secrets (3)
Imbue with Blood Ability (3)
Totem Beast (3)
Blood Bank (4)
Inheritance Assurance (4)
Watery Travel (5)
Restore Bloodline (6)

Quest Spells

Avani's Resuscitation (Q)
Avatar Form (Q)
Daythief (Q)
Erik's Animal Compulsion (Q)
Haelyn's Wisdom (Q)
Kriesha's Cursed Quest (Q)
Laerme's Emissary (Q)
Mebhaighl Touch (Q)
Sera's Blessed Luck (Q)
Ship of Tears (Q)
Tattoos of Protection (Q)
Warlords of Cuiracéen (Q)

DRAGONLANCE Setting

The only priest spell currently unique to the DRAGONLANCE setting is the *mindspin* (7) spell. Other than this, this setting generally follows sphere assignments and common lists.

DARK SUN Setting

This list is the complete DARK SUN spell index originally presented in *Earth, Air, Fire, and Water* (#2422), updated to include spells from the *PLAYERS OPTION: Spells & Magic* book. The "Cosmos" list is given first, followed by the elemental spheres of Air, Earth, Fire, Water and the quasi-elemental spheres of Magma, Rain, Silt, and Sun. In general, DARK SUN spells from magazine sources have been included in the sphere of Cosmos.

Sphere of the Cosmos

Level 1

Analyze Balance (1)
 Animal Friendship (1)
 Anti-Vermin Barrier (1)
 Astral Celerity (1)
 Battlefate (1)
 Bless (1)
 Blessed Watchfulness (1)
 Call Upon Faith (1)
 Calm Animals (1)
 Combine* (1)
 Command (1)
 Courage (1)
 Cure Light Wounds (1)
 Detect Evil (1)
 Detect Magic (1)
 Detect Poison (1)
 Detect Snares & Pits (1)
 Dispel Fatigue (1)
 Emotion Read (1)
 Entangle (1)
 Hand of the Sorcerer Kings (1)
 Invisibility to Animals (1)
 Invisibility to Undead (1)
 Know Age (1)
 Know Direction (1)
 Know Time (1)
 Light (1)
 Locate Animals or Plants (1)
 Merciful Shadows (1)
 Mistaken Missive (1)
 Morale (1)
 Orison (1)
 Pass without Trace (1)
 Personal Reading (1)
 Proof Against Undeath (1)
 Protection from Evil (1)
 Remove Fear (1)
 Ring of Hands* (1)
 Sacred Guardian (1)
 Sanctuary (1)
 Shillelagh (1)
 Speak with Astral Traveler (1)
 Weighty Chest (1)

Level 2

Aid (2)
 Altruism (2)
 Astral Awareness (2)
 Augury (2)
 Aura of Comfort (2)
 Barkskin (2)
 Black Cairn (2)
 Calm Chaos (2)
 Chant (2)
 Charm Person or Mammal (2)
 Cure Moderate Wounds (2)
 Detect Charm (2)
 Dissension's Feast (2)
 Draw Upon Holy Might (2)
 Emotion Perception (2)
 Enthral (2)
 Ethereal Barrier (2)
 Find Traps (2)
 Frisky Chest (2)
 Goodberry (2)
 Hesitation (2)
 Hold Person (2)
 Holy Symbol (2)
 Idea (2)
 Iron Vigil (2)
 Know Alignment (2)
 Lighten Load (2)
 Messenger (2)
 Might of the Sorcerer-Kings (2)
 Mind Read (2)
 Moment (2)
 Music of the Spheres (2)
 Nap (2)
 Obscurement (2)
 Protection from Orisons (2)
 Resist Acid and Corrosion (2)
 Restore Strength (2)
 Silence, 15' Radius (2)
 Slow Poison (2)
 Snake Charm (2)
 Speak with Animals (2)
 Spiritual Hammer (2)
 Trip (2)
 Warp Wood (2)
 Withdraw (2)
 Wyvern Watch (2)
 Zone of Truth (2)

Level 3

Accelerate Healing (3)
 Adaptation (3)
 Animate Dead (3)
 Astral Window (3)
 Caltrops (3)
 Choose Future (3)
 Continual Light (3)
 Control Animal (3)
 Cure Blindness or Deafness (3)
 Cure Disease (3)
 Dictate (3)
 Dispel Magic (3)
 Efficacious Monster Ward (3)
 Emotion Control (3)
 Extradimensional Detection (3)
 Feign Death (3)
 Glyph of Warding (3)
 Helping Hand (3)
 Hold Animal (3)
 Hold Poison (3)
 Invisibility Purge (3)
 Know Customs (3)
 Locate Object (3)
 Magical Vestment (3)
 Memory Read (3)
 Miscast Magic (3)
 Moment Reading (3)
 Negative Plane Protection (3)
 Plant Growth (3)
 Prayer (3)
 Random Causality (3)
 Ranike Cloud (3)
 Remove Curse (3)
 Remove Paralysis (3)
 Repair Injury (3)
 Rigid Thinking (3)
 Slow Rot (3)
 Snare (3)
 Speak with Dead (3)
 Spike Growth (3)
 Squeaking Floors (3)
 Starshine (3)
 Strength of One (3)
 Summon Insects (3)
 Telepathy (3)
 Thief's Lament (3)
 Tree (3)

Unearthly Choir (3)
 Unfailing Premonition (3)
 Weather Prediction (3)
 Zone of Sweet Air (3)

Level 4

Abjure (4)
 Addition (4)
 Age Plant (4)
 Animal Summoning I (4)
 Body Clock (4)
 Call Woodland Beings (4)
 Chaotic Combat (4)
 Chaotic Sleep (4)
 Circle of Privacy (4)
 Cloak of Bravery (4)
 Compulsive Order (4)
 Cure Serious Wounds (4)
 Defensive Harmony (4)
 Detect Lie (4)
 Dimensional Anchor (4)
 Dimensional Folding (4)
 Divination (4)
 Exorcise (4)
 Fire Purge* (4)
 Focus (4)
 Fortify Healing* (4)
 Free Action (4)
 Genius (4)
 Giant Insect (4)
 Hallucinatory Forest (4)
 Hold Plant (4)
 Image of the Sorcerer-Kings (4)
 Imbue with Spell Ability (4)
 Inverted Ethics (4)
 Join with Astral Traveler (4)
 Mental Domination (4)
 Modify Memory (4)
 Neutralize Poison (4)
 Omniscient Eye (4)
 Plant Door (4)
 Probability Control (4)
 Protection from Evil, 10'
 Radius (4)

Rapport (4)
 Repel Insects (4)
 Recitation (4)
 Solipsism (4)
 Speak with Plants (4)
 Spell Immunity (4)
 Sticks To Snakes (4)
 Suspended Animation (4)
 Thought Broadcast (4)
 Tongues (4)
 Tree Steed (4)
 Unfailing Endurance (4)
 Uplift (4)
 Weather Stasis (4)

Level 5

Animal Growth (5)
 Animal Summoning II (5)
 Anti-Plant Shell (5)
 Atonement (5)
 Barrier of Retention (5)
 Blessed Abundance (5)
 Champion's Strength (5)
 Chaotic Commands (5)
 Commune (5)
 Commune with Nature (5)
 Consequence (5)
 Cure Critical Wounds (5)
 Dimensional Translocation (5)
 Dispel Evil (5)
 Easy March (5)
 Extradimensional
 Manipulation (5)
 Extradimensional Pocket (5)
 Grounding (5)
 Illusory Artillery (5)
 Meld (5)
 Memory Wrack (5)
 Mindshatter (5)
 Moonbeam (5)
 Overtime (5)
 Pass Plant (5)
 Quest (5)
 Rainbow (5)
 Raise Dead (5)
 Repeat Action (5)
 Righteous Wrath of the
 Faithful (5)
 Shrieking Walls (5)
 Thoughtwave* (5)
 Time Pool (5)
 True Seeing (5)
 Unceasing Vigilance of the
 Holy Sentinel (5)
 Undead Ward (5)

Level 6

Animal Summoning III (6)
 Animate Object (6)
 Anti-Animal Shell (6)
 Blade Barrier (6)
 Command Monster (6)
 Conjure Animals (6)
 Create Tree of Life (6)
 Crushing Walls (6)
 Disbelief (6)
 Entropy Shield (6)
 Find the Path (6)
 Gravity Variation (6)
 Group Mind (6)
 Heal (6)
 Heroes' Feast (6)
 Legal Thoughts (6)
 Monster Mount (6)
 Physical Mirror (6)
 Reverse Time (6)
 Seclusion (6)
 Skip Day (6)
 Speak with Monsters (6)
 Spiritual Wrath* (6)
 Transport Via Plants (6)
 Turn Wood (6)
 Unliving Identity (6)
 Wall of Thorns (6)
 Wisdom of the Sorcerer-
 Kings (6)
 Word of Recall (6)

Level 7

Bane of the Defilers (7)
 Changestaff (7)
 Confusion (7)
 Creeping Doom (7)
 Divine Inspiration (7)
 Exaction (7)
 Gate (7)
 Holy Word (7)
 Hovering Road (7)
 Illusory Fortification (7)
 Mindkiller (7)
 Regenerate (7)
 Reincarnate (7)
 Restoration (7)
 Resurrection (7)
 Shadow Engine (7)
 Spacewarp (7)
 Spirit of Power* (7)
 Succor (7)
 Sunray (7)
 Symbol (7)
 Tentacle Walls (7)
 Timelessness (7)



Uncontrolled Weather (7)
 Wild Lands (7)
 Forever Minions (8)
 Hasten Crops (8)
 Pocket Dimension (9)
 Prolific Vegetation (9)
 Cleanse (10)
 Planar Vassal (10)
 Prolific Forestation (10)
 Rift (10)

Air

Curse of Tongues (1)
 Deep Breath (1)
 Elemental Bonding (1)
 Wind Column (1)
 Channel Stench (2)
 Coat of Mist (2)
 Dust Devil (2)
 Slave Scent (2)
 Whispers (2)
 Winds of Change (2)
 Air Lens (3)
 Call Lightning (3)
 Conjure Lesser (Air)
 Elemental (3)
 Create Smoke (3)
 Chimes of Finding (4)
 Control Temperature, 10'
 radius (4)
 Defiler Scent (4)
 Protection from Lightning (4)
 Protection from Weather (4)
 Wind Servant (4)
 Air Walk (5)
 Cloud of Purification (5)
 Conjure (Air) Elemental (5)
 Control Winds (5)
 Elemental Forbiddance (5)
 Good Weather (5)
 Insect Plague (5)
 Plane Shift (5)
 Sands of Time (5)
 Sandstorm (5)
 Tree Growth (5)
 Windborne (5)
 Aerial Servant (6)
 Mark of the Hunted (6)
 Silt Tides (6)
 Weather Summoning (6)
 Whirlwind (6)
 Astral Spell (7)
 Conjure Greater (Air)
 Elemental (7)
 Create Shrine (7)

Initiation (7)
 Silt Cyclone (7)
 Sirocco (7)
 Wind Walk (7)
 Alter Climate (8)
 Create Oasis (8)
 Reverse Winds (8)
 Wild Weather (8)
 Air of Permanence (9)
 Disruption (9)
 Storm Legion (9)
 Insect Host (10)

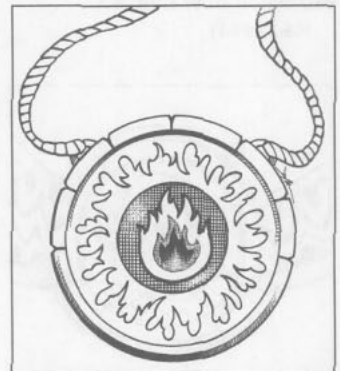
Earth

Elemental Bonding (1)
 Magical Stone (1)
 Strength of Stone (1)
 Dust Devil (2)
 Soften Earth and Stone (2)
 Bramblestaff (3)
 Conjure Lesser (Ear)
 Elemental (3)
 Curse of Black Sand (3)
 Meld into Stone (3)
 Oil Spray (3)
 Sand Spray (3)
 Stone Shape (3rd)
 Stoneiron (3)
 Infestation (4)
 Rejuvenate (4)
 Return To Earth (4)
 Sand Warriors (4)
 Stone of Sharpening (4)
 Thorns of Binding (4)
 Conjure (Ear) Elemental (5)
 Crumble (5)
 Elemental Forbiddance (5)
 Ironskin (5)
 Spike Stones (5)
 Transmute Rock to Mud (5)
 Tree Growth (5)
 Heartseeker (6)
 Sand Blade (6)
 Silt Tides (6)
 Stone Tell (6)
 Transmute Water to Dust (6)
 Animate Rock (7)
 Conjure Greater (Ear)
 Elemental (7)
 Create Shrine (7)
 Glass Storm (7)
 Earthquake (7)
 Mountain Barrier (7)
 Initiation (7)
 Silt Cyclone (7)

Transmute Metal to Wood (7)
 Create Oasis (8)
 Silt Bridge (10)

Fire

Elemental Bonding (1)
 Endure Heat/Cold (1)
 Faerie Fire (1)
 Firelight (1)
 Log of Everburning (1)
 Sunscorch (1)
 Clues of Ash (2)
 Firetrap (2)
 Flame Blade (2)
 Heat Metal (2)
 Produce Flame (2)
 Resist Fire/Resist Cold (2)
 Conjure Lesser (Fire)
 Elemental (3)
 Create Smoke (3)
 Flame Walk (3)
 Heat Exhaustion (3)
 Protection from Fire (3)
 Pyrotechnics (3)
 Produce Fire (4)
 Channel Flame (4)
 Animate Flame (5)
 Conjure (Fire) Elemental (5)
 Elemental Forbiddance (5)
 Flame Harvest (5)
 Flame Strike (5)
 Wall of Fire (5)
 Fire Seeds (6)
 Spirit of Flame (6)
 Sunstroke (6)
 Watchfire (6)
 Chariot of Sustarre (7)
 Conjure Greater (Fire)
 Elemental (7)
 Create Shrine (7)
 Initiation (7)



Water

Create Water (1)
Elemental Bonding (1)
Purify Food & Drink (1)
Clear Water (2)
Coat of Mist (2)
Crystallize (2)
Speak with Water (2)
Water Witch (2)
Watery Fist (2)
Bramblestaff (3)
Circle of Life (3)
Conjure Lesser (Water)
 Elemental (3)
Create Food and Water (3)
Water Breathing (3)
Water Walk (3)
Curse of the Choking Sands (4)
Lower Water (4)
Lungs of Water (4)
Protection from Weather (4)
Reflecting Pool (4)
Rejuvenate (4)
Soothe (4)
Thorns of Binding (4)
Water Trap (4)
Conjure (Water) Elemental (5)
Crumble (5)
Elemental Forbiddance (5)
Good Weather (5)
Magic Font (5)
Sands of Time (5)
Heartseeker (6)
Part Water (6)
Transmute Water to Dust (6)
Waters of Life (6)
Conjure Greater (Water)
 Elemental (7)
Create Shrine (7)
Dehydrate (7)
Initiation (7)
Alter Climate (8)
Create Oasis (8)
Wild Weather (8)
Storm Legion (9)

Magma

Elemental Bonding (1)
Conjure Lesser (Magma)
 Elemental (3)
Magma Jet (3)
Magma Blade (4)
Magma Shield (4)
Conjure (Magma) Elemental (5)
Elemental Forbiddance (5)
Transmute Rock to Magma (6)
Conjure Greater (Magma)
 Elemental (7)
Create Shrine (7)
Eruption (7)
Initiation (7)
Magma Tunnel (7)

Rain

Elemental Bonding (1)
Coat of Mist (2)
Conjure Lesser (Rain)
 Elemental (3)
Acid Rain (4)
Protection from Weather (4)
Soothe (4)
Water Trap (4)
Conjure (Rain) Elemental (5)
Elemental Forbiddance (5)
Conjure Greater (Rain)
 Elemental (7)
Create Shrine (7)
Initiation (7)
Wild Weather (8)
Storm Legion (9)

Silt

Elemental Bonding (1)
Conjure Lesser (Silt)
 Elemental (3)
Curse of the Black Silt (3)
Sand Spray (3)
Sand Warriors (3)
Whirlpool of Doom (4)
Conjure (Silt) Elemental (5)
Elemental Forbiddance (5)

Sand Blade (6)
Silt Tides (6)
Conjure Greater (Silt)
 Elemental (7)
Create Shrine (7)
Glass Storm (7)
Initiation (7)
Silt Cyclone (7)
Sirocco (7)
Silt Bridge (10)

Sun

Elemental Bonding (1)
Spark of Blinding (1)
Sunscorch (1)
Create Mirage (2)
Conjure Lesser (Sun)
 Elemental (3)
Heat Exhaustion (3)
Sunblade (3)
Blessed Warmth (4)
Healing Rays (4)
Mirage of Despair (4)
Conjure (Sun) Elemental (5)
Elemental Forbiddance (5)
Plane Shift (5)
The Great Circle/The Black
 Circle (6)
Sol's Searing Orb (6)
Sunstroke (6)
Conjure Greater (Sun)
 Elemental (7)
Create Shrine (7)
Dehydrate (7)
Initiation (7)

Special Notes

Isolate Templar (6)—Known by the Veiled Alliance
Spawn Song (4)—Known by the giants of the Silt Sea

FORGOTTEN REALMS Setting

While many of the more general spells from the setting are on the general lists, this section contains the specialty spells associated with the specific gods of the setting. The deity-specific lists exclude the very rare spells detailed in *Prayers of the Faithful*. Spells in the General list in *italics* are generally used by evil priests.

General (Uncommon) Spells

Purify Self (1)
Omen (2)
Continual Faerie Fire (3)
Glyph of Warding: Telatha (3)
Hold Metal (4)
Censure (4)
Control Giant Insect (4)
Float (5)
Hard Water (5)
Break Limb (6)
Create Undead Minion (7)

Akadi

Windbearer (3)
Calm Winds (4)
Clear Air (4)
Winds of Akadi (4)
Akadi's Vortex (7)
Conjure Air Elemental (7)
Whirlwind (7)

Amaunator

Amaunator's Uncertainty (2)
Advanced Sunshine (4)
Illumination (5)
Sun Scepter (6)

Ao

None known

Auril

Frost Fingers (1)
Frost Whip (2)
Ice Blade (4)
Heart of Ice (7)

Azuth

Azuth's Fedefensor (4)
Azuth's Exalted Triad (5)
Azuth's Spell Shield (7)
Destroy Magedoom (7)

Bane

The Doom of Bane (4)
Dark Promise (5)
Mystic Lash (5)

Create Baneguard (6)
Spirit Annihilation (6)
Undeath after Death (6)
Death Symbol of Bane (7)
Moonveil (7)
Stonewalk (7)

Beshaba

Bane of Beshaba (2)
Misfire (4)
Misfortune (5)

Bhaal

Attraction (2)
Decay (3)
Wound (5)

Chauntea

Favor of the Goddess (2)
Phantom Plow (3)
Plant Lance (4)
Conjure Nature Elemental (7)
Sanctify Sacred Site (7)

Cyric

Black Talon (2)
Dark Aura (4)
Skull of Secrets (4)
Create Direguard (7)

Deneir

Glyph of Revealing (2)
Amanuensis (3)
Shift Glyph (3)

Eldath

Wailing Wind (1)
Touchsickle (2)
Flameshield (3)
Greenwood (3)
Moldtouch (3)
Wheel of Bones (3)
Control Vapor (5)
Greater Touchsickle (5)
Water of Eldath (5)
Spring Mastery (6)
Mist of the Goddess (7)

Emerald Enclave

(Patrons: *Eldath, Mielikki, Silvanus*)
Faith Magic Zone (4)
Retarget (5)
Windlance (5)
Finder Wyvernsaur
Dispel Silence (3)
Ghost Pipes (2)
Melisander's Harp (5)
Starharp (6)

Garagos

Blood Mantle (4)
Blood Rage (4)
Whirlwind of Steel (5)

Gargauth

Astaroth's Augmentation (3)
Mask of Gargauth (3)
Spiritual Corruption (6)
Call Upon Gargauth (7)

Gond

Wieldskill (2)
Probing Arm (4)
Fantastic Machine (6)

Grumbar

Earthenair (3)
Earthenport (5)

Gwaeron Windstorm

Banish Blight (2)
Natural Attunement (2)
Stalk (2)
Wood Sword (2)
Tree Healing (5)

Helm

Sentry of Helm (1)
Exaltation (3)
Foreward (3)
Mace of Odo (3)
Seeking Sword (4)
Summon Spectator (5)

Hoar

Scent of Vengeance (2)
Hand of Hoar (4)
Hoar's Revenance (6)

Ibrandul

Dark Path (1)
Blacklight (3)
Skulk (4)
Create Ibrandlin (6)

Ilmater

Favor of Ilmater (3)
Endurance of Ilmater (4)
Blast of Pain (5)
Istishia
Precipitation (1)
Cloudburst (3)
Rites of Istishia (3)
Waterwall (4)
Conjure Water Elemental (6)
Istishia's Port (7)
Istishia's Tsunami (7)

Iyachtu Xvim

Mace of Xvim
Reaving Blades
Battlelode
Optional: Any spell of Bane

Jergal

Detect Living (1)
Determine Final Rest (3)
Seek Eternal Rest (4)
Jergal's Mind Probe (5)
Gate of Doom (7)

Karsus

Karsus's Avatar (lost?)

Kelemvor

Chilling Scythe (2)
Dead March (4)
Deny Death (5)

Kossuth

Banish Flame (1)

Lathander

Rosemantle (1)
Rosetouch (2)
Sunrise (3)
Boon of Lathander (4)
Shield of Lathander (5)
False Dawn (6)
Greater Shield of Lathander (7)

Leira

Impenetrable Falsehood (2)
Monstrous Illusion (4)
Triple Mask (5)

Lliira

Bliss (2)
Deadly Dance (4)
Candle of Calm (5)

Loviatar

Loviatar's Caress (2)
Whip of Flame (2)
Dance of Pain (3)
Whip of Pain (3)
Kiss of Torment (4)

Lurue

Alicorn Lance (2)
Favor of Yathagera (3)
Dance of the Unicorns (5)
Silver Tongue and
Starry Eyes (6)

Malar

Beast Claw (2)
Animal Sight (4)
Find Companion (4)
Rage (5)
Animal Transfer (6)
Faithful Mount (7)

Mask

Listening Shadow (3)
Shadowcloak (3)
Watching Shadow (4)
Striking Shadows (6)

Mielikki

Banish Blight (2)
Stalk (2)
Wood Sword (2)
Tree Healing (5)
Create Treant (7)

Milil

Battle Song (2)
Dispel Silence (3)
Song of Compulsion (3)
Singing Stone (4)
Forgotten Melody (5)
Harp of War (7)

Moander

Handfang (2)
Speedrot (3)

Rising Rot (5)
Seed of Moander (5)
Spirit Trap of the
Darkbringer (5)
Roots of the Assassin (6)
Tentacle of Withering (6)

Myrkul

Bonebite (2)
Corrupt (4)
Wither (5)
Dolorous Decay (6)
Quench the Spirit (6)

Mystra

Starflight (3)
Anyspell (4)
Magefire (4)
Wondrous Recall (6)
Spell Ward (7)

Nobanion

Lionheart (2)
Pride of Nobanion (4)
Roar of the King (4)
Feline Form (7)

Oghma

Impart Knowledge (2)
Duplicate (4)
Spellbind (7)

Red Knight

Analyze Opponent (1)
Knight's Move (3)
Telepathic Broadcast (5)

Savras

Foresight (1)
Haunted Visions (3)
All-Seeing Crystal Ball (6)

Selune

Moonblade (3)
Wall of Moonlight (4)
Moon Path (5)
Moonweb (5)

Shar

Armor of Darkness (3)
Whip of Shar (3)
Creature of Darkness (4)
Darkbolt (4)

Sharess

Excessive Indulgence (1)

Intensify Sensation (3)
Kiss of Sharess (5)

Shaundakul

Favor of Shaundakul (2)
Shadow Sword (4)
Gauntlet of Winds (5)

Shiallia

Ease Labor (3)
Fertility (4)
Endless Dance (6)

Siamorphe

Divine Bloodline (1)
Unquestioning Obedience (2)
Loyal Vassal (3)
Divine Investiture (5)

Silvanus

Briartangle (4)
Oakheart (4)
Smoke Ghost (4)
Thorn Spray (4)
Fireward (5)
Mulch (5)
Death Chariot (7)

Sune

Love Bite (2)
Rapture (3)
Veil of Djalice (4)
Merge with Nature (6)

Talona

Poison Touch (2)
Cloud of Pestilence (4)
Touch of the Talontar (4)
Talona's Blessing (5)

Talos

Wind Lash (2)
Storm Shield (3)
Storm Cone (5)

Tempus

Holy Flail (3)
Reveal (4)
Dance of the Fallen (6)
Bladeless (7)
Sacred Link (7)

Torm

Compel (3)
Hand of Torm (4)
Bolt of Glory (6)
Swordward (6)

Tymora

Favor of Tymora (2)
Feat (4)
Luckbolt (6)

Tyr

Wolfjaws (2)
Hammer of Justice (5)
Sword and Hammer (6)
Resplendence of
Renewed Youth (7)

Ulutiu

Magical Tether (1)
Ice Walk (1)
Protection from Cold (3)

Umlerlee

Speak with Drowned Dead (3)
Striking Wave (4)
Oars to Snakes (4)
Stormcloak (4)
Waterspout (6)
Maelstrom (7)

Uthgar

Fortitude of Uthgar (1)
Summon Ancestor (3)
Spirit Quest (6)

Valkur

Sea Legs (1)
Weathertell (1)
Cure Scurvy (2)
Swim (2)
Home Port (3)
Still Waves (4)
Favor of Valkur (5)

Velsharoon

Claws of Velsharoon (1)
Undead Form (4)
Gaseous Form (5)
Velsharoon's Death Pact (7)

Waukeen

Truemetal (1)
Summon Lock Lurker (3)
Doublecoin (4)
Minor Wealthtwist (5)
Wealthtwist (7)
Wealthword (7)

Chultan Pantheon

Eshadow

Continual Shadow (3)
Summon Shadow Spirit (4)
Wall of Shadow (5)

Sseth

Snake Charm (of Sseth) (1)
Venom of Varae (3)
Snake Skin (4)

Ubtao

Spirit Mask (1)
Free Will (2)
Call Dinosaurs (5)

Old Empire Spells

The deities of the Old Empire region of the FORGOTTEN REALMS setting (Mulhorund and Uthgar) are inspired by traditional Egyptian and Babylonian mythology. In addition to the listed spells, their priests all have access to *omen* (2) and *summon divine minion* (7). A rare spell attributed to no specific deity is *cleanse* (1).

General

Cleanse (1)
Omen (2)
Summon Divine Minion (3)

Anhur

Stumble (1)
Bird of Prey (3)
Detect Ambush (3)
Thunderstroke (4)

Bast

Excessive Indulgence (1)
Intensify Sensation (3)
Kiss of Sharess (Bast) (5)

Geb

Detect Metal and Mineral (1)
Arm Hammers (2)
Dust Shield (3)
Earthshake* (5)

Gilgeam

Hurl Thunderbolt (4)
Right of Might (5)
Tyranny (7)

Hathor

Horns of Hathor (2)
Nurture (2)
Dance of Life (6)

Horus-Re

Test of Maat (1)
Stormvoice (2)
Eye of Fire (3)
Sunstroke (3)
Mirage (4)
Dying Curse (6)
Bane (7)

Isis

Charm of Isis (3)
Weapon Immunity (4)
Seedstorm (5)
Nephthys
Assess Value (1)
Contract of Nephthys (4)
Major Curse (5)
Enduring Ward (6)
Sanctify Crypt (7)

Osiris

Beckon (1)
Chill (3)
Animal Vision (4)
Swirling Scythes (4)
Sanctify Spirit Host (6)

Sebek

Water Sprint (1)
Crocodile Tears (2)

Set

Dispel Ward (2)
Sarcophagus of Death (3)
Incarnation of Evil (5)
Create Ancient Dead (6)

Thoth

Speak with Birds (1)
Inscribe Speech (2)
Detect Curse (3)
Flock of Birds (4)
Shatter Circle (5)
Resist Magic (6)
Time Warp (7)

Tiamat

Treasure Scent (2)
Dragon Scales (4)
Sleep of Dragons (6)
Spawn of Tiamat (6)

GREYHAWK Setting

While many of the more general spells from the setting are on the general lists, this section contains the specialty spells associated with the specific gods of the setting. The *priest lock* spell originally appeared in an adventure module and is not associated with a specific deity.

Boccob

Disc of Concordant
Opposition (6)

Celestian

Meteors of Celestian (4)

St. Cuthbert

Beguiling (2)

Ehlonna

Stalk (2)

Fharlanghn

Footsore (4)

Heironeous

Bolt of Glory (6)

Iggwily*

Henley's Digit of Disruption (7)

Incabulos

Plague (4)

Istus

Enmeshment (6)

Iuz

Spittle (1)
Blackhand (3)
Turnbane (3)
Bonechain (4)
Clawcloud (4)
Bloodgloat (5)
Lifebane (5)
Screaming Skull (5)
Stone Curse (5)
Venomed Claws (5)
Chain Madness (6)
Create Thassaloss (6)
Death Touch (6)
Summon Varrangoin (6)
Vampiric Mist (6)

Nerull

Ebony Tendrils (5)

Pholtus

Dispel Darkness (1)
Glow (3)
Sunburst (4)
Reflect (5)

Ralishaz

Vicissitude (2)
Protection from Misfortune (4)

Ulaa

Command Earth (6)

Wee Jas

Ability Alteration (3)

Alphabetical List

Ability Alteration (3) *Wee Jas*
Beguiling (2) *St. Cuthbert*
Blackhand (3) *Iuz*
Bloodgloat (5) *Iuz*
Bolt of Glory (6) *Heironeous*
Bonechain (4) *Iuz*
Chain Madness (6) *Iuz*
Clawcloud (4) *Iuz*
Command Earth (6) *Ulaa*
Create Thassaloss (6) *Iuz*
Death Touch (6) *Iuz*
Disc of Concordant
Opposition (6) *Boccob*
Dispel Darkness (1) *Pholtus*
Ebony Tendrils (5) *Nerull*
Enmeshment (6) *Istus*
Footsore (4) *Fharlanghn*
Glow (3) *Pholtus*
Henley's Digit of Disruption
(7) *Iggwily**
Lifebane (5) *Iuz*
Meteors of Celestian (4)
Celestian
Plague (4) *Incabulos*
Priest Lock (2)
Protection from Misfortune
(4) *Ralishaz*
Reflect (5) *Pholtus*
Screaming Skull (5) *Iuz*
Spittle (1) *Iuz*
Stalk (2) *Ehlonna*
Stone Curse (5) *Iuz*
Summon Varrangoin (6) *Iuz*
Sunburst (4) *Pholtus*
Turnbane (3) *Iuz*
Vampiric Mist (6) *Iuz*
Venomed Claws (5) *Iuz*
Vicissitude (2) *Ralishaz*

MYSTARA Setting

The only priest spell currently unique to the MYSTARA setting is the *summon spectral death* (6) spell, which appeared in the *Monstrous Compendium* appendix for that world. The spell can be considered a very rare spell in other settings if the creature used.

Oriental Priest Spells

The shukenja of this setting use this list instead of the standard priest spell list from the *PHB*. The oriental spells are listed as being "very rare" in other settings, but appear in only in this list (accounting for shukenja operating in a western campaign). The spells *smoke bridge* (5) and *karma curse* (7), appeared in the *Horde* supplement, and have a Tibetan flavor. The spell, *ancestral blessing* (2), appeared in *Legends & Lore* in the Chinese section. The spell *kami absorption* (5) appeared in *Legends & Lore* in the Japanese section.

1st Level

Animal Companion
Augury
Beneficence
Bless
Calm
Cure Light Wounds
Deflection
Detect Disease
Detect Evil
Detect Harmony
Detect Magic
Detect Poison
Divining Rod
Know History
Omen
Purify Food & Drink
Resist
Snake Charm
Trance
Weapon Bless

2nd Level

Aid Chant
Commune with Lesser Spirit
Create Spring
Detect Charm
Detect Life
Dream Sight
Enthrall
Hold Person
Holy Symbol
Know Motivation
Messenger
Obscurement
Protection from Spirits
Request
Slow Poison
Snake Summoning
Speak with Animals
Warning
Withdraw

3rd Level

Castigate
Cure Blindness
Cure Disease
Death's Door
Detect Curse
Dispel Magic
Divination
Dream Vision
Flame Walk
Invisibility to Spirits
Know Alignment
Levitate
Magical Vestment
Oath
Possess Animal
Prayer
Remove Curse
Remove Paralysis
Speak with Dead
Substitution

4th Level

Abjure
Cure Serious Wounds
Detect Lie
Detect Shapechange
Endurance
Exorcise
Fate
Neutralize Poison
Pacify
Penetrate Disguise
Polymorph Self
Protection from Evil 10' Radius
Reanimation
Remorse
Reward
Snake Barrier
Speak with Plants
Spell Immunity
Sustain
Tongues

5th Level

Advice
Air Walk
Atonement
Commune with Greater Spirit
Cure Critical Wounds
Dispel Evil
Mental Strength
Possess
Raise Dead
Remember
Strength
True Seeing

6th Level

Find the Path
Force Shapechange
Heal
Immunity to Weapons
Inanimate Servant
Instruct
Invisibility to Enemies
Longevity
Plane Shift
Quickgrowth
Smite
Speak with Monsters

7th Level

Ancient Curse
Astral Spell
Compel
Divine Wind
Exaction
Gate
Holy Word
Quest
Reincarnate
Restore Spirit
Resurrection
Wind Walk

PLANESCAPE Setting

Most of these spells are general, but the *dictate* spell is known to priests of the Harmonium faction. Also, *crown of radiance* was omitted from Volume 1, and can be found in the errata of this volume.

General Spells

Know Faction (1)

Protection from Prime (1)

Protection from Silver (1)

Dictate (2)

Renewed Ability (2)

Warp Sense (2)

Crown of Radiance (3)

Fostered Protection (3)

Protection from Earth (3)

Protection from Winds (3)

Blessed Forgetfulness (4)

Breath of the Elements (4)

Foesight (4)

Protection from Prime, 10'

Radius (4)

Touch of the Styx (4)

Crown of Flame (5)

Elemental Protection (5)

Sever the Silver Cord (5)

Celestial Protection (6)

Crown of Brilliance (6)

Crown of Glory (7)

Elemental Breach (7)

Shield of the Archons (7)

Sphere of Survival (7)

RAVENLOFT Setting

These spells are specific to the Demiplane of Dread, and are from the core book *Domains of Dread* (#2174). That book also has a section describing how some standard spells are altered in the setting (the most important being that normal magic will not allow escape from the setting).

Zone of Deception (2)

Corpse Whisper (3)

Eyes of the Undead (3)

Feign Undead (4)

Cloud of Putrefaction (5)

Living Ward (5)

Break Limb (6)

Break Limb (6)

Divine Curse (6)

Ancient Curse (7)

Tomb Ward (7)

RED STEEL Setting

This setting uses the standard spell list, except for a *measure cinnabryl* (1) and *maintain* (3), which deal with the Red Curse and the metal cinnabryl, and the spell *interruptable light* (4). The last might be considered a very rare spell in other settings.

Savage Setting

This list is based on the *Shaman* (#9507), with a few from other sources. Deity-specific spells are not included; for example, those of Ubtao and Nobanion from the FORGOTTEN REALMS setting.

Level 1

Hunt Nemesis (1)
Totemic Image (1)
Voodoo (1)

Level 2

Amulet (2)
Animal Spy (2)
Boneiron (2)
Bonewood (2)
Call Animal (2)
Casting Out (2)
Circle of Protection
from Spirits (2)
Command Another's Pet (2)
Contain Spirit (2)
Create Spiritknife (2)
Death Candle (2)
Death Curse (2)
Heal Spirit (2)
Protection from Serpents (2)
Sense Spirit (2)
Understand Curse (2)

Level 3

Bind Fetish (3)
Call Pack (3)
Chattel Spirit (3)
Cleanse Hearth (3)
Control Animal (3)
Create Mask (3)
Haunting Notes (3)
Lion's Claws (3)
Resist Injury (3)
Revive Spirit (3)
Spirit Animal Form (3)
Summon Animal Spirit (3)
Transfer Offense (3)
Walk Among Beasts (3)

Level 4

Bad Medicine (4)
Conjure Jungle Minions (4)
Create Sanctuary (4)
Extract Spirit (4)
Lizard Limbs (4)
Locate Spirit Animal (4)
Log To Lizard (4)

Perfect Perception (4)
Rending (4)
Transfer Curse (4)

Level 5

Animal's View (5)
Bind Guardian (5)
Call Ghost Pack (5)
Charm Spirit (5)
Cleanse Community (5)
Converse (5)
Create Jungle Minions (5)

Level 6

Beckon Spirit (6)
Jungle Avatar (6)
Mortal Snare (6)
Reinvigorate Nature (6)
Tame Animal (6)

Level 7

Calling Melody (7)
Council of Spirits (7)
View Animal Mind (7)

SPELLJAMMER Setting

Only a very few priest spells were created for this setting. Although these have small use in a game that does not use this material, the list is provided as a summary of the spells that do exist currently.

Create Air (1)
Contact Home Power (2)
Detect Powers (2)

Softwood (4)
Create Minor Helm (5)
Debris Barrier (5)

Flyfield (5)
Create Atmosphere (7)

Vedic Spells

These are based on traditional Hindu mythology. These spells originally appeared in a *DRAGON* Magazine article, but the notes for *reincarnation sight* are from the section on Indian mythology from the *Legends & Lore* book.

Om (1st)
Sanctify Ghi (1st)
Karma Sight (2nd)
Steep Soma-Juice (2nd)
Flame Walk (3rd)

That Art Thou (3rd)
See All Faces (4th)
Conceal Lifeforce (5th)
Pool of Deeds (5th)
Reincarnation Sight (6th)

Call Avatar (7th)
Penetrate Cosmic Ignorance
(7th)

Demihuman Deities Spell Lists

This section includes general and specific spells for priests of Dwarf, Elf, Drow, Gnome, and Halfling deities. In addition to the spells of specific deities, more general spells are listed here as well.

Dwarf Pantheon

Abbathor

Maskstone (2)
Abbathor's Greed (3)
Conceal Riches (4)

Berronar Truesilver

Guardian Hammer (4)
Berronar's Favor (5)
Succor of Berronar (5)

Clangeddin Silverbeard

Silverbeard (1)
Rockburst (2)
Axe Storm of Clangeddin (4)

Deep Duerra (duergar)

Steal Psionic Strength (1)
Augment Psionics (2)
Deflect Psionics (4)

Dugmaren Brightmantle

Mending (1)
Brightmantle (2)
Guardian Mantle (7)

Dumathoin

Dumathoin's Rest (2)
Crypt Ward (4)
Stonefall (4)
Stone Seeing (5)
Earthwalk (6)

Gorm Gulthyn

Blessed Watchfulness (1)
Detect Drow (1)
Sentry of Gorm (1)
Alert Allies (2)
Iron Vigil (2)
Fire Eyes of Gorm (4)

Hacla Brightaxe

Detect Weapons (1)
Hacla's Battle Blessing (2)
Hurl Rock (2)

Laduguer

Stoneblend (1)
Strength of Stone (1)
Blessed Craftsmanship (3)
Enchanted Hammer (4)

Marthammor Duin

Marthammor's Intuition (2)
Marthammor's Thunderbolts (3)
Glowglory (3)

Moradin

Strength of Stone (1)
Stonefire (4)
Soul Forge (5)
Stone Storm (7)

Sharindlar

Detect Dwarves (1)
Ease Labor (3)
Merciful Touch (3)
Fertility (4)
Flowstone (5)

Thard Harr

Claws of Thard Harr (1)
Disentangle (2)
Lesser Guardian Hammer (3)

Vergedain

Detect Enemies (2)
Merchant's Glamer (2)
Stone Trap (4)

Rare (and Very Rare)

Dwarven Spells

Weapon of the Earth (1)
Detect Harmful Gas (1)
Enchant Runestones (2)
Forge Fire (2)
Mark of Brotherhood (2)
Earth Sense (3)
Lightning Water (3)
Pillar of Borogar (4)
Restore Earth (4)
Circle of Stone* (5)
Commune with Earth (5)
Doom Curse (5)
Mother Lode (5)
Create Machine* (6)
Hand of Borogar (6)
Renew Deposit (7)
Rune Chant (7)
Rune of Impregnable
Defense* (7)
Rune of Power (5)

Elf Pantheon

Uncommon (or Rare) Spells

Camouflage (2)
Seeking (2)
Faith Arrow (2)
Faerie Flames (5)
Garments of Elvenkind (6)

Aerdrie Faenya

Speak with Avians (1)
Wind Blast (3)
Call Aerial Beings (4)
Calm Winds (4)
Flight of Remnis (4)

Angharradh

Divine Romantic Interest (1)
Motes of Moonlight (1)
Speak with Avians (1)
Detect Spirits (3)
Wind Blast (3)
Moonbow (4)
Moonbridge (4)
Flight of Remnis (4)
Hamatree (5)
Nymph's Beauty (7)

Corellon Larethian

Augment Artistry (1)
Sixth Sense (1)

Probe Enemies (3)
Sylvan Form (4)
Crystallomancy (5)

Deep Sashelas (sea elf)

Surface Sojourn (1)
Shark Charm (2)
Summon Cetacean (3)
Cetacean Form (7)

Erevan Ilesere

Sprite Venom (3)
Pixie Dust (5)
Faerie Form (7)

Fenmarel Mestarine

Beast Tattoo (1)
Find Sustenance (3)
Solitude (4)

Hanali Celanil

Divine Romantic Interest (1)
Hamatree (5)
Nymph's Beauty (7)

Labelas Enoreth

Protection from Aging (2)
Renewed Youth (3)
Speak with Ancient Dead (5)
Temporal Anomaly (7)

Rillifane Rallathil

Animal Animosity (1)
Sap (1)
Acorn Barrage (2)
Banish Blight (2)
Amber Prison (4)
Oakheart (4)
Tree Healing (5)
Create Treant (7)

Shanane Moonbow

Motes of Moonlight (1)
Cure Madness (2)
Detect Spirits (3)
Moon Shield (2)
Moon Blade (3)
Moonbow (4)
Moonbridge (4)
Moonfire (5)

Shevarash

Infrainvisible (2)
Shevarash's Infravision (3)
Depress Resistance (3)

Solonor Therandira

Keen Eye (2)
Archer's Redoubt (3)
Everfull Quiver (3)

(Elf) Drow Pantheon

Uncommon (or Rare) Drow Spells

Revenance (2)
Giant Spider (3)
Spellweb (3)
Venom Immunity (3)
Passweb (4)
Stone Walk (4)
Undead Regeneration (5)

Eilistraee

Eilistraee's Moonfire (2)
Moondance* (2)
Stalk (2)
Bladedance (3)
Lesser Spell song (3)
Spell song (6)

Ghaunadaur

Mists of Ghaunadaur (3)
Amorphous Form (5)
Elder Eye (5)
Wall of Tentacles (7)

Kiaransalec

Threnody (2)
Haunted Reverie (5)
Curse of the Revenancer (6)

Lolth

Cloak of Dark Power (1)
Spider Climb (1)
Spidereyes (1)
Undead Battlemight (1)
Darkfire (2)
Mindtouch (2)
Conceal Item (3)
Undead Focus (5)

Spiderform (5)
Spider Summoning (5)
Meld of Lolth (6)
Spiderbite (6)
Cloak of Gaer (7)
Repulsion (7)
Zin-Carla (7)

Selvetarm

Fortitude (2)
Venomous Blade (4)

Vhaeraun

Blessing of Vhaeraun (2)
Conceal Item (3)
Dark Embrace (4)
Air Tread (6)
Deceive Prying (6)
Soulthief (7)

Gnome Pantheon

Baervan Wildwanderer

Arboreal Scamper (2)
Whisperleaf (2)
Tree Nap (4)

Baravar Cloakshadow

Mistake (1)
Gull (2)
Mantle of Baravar (5)

Callarduran Smoothhands

Animate Stalactite (1)
Detect Metal and Minerals (1)
Detect Drow (1)
Strength of Stone (1)
Depress Resistance (3)
Ruby Axe (3)
Stone Form (4)

Flandal Steelskin

Detect Metal and Minerals (1)
Steelskin (1)
Metalshape (3)
Shades of Rhondang (4)

Gaerdahl Ironhand

Blessed Watchfulness (1)
Deafening Clang (1)
Alert Allies (2)
Iron Vigil (2)
Nature's Eyes (3)
Wave of Telekinesis (4)

Garl Glittergold

Gembomb (3)
Conjure Aurumvorax (5)
Edge of Arumdina (5)

Nebelun

Analyze Contraption (3)

Segojan Earthcaller

Segojan's Armor (1)
Burrow (2)
Call Stone Guardian (7)

Urdlen

Burrow (2)
Soften Earth and Stone (2)
Summon Earth Grue (4)
Curse of the Everbleeding
Wounds (6)

Halfling Pantheon

Arvoreen

Blessed Watchfulness (1)
Warning Shout (1)
Weaponshift (2)
Humansize (3)
Sparkling Sword (3)
Blazing Sword (4)
Giantsize (5)

Brandobaris

Daydream (1)
Charm of Brandobaris (2)
Stealth of Brandobaris (3)

Cyrrollalee

Comforts of Home (1)
Seal of Cyrrollalee (2)
Improved Sanctuary (4)

Sheela Peryroyl

Reed Staff (1)
Sheela's Entangle (2)
Royalberry (5)

Urogalan

Earth Anchor (2)
Soften Earth and Stone (2)
Doomhound (3)
Call Hounds (4)

Yondalla

Reed Staff (1)
Badger Form (4)
Horn of Plenty (4)
A Day in the Life (5)
Curse of Yondalla (7)

Nonhuman Priest Spells

Generally few unusual priest spells have been recorded for nonhuman races. These are listed below for all races except drow elves, whose spells appear in the demihuman section. In addition, the original 1st Edition list for nonhuman tribal casters is reproduced here as well. Note that the dragon spells include only spells granted to dragon spellcasters, as opposed to humans and nondragons who are members of a dragon-worshipping cult.

Beholder

Control Death Tyrant (4)
Create Death Tyrant (7)

Dragon

Eternal Sleep (1)
Ecdysis (2)
Dire Chant (3)

Dwarf, Duergar

Steal Psionic Strength (1)
Augment Psionics (2)
Deflect Psionics (4)

Elemental, Earth

Earthenair (3)
Earthenport (5)

Elf, Drow

See Demihuman section

Elf, Sea Elf

Surface Sojourn (1)
Shark Charm (2)
Cetacean Form (7)

Sahuagin

Gloom (2)
Crush of the Depths (4)
Murk (4)

Yuan-Ti

Histchii Brew (4)
Venom of Varae (3)

Treant

Command Forest (5)

Tribal Spellcasters

Shamans are tribal spellcasters of 7th level or less. They have the following spells (and the reverses, if applicable). Wisdom does not affect the number of spells available to shamans. Witchdoctors are tribal priest/wizards. In addition to the priest abilities of shamans, they can use a limited number of wizard spells (and their reverses, if applicable). Tribal shamans and witchdoctors have limited scope for advancement by race, as noted. For example, a troglodyte shaman can achieve 3rd level (and cast 2nd-level spells), while a lizard man witch-doctor could achieve 7th level priest/2nd-level wizard, casting spells of 4th level and 1st level. (From the 1st Ed. DMG.)

Shaman Spells

1st Level

Cure Light Wounds
Detect Evil
Detect Magic
Light
Protection from Evil
Resist Fear

2nd Level

Augury
Chant
Detect Charm
Resist Fire
Snake Charm
Speak with Animals

3rd Level

Cure Blindness and Deafness
Cure Disease
Dispel Magic
Locate Object
Prayer
Remove Curse

4th Level

Divination
Exorcise
Neutralize Poison
Tongues

3rd Level Class Maximum

Ettin
Ogre
Troglodyte
Troll

5th Level Class Maximum

Bugbear
Gnoll
Kobold
Orc

7th Level Class Maximum

Giant (Hill, Stone, Fire, Frost)
Goblin
Hobgoblin
Lizard Man

*A tribe has either shamans or witchdoctors, except caveman tribes, which have both. Shamans and witch doctors should be placed, and not encountered in groups determined randomly.

Witch-Doctor Spells

1st Level

Affect Normal Fires
Dancing Lights
Identify
Push
Shield
Ventriloquism

2nd Level

Audible Glamer
Detect Invisibility
Invisibility
Levitate
Magic Mouth
Scare

2nd Level Class Maximum

Bugbear
Gnoll
Kobold
Lizard Man

4th Level Class Maximum

Caveman*
Goblin
Hobgoblin
Orc

Cloistered Priests

This variant priest from DRAGON Magazine was a nonadventuring priest with minor sage-like abilities. In addition to the class details, a few new spells were incorporated (*italics*). If allowed to player characters at all, they should be extremely rare, perhaps requiring independent study to acquire, or they might be incorporated as the specialty spells of a god of Wisdom or Knowledge.

Level 1

Bless
Ceremony
Create Water
Combine
Cure Light Wounds
Detect Evil
Detect Magic
Hand Fire
Magical Vestments
Protection from Evil
Purify Food & Drink
Sanctuary
Scribe

Level 2

Augury
Chant
Death Prayer
Detect Charm
Detect Life
Holy Symbol
Know Alignment
Light
Slow Poison
Speak with Animals
Translate

Level 3

Create Food & Water
Cure Blindness or Deafness
Detect Cursed Items
Dispel Magic
Enthrall
Glyph of Warding (Paralysis)
Hold Person
Locate Object
Prayer
Remove Curse
Remove Paralysis
Speak with Dead
Dismiss Undead

Level 4

Continual Light
Detect Lie
Exorcise
Minor Ward
Neutralize Poison
Protection from Evil, 10' Radius
Speak with Plants
Scroll
Tongues

Level 5

Atonement
Commune
Cure Critical Wounds
Dispel Evil
Major Ward
Quest
Raise Dead
True Seeing

Level 6

Communicate
Heal
Stone Tell
Word of Recall

New Spells

Hand Fire (1)
Scribe (1)
Death Prayer (2)
Translate (2)
Detect Cursed Items (3)
Dismiss Undead (3)
Minor Ward (4)
Scroll (4)
Major Ward (5)
Communicate (6)

Necromancer-Priests

1st Level

Detect Life
Ebony Hand
Invisibility to Undead
Skeletal Servant
Spectral Senses
Undead Alacrity

2nd Level

Aid
Hear Heartbeat
Resist Turning
Slow Poison

3rd Level

Animate Dead
Cause/Cure Blindness
or Deafness
Cause/Cure Disease

Death's Door

Feign Death
Life Drain
Negative Plane Protection
Remove Paralysis
Speak with Dead
Spirit Bind/Release

4th Level

Cause/Cure Insanity
Fortify
Heart Blight
Poison/Neutralize Poison
Plague Curse

5th Level

Dispel Good/Evil
Slay Living/Raise Dead
Scourge

Undead Regeneration/Drain

Undead
Undead Spell Focus
Undead Ward

6th Level

Asphyxiate
Summon Undead

7th Level

Death Pact
Destruction/Resurrection
Energy Drain/Restoration
Mindkiller
Wither/Regenerate

Quest

Health Blessing
Undead Plague

Savants and Oracles

This list is based on several NPC specialty priests that appeared in DRAGON Magazine. While these were essentially NPC classes, here they are represented a single, combined spell list here. Usages have been updated to 2nd Edition (in particular, the 1st Edition practice of distinguishing between variant classes by assigning spells to different levels was generally abandoned in 2nd Edition—this list follows 2nd Edition practice in level this type of spell level variation; such as remain are underlined>. As a side note, the detect metal and minerals spell in Volume 1 is itself a specialty application. A general usage spell, if allowed, should be around 3rd level).

Some spells on this list are wizard spells (given in italics). Details can be found in the Wizard Spell Compendiums. The savant/oracle versions operate exactly the same as the wizard versions, except that casting times of less than 1 round are slower by 3 than the wizard version. The following sphere recommendations are extrapolations of 2nd Edition material.

MAJOR SPHERES: All, Astral, Divination, Guardian, Law, Protection, Summoning, Thought, Time, Wards
MINOR SPHERES: Creation, Healing, Travelers

Level 1

Detect Evil
Detect Illusion
Detect Untruth
Detect Snares & Pits
Identify
Locate Animals or Plants
Portent
Read Language
Weathertell

Level 2

Augury
Detect Charm
Detect Invisibility
Detect Life
Find Trap
Omen I
Know Alignment
Know Intent
Know Language
Omen I
Speak with Animals
Slow Poison
Tongues

Level 3

Animate Dead
Call Spirit
Clairaudience
Clairvoyance
Detect Metals and Minerals
Detect Spirits
Divine Truth
Exorcism
Find Portal

Hold Undead
Locate Object
Negative Plane Protection
Feign Death
Speak with Dead
Sympathetic Magic I

Level 4

Detect Lie
Divination
Find Person
Greater Vision
Lair Divination
Omen II
Psychic Impressions
Speak with Plants
Wizard Eye

Level 5

Bestow Hit Points
Commune
Commune with Nature
Cure Critical Wounds
Hide
Life Steal
Raise Dead
Sympathetic Magic II

Level 6

Contact Other Plane
Divine Event
Heal
Legend Lore
Memory
Omen III
Recall Spell

Seek

Stone Tell
True Name

Level 7

Divine Inspiration
Reincarnate
Spell Drain
Vision
Vision Crystal

New Spells

Detect Untruth (1)
Read Language (1)
Know Intent (2)
Know Language (2)
Omen I (2)
Call Spirit (3)
Detect Spirits (3)
Divine Truth (3)
Sympathetic Magic I (3)
Omen II (4)
Psychic Impressions (4)
Greater Vision (5)
Hide (5)
Life Steal (5)
Sympathetic Magic II (5)
Divine Event (6)
Memory (6)
Omen III (6)
Recall Spell (6)
Seek (6)
True Name (6)
Divine Inspiration (7)
Spell Drain (7)

Shamans

Shaman spells are incorporated into the Savage setting lists.

Sea Priests

These spells might be known by priests of sea priests or those of gods of the sea. At the DM's option, specialty spells from deities of seas or sailing might be added, such as those of Umberlee and Valkur of the FORGOTTEN REALMS setting. In addition, many spells can be adapted to sea priest use. For example, any spell whose name contains the word "animal" can be altered to "fish", and the aquatic monster summoning tables can be used as well.

Waterfloat (1)	Surf (3)	Inkjet (5)
Detect Predator (2)	Enhance Water Creature (4)	Wave (5)
Speak with Sea Creatures (2)	Sea Form (4)	Rapture of the Deep (6)
Pressure Resistance (2)	Hold Wave (4)	Whirlpool (6)
Wave (2)	Shellskin (4)	Sea Mount (6)
Protection from Fire (3)	Siren Song (5)	Water Form (7)
Water/Air Breathing (3)	Echolocation (5)	Tsunami (7)

Priest Spell Index

This index contains the priest spells in the Priest's Spell Compendium books, arranged alphabetically, including all spells in the appendices. The number in parentheses after the spell name is the spell level. The following notations are also used: Spells with text are given in normal type. Secondary citations are given in italics. O=Orison; Q=Quest Spell; *=Cooperative Magic; 8th, 9th, and 10th indicate psionic enchantments of those levels from the Dark Sun setting; "rev"= reversed form; "see"=a primary listing is given elsewhere, aka="also known as" indicates an alternative, less common name.

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