

# Cleric First Level Spells

## **Animal Friendship** (Enchantment/Charm)

Sphere: Animal

Level: 1

Range: Close (25 ft. + 5 ft./2 levels)

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: 1 animal

Saving Throw: Will Neg.

Spell Resistance: Yes

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

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

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

The material components of this spell are the caster's holy symbol and a piece of food liked by the animal.

## **Bless** (Conjuration/Summoning)

Sphere: All

Level: 1

Range: 180'

Components: V, S, M

Duration: 6 rounds.

Casting Time: 1 round

Area of Effect: 50-ft. cube

Saving Throw: None

Spell Resistance: Yes

Upon uttering the *bless* spell, the caster raises the morale of friendly creatures and any saving throw rolls they make against *fear* effects by +1. Furthermore, it raises their attack dice rolls by +1. However, a blessing affects only those not already engaged in melee combat. The caster determines at what range (up to 60 yards) he will cast the spell. At the instant the spell is completed, it affects all creatures in a 50-foot cube centered on the point selected by the caster (thus, affected creatures leaving the area are still subject to the spell's effect; those entering the area after the casting is completed are not).

A second use of this spell is to bless a single item (for example, a crossbow bolt for use against a rakshasa). The weight of the item is limited to one pound per caster level and the effect lasts until the item is used or the spell duration ends.

Multiple *bless* spells are not cumulative. In addition to the verbal and somatic gesture components, the *bless* spell requires holy water.

This spell can be reversed by the priest to a *curse* spell that, when cast upon enemy creatures, lowers their morale and attack rolls by -1. The curse requires the sprinkling of holy water as well. Certain gods will take a dim view of this spell being used without just cause.

## **Bless Water** (Transmutation)

Sphere: All

Level: 1

Range: Touch

Components: V, S, M

Duration: instantaneous .

Casting Time: 1 minute

Area of Effect: The water touched.

Saving Throw: None

Spell Resistance: No

This transmutation imbues a flask (1 pint) of water with holy energy, turning it into holy water. It is fit to use in ceremonies of the god's relation, or to damage undead.

Some religions will use oil or another liquid for this spell. Phoenix gods for example.

The material component of the spell is the water, which must come from a pure source or be purified, and 25 sp of powdered silver.

## **Ceremony I** (Invocation)

Sphere: All

Level: 1

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn to 1 hour

Area of Effect: Special

Saving Throw: Special

Spell Resistance: No

*Ceremony* has a number of applications in the religious organization. the various ceremonies giving the official blessing (or curse) of the religion's god or gods on the rites performed. The *Ceremony* spell does not leave an aura of magic, but might leave an aura of good or evil. The Ceremonies can vary from religion to religion, but the common ceremonies are: *Burial*, *Coming of Age*, *Dedication*, and, *Marriage*.

In every case a religious rite is cast on a willing being or an inanimate object. Therefore no save is given for these spells. If a *Ceremony* spell should be cast on an unwilling person it will automatically fail.

**Burial:** This rite assures that the dead soul will find proper rest. It informs the soul that they are indeed dead, and must proceed to the afterlife, if they have not yet gotten the message. The rite also protects the body of the deceased from desecration for a period of one week. Any person or persons that attempt to dig the body up must make a will save (DC of the casting priest) or flee the grave site in fear.

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**Coming of Age:** This rite is cast on a young man or woman (either or both depending on the culture and religion) at the time his or her culture regards them as being of the age of self determination. The effect of the spell is to grant the young person the attention and respect of the god in the form of a limited *bles*. This also confers the effect of a *dedication* spell as the young person is considered old enough to now take part in the rites of the church. The *bles* confers protection from evil influence for a period of a month after the *coming of age* is cast. It will not protect if the young person that willing enters an area of evil influence or invites evil to approach them. Random evil however is warded against.

**Dedication:** This rite is usually performed over an infant brought before the priest in the first hours of life. It protects the new soul from influence in the time before the will has time to settle into the new life. It also assures the attention of the god to the new life, and begins the child's religious journey through life.

The second use is in bringing a new adult member into the religion. The ceremony is much the same as the birth dedication, with a sponsor, but the inductee speaking instead of being spoken for.

In either case the being will then be known by any member of that religion's clergy as a member of that church, and treated accordingly. The skill of Religious Adherent is usually learned by adult inductee before the ceremony is performed.

A person wishing to change religions that has had a dedication performed must find a priest of higher level than the priest that performed the first dedication. The main reason that all state religions usually have the children of the ruler *dedicated* by that religion's leader.

**Marriage:** This rite carries no tangible after effects, it does not guarantee happiness, harmony, or children. It does inform the priest if any curse, charm, or coercion is in effect over either participant. The priest will know the nature of the problem, but not who or what has caused it. Most religions require the priest to stop the ceremony if any of the above conditions are present. The primary importance to the participants is the oath before the god of the wedding vows, and church blessing on the union.

The components will vary from religion to religion. Some types will have costs for the recipient, again varying depending on the religion. the suggested amounts are:

<i>Burial</i>	5-50 sp
<i>Coming of Age</i>	5-15 sp
<i>Dedication</i>	1-10 sp
<i>Marriage</i>	1-20 sp



### **Cleanse, Greater** (Alteration/Invocation)

Sphere: All  
Level: 1  
Range: Touch  
Components: V, S  
Duration: Instantaneous  
Casting Time: 1 action  
Area of Effect: 1 creatures per 2 levels  
Saving Throw: None  
Spell Resistance: Yes

This spell's function is to freshen the appearance of the target creatures, their clothing, and gear. Dirt and stains will be cleaned from the clothing and gear. Small tears or wear spots are mended. The creatures themselves will be free of odor or soil as well as if freshly bathed.

The effects of the spell are Instantaneous, and they do not wear off, the spell does not prevent further physical contamination or wear.

### **Combine** (Evocation)

Level: 1  
Range: Touch  
Components: V, S  
Duration: 3 turns  
Casting Time: 1 round  
Area of Effect: The circle of Clerics  
Saving Throw: None  
Spell Resistance: No

This spell enables three or more priests of the same religion to combine their power to turn undead or increase the effect of variable spells. The highest level cleric stands in the middle of the circle, and all present cast the *combine* spell at once.

The central cleric temporarily functions as if of a higher level, gaining one level for each encircling cleric. A priest can control up to half his current level of additional levels with a minimum of two additional levels. I.E. a 10th level cleric can use up to 5 additional levels. The increase applies to the cleric effective levels for determining the results of attempts to turn undead, and spell details that vary with the level of the caster. The Cleric does not gain additional spells.

The encircling priests must concentrate on maintaining the combine effect. They lose all Armor Class bonuses for shield and Dexterity. If any of them has his concentration broken, the *combine* spell ends immediately. If the *combine* spell is broken while the central priest is in the act of casting a spell, that spell is ruined. Spells cast in combination have the full enhanced effect, even if the combine is broken before the duration of the enhanced spell ends. Note that the combination is not broken if only the central caster is disturbed.

### **Command** (Enchantment/Charm)

Sphere: Charm  
 Level: 1  
 Range: 90'  
 Component: V  
 Duration: Instantaneous  
 Casting Time: 1 Action  
 Area of Effect: 1 creature  
 Saving Throw: Will neg  
 Spell Resistance: Yes

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

### **Condition** (Divination)

Sphere: Healing  
 Level: 1  
 Range: 30 foot  
 Components: V, S  
 Duration: 10 minutes/level  
 Casting Time: 1 Action  
 Area of Effect: cone shaped emanation  
 Saving Throw: None  
 Spell Resistance: No

This spell lets you determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), undead, or neither alive nor dead (such as a construct).

Condition sees through any spell or ability that allows creatures to feign death.

### **Cure Light Wounds** (Necromancy)

Sphere: Healing  
 Level: 1  
 Range: Touch  
 Components: V, S  
 Duration: Permanent  
 Casting Time: 1 Action  
 Area of Effect: Creature touched  
 Saving Throw: None  
 Spell Resistance: Yes

When casting this spell and laying his hand upon a creature, the priest causes 1d8+1 up to the cleric's level (max +5) points of wound or other injury damage to the creature's body to be healed. This healing cannot affect creatures without corporeal bodies, nor can it cure the wounds of things that are animated, or undead.

Curing is permanent only insofar as the creature does not sustain further damage.

### **Darkness** (Alteration)

Sphere: Sun  
 Level: 1  
 Range: 240'  
 Components: V, S  
 Duration: 1 hr. + 1 turn/level  
 Casting Time: 1 Action  
 Area of Effect: 20-ft.-radius globe  
 Saving Throw: Special  
 Spell Resistance: No

This spell causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area to drop to that of a darkened room. This spell has no effect in an area that is already dark. All creatures gain total concealment (50% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than darkness.

If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

This spell does not stack with itself. Darkness can be used to counter or dispel any light spell of equal or lower spell level.

### **Detect Evil** (Divination)

Sphere: All  
 Level: 1  
 Range: 360'  
 Components: V, S, M  
 Duration: 1 turn + 5 minutes /level  
 Casting Time: 1 round  
 Area of Effect: 10 foot path  
 Saving Throw: None  
 Spell Resistance: No

This spell discovers emanations of evil from any creature, object, or area in a path 10 foot wide to the end of the spell range.

The degree of evil (dim, faint, moderate, strong, or overwhelming) and possibly its general nature (expectant, malignant, gloating, etc.) can be noted. The duration of a *detect evil* spell is one turn plus five minutes per level of the priest. Thus, a 1st-level priest can cast a spell with a 15-minute duration, a 2nd-level priest can cast a spell with a 20-minute duration, etc. The spell has a path of detection 10 feet wide in the direction the priest is facing. The priest must concentrate; stop, be calm, and intently seek to detect the aura for at least one round to receive a reading.

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



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### **Detect Good** (Divination)

Sphere: All  
Level: 1  
Range: 360'  
Components: V, S, M  
Duration: 1 turn + 5 minutes /level  
Casting Time: 1 round  
Area of Effect: 10 foot path  
Saving Throw: None  
Spell Resistance: No

This spell discovers emanations of good from any creature, object, or area in a path 10 foot wide to the end of the spell range.

The degree of good (dim, faint, moderate, strong, or overwhelming) and possibly its general nature (contemplative, protective, etc.) can be noted. The duration of a *detect good* spell is one turn plus five minutes per level of the priest. Thus, a 1st-level priest can cast a spell with a 15-minute duration, a 2nd-level priest can cast a spell with a 20-minute duration, etc. The spell has a path of detection 10 feet wide in the direction the priest is facing. The priest must concentrate; stop, be calm, and intently seek to detect the aura for at least one round to receive a reading.

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

### **Detect Snares & Pits** (Divination)

Sphere: Divination  
Level: 1  
Range: 0  
Components: V, S, M  
Duration: 4 minutes/level  
Casting Time: 1 Action  
Area of Effect: 10 x 40 ft.  
Saving Throw: None  
Spell Resistance: No

The caster is able to detect snares, pits, dead falls and similar hazards along a path 10 feet wide and 40 feet long. Such hazards include simple pits, dead falls, snares of wilderness creatures (for example, trapdoor spiders, giant sundews, ant lions, etc.), and primitive traps constructed of natural materials (mantraps, missile trips, hunting snares, etc.). The spell is directional, the caster must face the desired direction to determine if a pit exists or a trap is laid in that direction. The caster experiences a feeling of danger from the direction of a detected hazard, which increases as the danger is approached. The caster learns the general nature of the danger (pit, snare, or deadfall) but not its exact operation, nor how to disarm it. Close examination, however, enables the caster to sense what intended actions might trigger it. The spell detects certain natural hazards, quicksand (snare), sinkholes (pit), or unsafe walls of natural rock (deadfall). Other hazards, such as a cavern that floods during rain, an unsafe construction, or a naturally poisonous plant, are not revealed. The spell does not detect magical traps (save those that operate by pit, dead fall, or snaring; see the 2nd-level spell *trip* and the 3rd-level spell *snare*), nor those that are mechanically complex, nor those that have been rendered safe or inactive.

The caster must have his holy symbol to complete the spell.

### **Divine Favor** (Evocation)

Sphere: All  
Level: 1  
Range: Personal  
Components: V, S  
Duration: 1 minute  
Casting Time: 1 Action  
Area of Effect: Self  
Saving Throw: None  
Spell Resistance: No

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +3). The bonus does not apply to spell damage.

### **Endure Elements** (Alteration)

Sphere: Protection  
Level: 1  
Range: Touch  
Components: V, S  
Duration: 1 hrs./level  
Casting Time: 1 round  
Area of Effect: Creature touched  
Saving Throw: None  
Spell Resistance: Yes

The creature receiving this spell is protected from normal extremes of cold or heat. The creature can stand unprotected in temperatures as low as -30 F. or as high as 130 F. with no ill effect. Temperatures beyond these limits inflict 1 point of damage per hour of exposure for every 5 degrees beyond the limit. The spell is immediately canceled if the recipient is affected by any non-normal heat or cold, such as magic, breath weapons, and so on. The cancellation occurs regardless of whether a heat or cold effect hits the character. The recipient of the spell does not suffer the first 10 points of damage (after any applicable saving throws) from the heat or cold during the round in which the spell is broken. The spell ends instantly if either *resist fire* or *resist cold* is cast upon the recipient.

### **Entangle** (Alteration)

Sphere: Plant  
Level: 1  
Range: 80 yds.  
Components: V, S, M  
Duration: 1 turn  
Casting Time: 1 Action  
Area of Effect: 40-ft. cube  
Saving Throw: Reflex neg.  
Spell Resistance: Yes

The caster is able to cause plants in the area of effect to entangle creatures within the area. The grasses, weeds, bushes, and even trees wrap, twist, and entwine about the creatures, holding them fast for the duration of the spell. Any creature entering the area is subject to this effect. A creature that rolls a successful saving throw vs. Reflex can escape the area, moving at only 10 feet per round until out of the area. Exceptionally large (gargantuan) or strong creatures may suffer little or no distress from this spell, based on the strength of the entangling plants.

**Faerie Fire** (Alteration)

Sphere: Weather  
 Level: 1  
 Range: 240'  
 Component: V, S  
 Duration: 4 rds./level  
 Casting Time: 1 Action  
 Area of Effect: 10 sq. ft/level  
 Saving Throw: None within a 40-ft. Radius  
 Spell Resistance: Yes

This spell enables the caster to outline one or more objects or creatures with a pale glowing light. The number of subjects outlined depends upon the number of square feet the caster can affect. Sufficient footage enables several objects or creatures to be outlined by the *faerie fire* spell, but one must be fully outlined before the next is begun, and all must be within the area of effect. Outlined objects or creatures are visible at 80 yards in the dark and 40 yards if the viewer is near a bright light source. Outlined creatures are easier to strike; thus, opponents gain a +2 bonus to attack rolls in darkness (including moonlit nights) and a +1 bonus in twilight or better. Note that outlining can render otherwise invisible creatures visible. However, it cannot outline noncorporeal, ethereal, or gaseous creatures. Nor does the light come anywhere close to sunlight. Therefore, it has no special effect on undead or dark-dwelling creatures. The faerie fire can be blue, green, or violet according to the word of the caster at the time of casting. The faerie fire does not cause any harm to the object or creature thus outlined.

**Fear** (Abjuration)

Sphere: Charm  
 Level: 1  
 Range: 30'  
 Components: V, S  
 Duration: Special  
 Casting Time: 1 Action  
 Area of Effect: 1 creature/4 levels  
 Saving Throw: Special  
 Spell Resistance: Yes

The priest casting this spell instills fear in the spell recipient, causing one creature to flee in panic at maximum movement speed away from the caster for 1d4 rounds. A successful Will saving throw against the effect negates. Of course, *fear* can be automatically countered by *remove fear* and vice versa.

For every four levels of the caster, one creature can be affected by the spell (one creature at levels 1 through 4, two creatures at levels 5 through 8, etc.).

Neither spell has any effect on undead of any sort.



**Inflict Light Wounds** (Necromancy)

Sphere: Combat  
 Level: 1  
 Range: Touch  
 Components: V, S  
 Duration: Permanent  
 Casting Time: 1 Action  
 Area of Effect: Creature touched  
 Saving Throw: None  
 Spell Resistance: Yes

When casting this spell and laying his hand upon a creature, the priest causes 1d8+1 up to the cleric's level (max +5) points of wounds to the creature's body. This harm cannot affect creatures without corporeal bodies, nor can it harm things that are animated.

If a creature is avoiding this touch, an attack roll is needed to determine if the priest's hand strikes the opponent and causes such a wound. This attack ignores any armor bonus the creature might have.

Caused wounds will heal, or can be cured, just as any normal injury.

**Invisibility to Animals** (Alteration)

Sphere: Animal  
 Level: 1  
 Range: Touch  
 Components: S, M  
 Duration: 1 turn + 1 minute/level  
 Casting Time: 4  
 Area of Effect: 1 creature/level  
 Saving Throw: None  
 Spell Resistance: No

When an *invisibility to animals* spell is cast, the creature touched becomes totally undetectable by normal animals with Intelligence under 6. Normal animals includes giant-sized varieties, but it excludes any with magical abilities or powers. The enchanted individual is able to walk among such animals or pass through them as if he did not exist. For example, this individual could stand before the hungriest of lions or a tyrannosaurus rex and not be molested or even noticed. However, a nightmare, hell hound, or winter wolf would certainly be aware of the individual. For every level the caster has achieved, one creature can be rendered invisible. Any recipient attacking while this spell is in effect ends the spell immediately (for himself only).

The material component is the priest's holy symbol.

**Invisibility to Undead** (Abjuration)

Sphere: Necromantic  
 Level: 1  
 Range: Touch  
 Components: V, S, M  
 Duration: 6 rds.  
 Casting Time: 1 Action  
 Area of Effect: 1 creature  
 Saving Throw: Special  
 Spell Resistance: **No**

This spell causes affected undead to lose track of and ignore the warded creature for the duration of the spell. Undead of 4 or fewer Hit Dice are automatically affected, but those with more Hit Dice

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receive a saving throw vs. Will to avoid the effect. Note that a priest protected by this spell cannot turn affected undead. The spell ends immediately if the recipient makes any attack, although casting spells such as *cure wounds*, or *chant* doesn't end the ward.

The material component is the priest's holy symbol.

### *Light* (Alteration)

Sphere: Sun

Level: 1

Range: 360'

Components: V, S

Duration: 1 hr. + 1 turn/level

Casting Time: 1 Action

Area of Effect: 20-ft.-radius globe

Saving Throw: Special

Spell Resistance: Yes

This spell causes a luminous glow within 20 feet of the spell's center. The area of light thus caused is equal in brightness to torchlight. Objects in darkness beyond this sphere can be seen, at best, as vague and shadowy shapes. The spell is centered on a point selected by the caster, and he must have a line of sight or unobstructed path to that point when the spell is cast. Light can spring from air, rock, metal, wood, or almost any similar substance. The effect is immobile unless it is specifically centered on a movable object or mobile creature. If this spell is cast upon a creature, any applicable magic resistance and saving throws (Reflex) must be rolled. Successful resistance negates the spell, while a successful saving throw indicates that the spell is centered immediately behind the creature, rather than upon the creature itself. A *light* spell centered on the visual organs of a creature blinds it, reducing its attack and saving throw rolls by 4 and worsening its Armor Class by 4. The caster can extinguish the light at any time by uttering a single word. *Light* spells are not cumulative, multiple castings do not provide a brighter light.

A *darkness* spell cast directly against a *light* spell cancels both, and vice versa.

### *Locate Animals or Plants* (Divination)

Sphere: Divination (Animal, Plant)

Level: 1

Range: 300' + 60'/level

Components: V, S, M

Duration: 1 minute/level

Casting Time: 1 rd.

Area of Effect: 20 yds./level x 20 ft.

Saving Throw: None

Spell Resistance: No

The caster can find the direction and distance of any one type of animal or plant he desires. The caster, facing in a direction, thinks of the animal or plant and then knows if any such animal or plant is within range. If so, the exact distance and approximate number present is learned. During each round of the spell's duration, the caster can face in only one direction (i.e., only a 20-foot-wide path can be known). The spell lasts one minute per level of experience of the caster, while the length of the path is 300 feet plus 60 feet per level of experience.

While the exact chance of locating a specific type of animal or plant depends on the details and circumstances of the locale, the general frequency of the subject can be used as a guideline:

common = 75%, uncommon = 40%, rare = 15%, and very rare = 5%. Most herbs grow in temperate regions, while most spices grow in tropical regions. Most plants sought as spell components or for magical research are rare or very rare. The results of this spell are always determined by the DM.

The material component is the caster's holy symbol.

### *Magical Stone* (Enchantment)

Sphere: Combat

Level: 1

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 1 Action

Area of Effect: 3 pebbles

Saving Throw: None

Spell Resistance: No

You transmute as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The spell gives them a +1 enhancement bonus on attack and damage rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage (including the spell's enhancement bonus), or 2d6+2 points against undead.

The material components are the priest's holy symbol and three small pebbles, unworked by tools or magic of any type.

### *Magical Weapon* (Alteration)

Sphere: Combat

Level: 1

Range: Touch

Components: V, S, M

Duration: 4 rds. + 1 rd./level

Casting Time: 1 Action

Area of Effect: 1 weapon

Saving Throw: None

Spell Resistance: No

This spell enables the caster to change his own weapon of what ever kind, even claws, teeth, or unarmed blows into a magical weapon that gains a +1 bonus to its attack roll and damage rolls. The weapon does normal damage otherwise. The spell inflicts no damage to the weapon. The caster must wield the weapon.

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

### *Pass Without Trace* (Enchantment/Charm)

Sphere: Plant

Level: 1

Range: Touch

Components: V, S, M

Duration: 10 minutes/level

Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: None

Spell Resistance: No

This spell enables, the recipient can move through any type of terrain, mud, snow, dust, etc. and leave neither footprints nor

scent. The area that is passed over radiates magic for 10 to 60 minutes turns after the affected creature passes. Thus, tracking a person or other creature covered by this spell is impossible by normal means. Of course, intelligent tracking techniques, such as using a spiral search pattern, can result in the trackers picking up the trail at a point where the spell has worn off.

The material component of this spell is a sprig of pine or evergreen, which must be burned and the ashes powdered and scattered when the spell is cast.

### **Penetrate Disguise** (Divination)

Level: 1  
 Range: Touch  
 Components: V, S  
 Duration: 1 minute per level  
 Casting Time: 1 Action  
 Area of Effect: One individual  
 Saving Throw: Will Neg.  
 Spell Resistance: Yes

The recipient is able to see through a disguise that consists of makeup or altered clothing. The recipient cannot identify who the person actually is, their profession or their intentions. Only the fact that they are attempting to falsify their appearance and or identity. The addition of illusion or psionics to the disguise will enhance it's effects, granting the examined person a +1 for each level of the illusion spell or per power class of the psionic. The Wisdom bonuses of the spell recipient are applied to any illusion spells in use, as deception is actively being sought. Purely illusory disguises are not detected by the spell, but the recipients is allowed a normal save with bonuses because they are actively seeing deception. Psionic disguise is subject to a Wisdom check with a DC equal to the psionic's Attack Bonus +10. The target of the spell is entitled to a saving throw that negates any chance of the recipient penetrating the disguise if successful.

### **Portent** (Divination)

Sphere: All  
 Level: 1  
 Range: 0  
 Components: V, S, M  
 Duration: Instantaneous  
 Casting Time: 1 Action  
 Area of Effect: Caster  
 Saving Throw: None

The *portent* spell will give the caster an immediate feedback on the desirability of a given action to be taken within the next turn. The *portent* will manifest as either a feeling of confidence or dread (I have a bad feeling about this...). No course of action is demanded by the spell, or prevented. It cannot determine the success or possible failure of an action, only the immediate probable outcome as regards the health and well being of the caster and his party.



### **Precipitation** (Alteration)

Sphere: Weather  
 Level: 1  
 Range: 10 yards per level  
 Components: V, S  
 Duration: 1 minute per level  
 Casting Time: 1 Action  
 Area of Effect: 30 yds diameter cylinder up to 60 yds high  
 Saving Throw: None (special)  
 Spell Resistance: No

All air born water vapor in the area of effect is precipitated in the form of a light rain for the duration of the spell. Since only 1/0th of an inch of rain will fall per minute the spell will have only the following general effects.

Thin light material will become damp in one minute and thoroughly wet thereafter

Twigs and heavy material such as canvas will be damp in 2 minutes and wet thereafter.

Flat, relatively non-porous surfaces, such as stone floors rock, painted wood, etc., will be damp in one minute and filmed with water thereafter.

Semi-porous surfaces and material will become damp on the surface in 2 minutes and the damp area will progress downward/inward until the material is thoroughly wet.

Porous surfaces an materials simply absorb the rain up to the limit of their capacity.

Small flames such as candles are extinguished in one round, small fires will smoke up to one minute after the rain stops. Large fires are unaffected.

In arid regions the rate of rainfall will be halved, humid regions will double the duration of the spell. Freezing temperatures will cause the *precipitation* to fall as sleet or snow.

### **Predict Weather** (Divination)

Sphere: Weather, Divination  
 Level: 1  
 Range: Special  
 Components: V, S  
 Duration: Special  
 Casting Time: 1 turn  
 Area of Effect: Special  
 Saving Throw: None  
 Spell Resistance: No

The cleric gains some fore-knowledge into what the weather will be in the near future. The greater the span of days the caster tries to predict the less accurate the forecast.

The caster makes an intelligence check against a DC 6 chance of accurately predicting the weather for the next 24 hours. The accuracy drops by half for every 24 hours farther afield the caster tries to predict. DC 12 the second day, DC 24 the third and so forth. A Knowledge Natural History or Weather Sense check can be used instead of a Int check if the Cleric has Knowledge Natural History. A Weather Sense check with the spell gains an additional +5 to the roll.

The spell will give general information on temperature, wind speed and direction, cloud cover, and precipitation, if any. All terms should be general i.e.. Warm, with fair winds from the east, clear skies, no chance of rain.

## Cleric First Level

### **Protection From Evil** (Abjuration)

Sphere: Protection  
Level: 1  
Range: Touch  
Components: V, S, M  
Duration: 3 minutes/level  
Casting Time: 1 Action  
Area of Effect: 1 creature  
Saving Throw: None  
Spell Resistance: Yes

When this spell is cast, it creates a magical barrier around the recipient at a distance of 1 foot. The barrier moves with the recipient and has three major effects:

First, all attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll, and any saving throws caused by such attacks are made by the protected creature with a +2 bonus.

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

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

The materials are holy water or burning incense.

### **Protection From Good** (Abjuration)

Sphere: Protection  
Level: 1  
Range: Touch  
Components: V, S, M  
Duration: 3 minutes/level  
Casting Time: 1 Action  
Area of Effect: 1 creature  
Saving Throw: None

When this spell is cast, it creates a magical barrier around the recipient at a distance of 1 foot. The barrier moves with the recipient and has three major effects:

First, all attacks made by good or goodly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll, and any saving throws caused by such attacks are made by the protected creature with a +2 bonus.

Second, any attempt to exercise mental control over the protected creature (if, for example, it has been commanded by a vampire) or to invade and take over its mind (as by a ghost's magic jar attack) is blocked by this spell. Note that the protection does not prevent a vampire's charm itself, nor end it, but it does prevent the vampire from exercising mental control through the barrier.

Likewise, an outside life force is merely kept out, and would not be expelled if in place before the protection was cast.

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

The materials are holy water or burning incense.

### **Rebuke** (Conjuration/Summoning)

Sphere: All  
Level: 1  
Range: 180'  
Components: V, S, M  
Duration: 6 rounds.  
Casting Time: 1 round  
Area of Effect: 50-ft. cube  
Saving Throw: None  
Spell Resistance: Yes

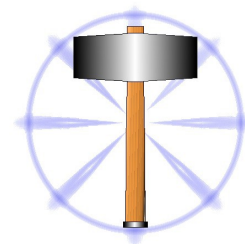
Upon uttering the *rebuke* spell, the caster lowers their morale and attack rolls or enemy creatures by -1. The curse requires the sprinkling of holy water as well. Certain gods will take a dim view of this spell being used without just cause.

### **Remove Fear** (Abjuration)

Sphere: Charm  
Level: 1  
Range: 30'  
Components: V, S  
Duration: Special  
Casting Time: 1 Action  
Area of Effect: 1 creature/4 levels  
Saving Throw: Special  
Spell Resistance: Yes

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

The spell has no effect on undead of any sort.





## Cleric First Level

### **Sanctuary** (Abjuration)

Sphere: Protection  
Level: 1  
Range: Touch  
Components: V, S, M  
Duration: 2 minutes + 1 minute/level  
Casting Time: 1 Action  
Area of Effect: 1 creature  
Saving Throw: Will; Special  
Spell Resistance: Yes

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

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

### **Shield of Faith** (Abjuration)

Sphere: Protection  
Level: 1  
Range: Touch  
Components: V, S  
Duration: 1 minutes/level  
Casting Time: 1 Action  
Area of Effect: 1 Creature touched  
Saving Throw: Will negates (harmless)  
Spell Resistance: Yes

This spell creates a shimmering, magical field around the touched creature that averts attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels the caster has (maximum +5 deflection bonus at 18th level).

### **Summon Monster 1** (Conjuration/Summoning)

Sphere: Summoning  
Level: 1  
Range: Close (25 ft. + 5 ft./2 levels)  
Components: V, S  
Duration: 4 rounds +1 round per level  
Casting Time: 1 Action  
Area of Effect: 1 Creature  
Saving Throw: None  
Spell Resistance: No

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can

communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures one of the creatures from the 1st-level list on the accompanying Summon Monster table. You choose which kind of creature to summon, and you can change that choice each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

### **Tongues** (Alteration)

Sphere: All  
Level: 1  
Range: 0  
Components: V, S  
Duration: 1 turn per level  
Casting Time: 1 round  
Area of Effect: The caster  
Saving Throw: None  
Spell Resistance: No

This spell enables the caster to speak and understand additional languages, whether they are racial tongues or regional dialects, but not the communications of animals or mindless creatures. When the spell is cast the cleric selects the language to be understood (name is not required, "what that guy is speaking" will do). the spell then enables the cleric to speak and understand the given language with perfect fluency and accent for the duration of the spell. The priest can speak one additional language for each 3 levels he possess.

In addition if the priest makes a successful stat check vs. Intelligence against DC 20 he will retain a 1% knowledge of the tongue. A 10% knowledge is sufficient to allow simple conversation 30% will allow an involved conversation and 50% or more will allow the discussion of philosophy and other arcane subjects. The spell will not allow the cleric to read or write the language.

The reverse spell *babel*, will cancel a *tongues*, healer's *communicate* or A *comprehend languages* spell, or renders all speech within a 60' radius incomprehensible.



Cleric First Level

