

Cleric Third Level Spells

Animate Dead (Necromancy)

Sphere: Necromantic

Level: 3

Range: 30'

Components: V, S, M

Duration: Permanent

Casting Time: 1 minute

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

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

The priest can animate one skeleton or one zombie for each experience level he has attained. If creatures with more than 1+ Hit Dice are animated, the number is determined by the monster Hit Dice. Skeletal forms have the Hit Dice of the original creature, while zombie forms have 1 more Hit Die. Thus, a 12th-level priest could animate 12 dwarven skeletons (or six zombies), four zombie gnolls, or a single zombie fire giant. Note that this is based on the standard racial Hit Die norm; thus, a high-level adventurer would be animated as a skeleton or zombie of 1 or 2 Hit Dice, and without special class or racial abilities. The caster can, alternatively, animate two small animal skeletons (1-1 Hit Die or less) for every level of experience he has achieved.

The spell requires a drop of blood, a piece of flesh of the type of creature being animated, and a pinch of bone powder or a bone shard to complete the spell.

Call Lightning (Alteration)

Sphere: Weather

Level: 3

Range: 600'

Components: V, S

Duration: 1 minute/level

Casting Time: 1 minute

Area of Effect: 10-ft. radius

Saving Throw: Reflex ½

Spell Resistance: Yes

When a *call lightning* spell is cast, there must be a storm of some sort in the area, a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinn or air elemental of 7 Hit Dice or more). The caster is then able to call down bolts of lightning. The caster can call down one bolt per minute. The caster need not call a bolt of lightning immediately, other actions, even spellcasting, can be performed; however, the caster must remain stationary and concentrate for a full round each time a bolt is called. The spell has a duration of one turn per caster level. Each bolt causes 2d8 points of electrical damage, plus an additional 1d8 points for each of the caster's experience levels. Thus, a 4th-level caster calls down a 6d8 bolt (2d8+4d8).

The bolt of lightning flashes down in a vertical stroke at

whatever distance the spellcaster decides, up to 600 feet away. Any creature within a 10-foot radius of the path or the point where the lightning strikes suffers full damage unless a successful Reflex saving throw is rolled, in which case only one-half damage is taken.

Because it requires a storm overhead, this spell can only be used outdoors. It does not function under ground or under water.

Cloudburst (Alteration)

Sphere: Weather

Level: 3

Range: 30'/level

Components: V, S, M

Duration: 1 minute

Casting Time: 1 Action

Area of Effect: 60' diam. Cylinder, 180' high

Saving Throw: Special

Spell Resistance: No

By means of this spell the caster causes the atmosphere to instantly precipitate all of its water vapor in the form of huge drops of rain, the resulting condensation not only causing a true downpour or rain, but sucking more vapor into the area to likewise be precipitated. The *cloudburst* will effectively drench everything in its area of effect within one round, for the rain will fall at the rate of 1/10 inch per round, or 1 inch or rainfall a minute. All normal fires within the area of effect will be extinguished by a *cloudburst*. Small fires will be extinguished instantly, medium-sized fires in 3-5 round, and large fires in 8-10 rounds. Magical fires will also be extinguished by a *cloudburst*, with the following general rules applying:

Permanent magical fires will re-light in 1-2 rounds. Small rekindlable magical fires as that of a **flame tongue** sword will be affected only during the actual *cloudburst*.

Spells such as *produce fire*, and *burning hands* will be negated. Large area spells such as *fireball*, *flame strike*, *wall of fire*, etc., will in the course of being extinguished, vaporize the rain into a cloud of steam covering an area four times as large as the *cloudburst* spell's area of effect. This steam will inflict 1-3 points of damage per round on normal creatures within its area, and will do twice that damage to cold-dwelling or cold-using creatures. The could of steam will persist for 2-5 rounds, half that if a breeze is blowing, or only 1 round if a strong wind is blowing. Phoenix fire, fresh lava, or elemental sources of fire are unaffected by the *cloudburst*, and will flash it into steam instantly. This will do double the damage of steam from other sources, but will not persist any longer.

Creatures with a water bane caught in the *cloudburst* will take 3d6 points of damage from the spell. Should they gain Initiative on the caster and save vs. Fort, they can mitigate the damage entirely if they have the means. If they can meet only one condition they receive half damage. If they don't have the means to mitigate the damage saving vs. Fort will allow half damage.

In arid regions the *cloudburst* will act only as a double strength *precipitation* spell. In humid areas the duration of the spell will be extended to two minutes. In areas with a temperature between 33°F and 31°F inclusive sleet will fall rather than rain, with ice and slush being formed where it accumulates. In temperatures of 30°F and lower the *cloudburst* will fall as a *snowburst*, with one inch of snow falling per round. Visibility during the duration of the spell will be zero for anyone in the area of effect.

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Continual Darkness (Alteration)

Sphere: Darkness
Level: 3
Range: 180'
Components: V, S
Duration: Permanent
Casting Time: 1 action
Area of Effect: 60-ft. radius
Saving Throw: Special
Spell Resistance: Yes

This spell causes total, impenetrable darkness in the area of effect. Low light even darkvision are useless. Neither normal nor magical light works unless a *light* or *continual light* spell is used. A *continual darkness* spell will negate a light spell while present but not dispel it. A *continual darkness* cast against a *continual light* will dispell it being dispelled itself, leaving ambient light conditions.

As with the *light* spell, it can be cast into the air, onto an object, or at a creature. When cast at a creature, the target gets a saving throw vs. reflex; success indicates that the spell affects the space about 1 foot behind the creature instead. Note that this spell can also blind a creature if it is successfully cast upon the creature's visual organs, reducing its attack rolls, saving throws, and Armor Class by 4. If the spell is cast on a small object that is then placed in a light-proof covering, the spell's effects are blocked until the covering is removed.

The material components of this spell are a bit of bat fur and either a drop of pitch or a piece of coal.

Continual Light (Alteration)

Sphere: Sun
Level: 3
Range: 120 yds.
Components: V, S
Duration: Permanent
Casting Time: 1 Action
Area of Effect: 60-ft. radius
Saving Throw: Special
Spell Resistance: Yes

This spell is similar to a *light* spell, except that it is as bright as full daylight and lasts until negated by magical darkness or by a *dispel magic* spell. Creatures with penalties in bright light suffer them in this spell's area of effect. As with the *light* spell, this can be cast into the air, onto an object, or at a creature. In the third case, the continual light affects the space about 1 foot behind a creature that successfully rolls its saving throw vs. Reflex (a failed saving throw means the continual light is centered on the creature and moves as it moves). Note that this spell also blinds a creature if it is successfully cast upon the creature's visual organs. If the spell is cast on a small object that is then placed in a light-proof covering, the spell effects are blocked until the covering is removed.

Continual light brought into an area of magical darkness (or vice versa) cancels the darkness so that the otherwise prevailing light conditions exist in the overlapping areas of effect. A direct casting of a *continual light* spell against a similar or weaker magical darkness cancels both.

This spell eventually consumes the material it is cast upon, but the process takes far longer than the time in a typical campaign.

Extremely hard and expensive materials might last hundreds or even thousands of years.

Create Food & Water (Alteration)

Sphere: Creation
Level: 3
Range: 30'
Components: V, S
Duration: Special
Casting Time: 1 round
Area of Effect: 1 cu. ft./level
Saving Throw: None
Spell Resistance: No

The priest causes food and water to appear. The food thus created is highly nourishing if rather bland; each cubic foot of the material sustains three human-sized creatures or one horse-sized creature for a full day. The food decays and becomes inedible within 24 hours, although it can be restored for another 24 hours by casting a *purify food and water* spell upon it. The water created by this spell is the same as that created by the 1st-level priest spell *create water*. For each experience level the priest has attained, 1 cubic foot of food or water is created by the spell. For example, a 2nd-level priest could create 1 cubic foot of food and 1 cubic foot of water.

Create Food and Drink: Typically cast by clerics of Phoenix gods. A cider-like drink that is healthful to any creature that requires water replaces water in the creation.

Create Meat and Drink/Water: More common among carnivore gods. The meat created is likewise healthful for any creature than can eat meat. The volume of meat created is half that of the "food" created by the *create food and water* spell. It is however, equally as nutritious, half the amount will sustain a man for one day. This spell produces no food edible by herbivores

Ceremony II (Invocation)

Sphere: All
Level: 3
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 II* 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: *Consecrate Item*, *Investiture*, and *Special Vows*.

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.

Consecrate Item: This rite must be cast on any item that is to be used in the temple ceremonies. It is usually cast on every part of the temple furniture each year in a special holiday. The spell

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cleanses the item of any unholy influences, psychic impressions, or harmful magics. If the whatever is too strong, the priest will become aware that the item is unfit for use in the temple. It will not remove curses or enchantments, but will make the priest aware of them and their natures. *Note:* this spell is never used as a form of *identify* as the end result is a holy item dedicated to the god. Any such use would require the casting priest undergo an *atonement*.

Investiture: This is the rite performed on persons wishing to become a priest in the religion. It is the first vows taken, and brings the god's attention on the aspirant novice or what ever they are called. A being cannot tap the power of the god for spells without this ceremony. Some religions have further stages in this process, others go right from *investiture* to *ordination*.

Special Vows: the exact nature of this spell will vary depending on the vows made. It is cast on a Paladin, or other holy warrior, or a priest on a special mission. It can involve access to various abilities and protections. the exact nature again depending on the religion and the vow maker's position within it. Any person taking special vows will however sacrifice any save vs. a lawful quest by a cleric of that religion as long as the vows are in force.

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

Consecrate Item 1-25 gp Holy water or like materials are often expended.

Investiture Usually free as other requirements must be met, giving up of property, celibacy etc.

Special Vows 1-100 gp in materials

Cure Blindness or Deafness (Abjuration)

Sphere: Healing

Level: 3

Range: Touch

Components: V, S

Duration: Permanent

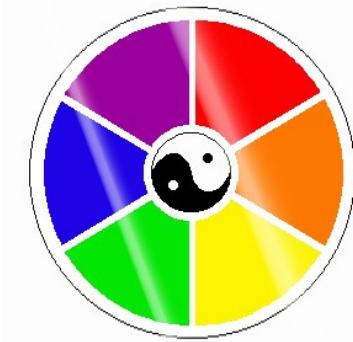
Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: Special

Spell Resistance: Yes

By touching the creature afflicted, the priest can permanently cure blindness or deafness. This spell does restore or repairs visual or auditory organs damaged by injury or disease.



Cure Disease (Abjuration)

Sphere: Necromantic

Level: 3

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 1 minute

Area of Effect: 1 creature

Saving Throw: None

Spell Resistance: Yes

This spell enables the caster to cure most diseases by placing his hand upon the diseased creature. The affliction rapidly disappears thereafter, making the cured creature whole and well in from one turn to 10 days, depending on the type of disease and the state of its advancement when the cure took place. (The DM must adjudicate these conditions.) The spell is also effective against parasitic monsters such as green slime, rot grubs, and others. When cast by a priest of at least 12th level, this spell cures lycanthropy if cast within three days of the infection. Note that the spell does not prevent reoccurrence of a disease if the recipient is again exposed.

Cure Heavy Wounds (Necromancy)

Sphere: Healing

Level: 3

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 $3d8+1$ per level of the cleric (To a maximum of +15 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.

Curse (Abjuration)

Sphere:

Level: 3

Range: 30'

Components: V, S

Duration: Special

Casting Time: 1 action

Area of Effect: One person

Saving Throw: Special

Spell Resistance: Yes

the *curse* spell must have a stated condition for its ending, or the spell will not work. The caster must be within 30 feet of the victim and the victim must be able to hear the curse pronounced. Whether or not they pay attention does not matter. The wording of a curse must contain the malediction, and the condition of its ending. I.e. "*Bread and meat will taste as foul rot in thy mouth until the debt to the Sister's of Mercy be repaid*". The stated malediction may not permanently harm the victim in any fashion (lose of hit points, fatal disease) and the condition must be

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something the victim has a reasonable chance to fulfill. It does not have to be something that they would want to fulfill. A successful saving throw vs. spell will cause the curse to fail, but it will be made at a -3 if the victim has harmed the caster within that day. The curse cannot be dispelled, but *remove curse* will negate it.

Other magical item	12th, unless special	Effect negated; if cast directly on item, item becomes nonoperational for 1d4 rounds.
Artifact	DM discretion	DM discretion

Dispel Magic (Abjuration)

Sphere: Protection

Level: 3

Range: 180'

Components: V, S

Duration: Special

Casting Time: 1 Action

Area of Effect: 30-ft. cube or 1 item

Saving Throw: None

Spell Resistance: Yes

When a priest casts this spell, it has a chance to neutralize or negate the magic it comes in contact with as follows.

First, it has a chance to remove spells and spell-like effects (including device effects and innate abilities) from creatures or objects. Second, it may disrupt the casting or use of these in the area of effect at the instant the dispel is cast. Third, it may destroy magical potions (which are treated as 12th level for purposes of this spell).

Each effect or potion in the spell's area is checked to determine if it is dispelled. The caster can always dispel his own magic; otherwise, the chance depends on the difference in level between the magical effect and the caster. The base chance of successfully dispelling is 11 or higher on 1d20. If the caster is of higher level than the creator of the effect to be dispelled, the difference is *subtracted* from this base number needed. If the caster is of lower level, the difference is *added* to the base. A die roll of 20 always succeeds and a die roll of 1 always fails. Thus, if a caster is 10 levels higher than the magic he is trying to dispel, only a roll of 1 prevents the effect from being dispelled.

A *dispel magic* can affect only a specially enchanted item (such as a magical scroll, ring, wand, rod, staff, miscellaneous item, weapon, shield, or armor) if it is cast directly upon the item. This renders the item nonoperational for 1d4 rounds. An item possessed or carried by a creature has the creature's saving throw (fort) against this effect; otherwise, it is automatically rendered nonoperational. An interdimensional interface (such as a **bag of holding**) rendered non-operational is temporarily closed. Note that an item's physical properties are unchanged: A non-operational magical sword is still a sword.

Artifacts and relics are not subject to this spell, but some of their spell-like effects may be, at the DM's option.

Note that this spell, if successful, will release charmed and similarly beguiled creatures. Certain spells or effects cannot be dispelled; these are listed in the spell descriptions.

Summary of Dispel Effects

Source of Effect	Resists As	Result of Dispel
Caster	None	Dispel automatic
Other caster/ innate ability	Level/HD of other caster	Effect negated
Wand	6th level	Effect negated
Staff	8th level	Effect negated
Potion	12th level	Potion destroyed

Feign Death (Necromancy)

Sphere: Necromantic

Level: 3

Range: Touch

Components: V

Duration: 1 turn + 1 minute/level

Casting Time: 1 round

Area of Effect: Person touched

Saving Throw: None

Spell Resistance: No

By means of this spell, the caster or any other willing person can be put into a cataleptic state that is impossible to distinguish from actual death. Although the person affected can smell, hear, and know what is going on, no feeling or sight of any sort is possible; thus, any wounding or mistreatment of the body is not felt, no reaction occurs, and damage is only one-half normal. In addition, paralysis, poison, or energy level drain does not affect a person under the influence of this spell, but poison injected or otherwise introduced into the body becomes effective when the spell recipient is no longer under the influence of this spell, although a saving throw is permitted. However, the spell offers no protection from causes of certain death, being crushed under a landslide, etc. Only a willing individual can be affected by a *feign death* spell. The priest is able to end the spell effect at any time, but it requires a full minute for bodily functions to begin again.

Note that, unlike the wizard version of this spell, only people can be affected, and that those of any level can be affected by the priest casting this spell.

Flame Walk (Alteration)

Sphere: Elemental (Fire)

Level: 3

Range: Touch

Components: V, S, M

Duration: 1 minute + 1 minute/level

Casting Time: 1 Action

Area of Effect: Creature(s) touched

Saving Throw: None

Spell Resistance: Yes

The caster empowers one or more creatures to withstand nonmagical fires of temperatures up to 2,000 F. (enabling them to walk upon molten lava). It also confers a +2 bonus to saving throws against magical fire and reduces damage from such fires by one-half, even if the saving throw is failed. For every experience level above the minimum required to cast the spell (5th), the priest can affect an additional creature. This spell is not cumulative with *resist fire* spells or similar protections.

The material components of the spell are the priest's holy symbol



Glyph of Warding (Abjuration, Evocation)

Sphere: Guardian
Level: 3
Range: Touch
Components: V, S, M
Duration: Until discharged
Casting Time: Special
Area of Effect: Special
Saving Throw: Special
Spell Resistance: Yes

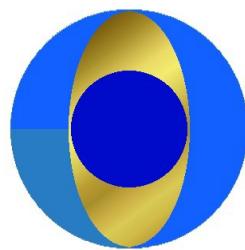
A glyph of warding is a powerful inscription magically drawn to prevent unauthorized or hostile creatures from passing, entering, or opening. It can be used to guard a small bridge, to ward an entry, or as a trap on a chest or box.

The priest must set the conditions of the ward; typically any creature violating the warded area without speaking the name of the glyph is subject to the magic it stores. A successful Reflex saving throw enables the creature to escape the effects of the glyph. Glyphs can be set according to physical characteristics, such as creature type, size, and weight. Glyphs can also be set with respect to good or evil, or to pass those of the caster's religion. They cannot be set according to class, Hit Dice, or level. Multiple glyphs cannot be cast on the same area; although if a cabinet had three drawers, each could be separately warded.

When the spell is cast, the priest weaves a tracery of faintly glowing lines around the warding sigil tracing the glyph with incense. For every 5 square feet of area to be protected, one minute is required to trace the warding lines of the glyph. The caster can affect an area equal to a square the sides of which are the same as his level, in feet. The glyph can be placed to conform to any shape up to the limitations of the caster's total square footage. Thus, a 6th-level caster could place a glyph on a 6-foot x 6-foot square, a 4-foot x 9-foot rectangle, a 2-foot x 18-foot band, or a 1-foot by 36-foot strip. When the spell is completed, the glyph and tracery become invisible.

Typical glyphs shock for 1d4 points of electrical damage per level of the spellcaster, explode for a like amount of fire damage, paralyze, blind, deafen, and so forth. The DM may allow any harmful priest spell effect to be used as a glyph, provided the caster is of sufficient level to cast the spell. Successful saving throws (reflex) either reduce effects by one-half or negate them, according to the glyph employed. Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled by magic and foiled by high-level thieves using their find-and-remove-traps skill.

The DM may decide that the exact glyphs available to a priest depend on his religion, and he might make new glyphs available according to the magical research rules.



Helping Hand (Evocation)

Sphere: All
Level: 3
Range: 5 miles
Components: V, S
Duration: 1 hour/level
Casting Time: 1 Action
Area of Effect: Ghostly hand
Saving Throw: None
Spell Resistance: No

You create the ghostly image of a hand, which you can send to find a creature within 5 miles. The hand then beckons to that creature and leads it to you if the creature is willing to follow.

Distance Time to Locate

100 ft. or less	1 round
1,000 ft.	1 minute
1 mile	10 minutes
2 miles	1 hour
3 miles	2 hours
4 miles	3 hours
5 miles	4 hours

When the spell is cast, the hand appears in front of the caster. The caster then specifies a person (or any creature) by physical description, which can include race, gender, and appearance but not ambiguous factors such as level, alignment, or class. When the description is complete, the hand streaks off in search of a subject that fits the description. The amount of time it takes to find the subject depends on how far away they is.

Once the hand locates the subject, it beckons the creature to follow it. If the subject does so, the hand points in the caster's direction, indicating the most direct feasible route. The hand hovers 10 feet in front of the subject, moving before it at a speed of as much as 240 feet per round. Once the hand leads the subject back to the caster, it disappears.

The subject is not compelled to follow the hand or act in any particular way toward the caster. If the subject chooses not to follow, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to you, the hand disappears; the subject must then rely on her own devices to locate the caster.

If more than one subject in a 5-mile radius meets the description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand does not seek out a second subject.

If, at the end of 4 hours of searching, the hand has found no subject that matches the description within 5 miles, it returns to the caster, displays an outstretched palm (indicating that no such creature was found), and disappears.

The ghostly hand has no physical form. It is invisible to anyone except the caster and a potential subject. It cannot engage in combat or execute any other task aside from locating a subject and leading it back to the caster. The hand can't pass through solid objects but can ooze through small cracks and slits. The hand cannot travel more than 5 miles from the spot it appeared when the spell was cast.

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Hide Object (Divination)

Sphere: Divination
Level: 3
Range: 60 yds. + 10 yds./level
Components: V, S, M
Duration: 8 hrs.
Casting Time: 1 turn
Area of Effect: 1 object
Saving Throw: None
Spell Resistance: No

Hide object, hides an object from location by spell, **crystal ball**, or similar means for eight hours. The caster must touch the object being concealed.

The spell does not affect living creatures.

Hold Animal (Enchantment/Charm)

Sphere: Animal
Level: 3
Range: 240'
Components: V, S
Duration: 2 rounds ./level
Casting Time: 1 Action
Area of Effect: 1-4 animals in 40-ft. cube
Saving Throw: Will Neg.
Spell Resistance: Yes

By means of this spell, the caster holds one to four animals rigid. Animals affected are normal or giant-sized mammals, birds, or reptiles, but not monsters such as gorgons, harpies, naga, etc. Apes, bears, crocodiles, dogs, eagles, foxes, giant beavers, and similar animals are subject to this spell. The hold lasts for two rounds per caster level. The caster decides how many animals can be affected, but the greater the number, the better chance each has to successfully save against the spell. Each animal gets a saving throw: If only one is the subject of the spell, it has a penalty of -4 on its roll; if two are subject, each receives a penalty of -2 on its roll; if three are subject, each receives a penalty of -1 on its roll; and if four are subject, each gets an unmodified saving throw.

A maximum body weight of 400 pounds per animal per caster level can be affected, for example, an 8th-level caster can affect up to four 3,200-pound mammals or a like number of 800-pound nonmammals, such as birds or reptiles.

Inflict Blindness or Deafness (Abjuration)

Sphere: Healing
Level: 3
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: Special
Spell Resistance: Yes

Cause blindness or deafness, requires a successful touch attack roll on the victim. If the victim rolls a successful Fortitude saving throw, the effect is negated. If the saving throw is failed, a non-damaging magical blindness or deafness results.

A deafened creature can react only to what it can see or feel, and suffers a -1 penalty to surprise rolls, a -1 penalty to its

initiative rolls, and a 20% chance of spell failure for spells with verbal components. A blinded creature suffers a -4 penalty to its attack rolls, a -4 penalty to its Armor Class, and a -2 penalty to its initiative rolls.

Inflict Disease (Abjuration)

Sphere: Necromantic
Level: 3
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 minute
Area of Effect: 1 creature
Saving Throw: None
Spell Resistance: Yes

The priest must touch the intended victim, and the victim must fail a saving throw vs. Fort. The severity of the disease is decided by the priest (debilitating or fatal). The exact details of the disease are decided by the DM, but the following are typical:

Debilitating: The disease takes effect in 1d6 turns, after which the creature loses 1 point of Strength per hour until his Strength is reduced to 2 or less, at which time the recipient is weak and virtually helpless. If the disease also affects hit points, use the more severe penalty. Recovery requires a period of 1d3 weeks.

Fatal: This wasting disease is effective immediately. Infected creatures receive no benefit from *cure wound* spells while the disease is in effect; wounds heal at only 10% of the natural rate. The disease proves fatal within 1d6 months and can be cured only by magical means. Each month the disease progresses, the creature loses 2 points of Charisma, permanently.

The inflicted disease can be cured by the *cure disease* spell. Lycanthropy cannot be caused.

Inflict Heavy Wounds (Necromancy)

Sphere: Healing
Level: 3
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 Action
Area of Effect: Creature touched
Saving Throw: None
Spell Resistance: Yes

Inflict heavy wounds, causes $3d8 + 1$ point per level of the priest (Maximum of +15 points of damage.) If a creature is avoiding this touch, an attack roll is needed to determine the hit vs touch AC.

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



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Invisibility Purge (Abjuration)

Sphere: Protection
Level: 3
Range: 0
Components: V, S, M
Duration: 1 hour/level
Casting Time: 1 turn
Area of Effect: 100 sqft +10 sqft/level
Saving Throw: None
Spell Resistance: No

All invisible creatures who enter an area enchanted with *invisibility purge* will instantly become visible. Invisibility-related spells do not take effect within the boundaries of the enchanted area, and magical devices such as **potion of invisibility** do not function. Creatures with the natural ability to become invisible are unable to use this ability within the area of effect. Invisible objects carried into the warded area also become visible. Invisible creatures or objects within the area of effect when the *invisibility purge* is cast become visible;

The spell does not negate spells or powers of invisibility, rather causes them to not function in the area of effect. Should a creature that is under the effect of an *invisibility* spell, or item, or ability leave the area of effect they will again become invisible. Creatures who are invisible in their natural state, or who have no visible form (such as Invisible Stalkers) are not affected by this spell.

The material component of the spell is flour or salt that must be spread on the edge of the area to be enchanted during the casting. This forms the border of the area of effect.

Locate Object (Divination)

Sphere: Divination
Level: 3
Range: 60 yds. + 10 yds./level
Components: V, S, M
Duration: 8 hrs.
Casting Time: 1 turn
Area of Effect: 1 object
Saving Throw: None
Spell Resistance: No

This spell helps locate a known or familiar object. The priest casts the spell, slowly turns, and will sense when he is facing in the direction of the object to be located, provided the object is within range, for example, 90 yards for 3rd-level priests, 100 yards for 4th, 110 yards for 5th, etc. The spell locates such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder or stairway. Once the caster has fixed in his mind the items sought, the spell locates only that item. Attempting to find a specific item, such as a kingdom's crown, requires an accurate mental image. If the image is not close enough to the actual item, the spell does not work; in short, desired but unique objects cannot be located by this spell unless they are known by the caster. The spell is blocked by lead. The spell lasts for eight hours or until the Cleric uses another spell.

The spell does not affect living creatures.



Magical Vestment (Enchantment)

Sphere: Protection
Level: 3
Range: 0
Components: V, S, M
Duration: 5 rds./level
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: None
Spell Resistance: No

This spell enchants the caster's vestment, providing protection at least the equivalent of mail (AC +5). The vestment gains a +1 enchantment for each three levels of the priest beyond 5th level, to a maximum of AC +9 at 17th level. The magic lasts for five rounds per level of the caster, or until the caster loses consciousness. If the vestment is worn with other armors, only the best bonus (either the armor or the vestment) is used; this protection is not cumulative with any other armor protection.

The material components are the vestment to be enchanted and the priest's holy symbol, which are not expended.

Meld Into Stone (Alteration)

Sphere: Elemental (Earth)
Level: 3
Range: 0
Components: V, S, M
Duration: 8 minutes + 1d8 minutes
Casting Time: 6
Area of Effect: The caster
Saving Throw: None
Spell Resistance: No

The priest is able to meld his body and possessions into a single block of stone. The stone must be large enough to accommodate his body in all three dimensions. When the casting is complete, the priest and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, the priest remains in contact, however tenuous, with the face of the stone through which he melded. The priest remains aware of the passage of time.

The magic lasts for 1d8+8 minutes. With the priest aware of how long the spell will last and how much time they have left. At any time before the duration expires, the priest can step out of the stone through the stone surface he entered. If the duration runs out, or the effect is dispelled before the priest exits the stone, he is violently expelled and suffers 1d4 points of damage.

While in the stone the priest can see and hear what happens before the stone face they are in.

Minor physical damage to the stone does not harm the priest, but its partial destruction, if enough so that the caster no longer fits, expels the priest with 4d8 points of damage. The stone's Total destruction expels the priest does 8d8 points of damage.

The following spells harm the priest if cast upon the stone that he is occupying: *stone to flesh* expels the priest and inflicts 4d8 points of damage; *stone shape* causes 4d4 points of damage, but does not expel the priest; *transmute rock to mud* expels and does 8d9 points of damage unless he rolls a successful saving throw vs. fort; and *passwall* expels the priest without damage.

Cleric Third Level

Negative Plane Protection (Abjuration)

Sphere: Protection, Necromantic

Level: 3

Range: Touch

Components: V, S

Duration: Special

Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: None

Spell Resistance: Yes

This spell affords the caster or touched creature partial protection from undead monsters with Negative Energy plane connections (such as shadows, wights, wraiths, or spectres) and certain weapons and spells that drain energy levels. The *negative plane protection* spell opens a channel to the Positive Energy plane, offsetting the effect of the negative energy attack. A protected creature struck by a negative energy attack suffers only normal hit point damage from the attack and does not suffer any drain of Strength or Constitution, regardless of the number of points the attack would have drained. An attacking undead creature suffers 2d6 points of damage from the positive energy; a draining wizard or weapon receives no damage.

This protection is proof against only one such attack, dissipating immediately. The protection lasts for one turn per level of the priest casting the spell, or until the protected creature is struck by a negative energy attack. This spell cannot be cast on the Negative Energy plane.

Plant Growth (Alteration)

Sphere: Plant

Level: 3

Range: 480'

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: Special

Saving Throw: Special

Spell Resistance: Yes

The *plant growth* spell enables the caster to choose either of two different uses. The first causes normal vegetation to grow, entwine, and entangle to form a thicket or jungle that creatures must hack or force a way through at a movement rate of 10 feet per round (or 20 feet per round for large sized creatures). Note that the area must have brush and trees in it in order for this spell to take effect. Briars, bushes, creepers, lianas, roots, saplings, thistles, thorn, trees, vines, and weeds become so thick and overgrown in the area of effect as to form a barrier. The area of effect is a square 20 feet on a side per level of experience of the caster, in any square or rectangular shape that the caster decides upon at the time of the spellcasting. Thus, an 8th-level caster can affect a maximum area of a 160-foot x 160-foot square, a 320-foot x 80-foot rectangle, a 640-foot x 40-foot rectangle, a 1,280-foot x 20-foot rectangle, etc. The spell's effects persist in the area until it is cleared by labor, or fire.

The second use of the spell affects a one-mile square area. The DM secretly makes a saving throw (will) to see if the spell takes effect. If successful, the spell renders plants more vigorous, fruitful, and hardy, increasing yields by 20% to 50% ($[1d4+1] \times 10\%$), given a normal growing season. The spell does not prevent

disaster in the form of floods, drought, fire, or insects, although even in these cases the plants survive better than expected. This effect lasts only for the life cycle of one season, the winter "death" marking the end of a life cycle even for the sturdiest of trees. In many farming communities, this spell is normally cast at planting time as part of the spring festivals.

Prayer (Conjuration/Summoning)

Sphere: Combat

Level: 3

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 1 Action

Area of Effect: 60-ft. radius

Saving Throw: None

Spell Resistance: Yes

By means of the *prayer* spell, the priest brings special favor upon himself and his party and causes harm to his enemies. Those in the area at the instant the spell is completed are affected for the duration of the spell. When the spell is completed, all attack and damage rolls and saving throws made by those in the area of effect who are friendly to the priest gain +1 bonuses, while those of the priest's enemies suffer -1 penalties. Once the *prayer* spell is uttered, the priest can do other things, unlike a *chant*, which he must continue to make the spell effective. If another priest of the same religious persuasion is chanting when a prayer is cast, the effects combine to +2 and -2, as long as both are in effect at once.

The priest needs a holy symbol, prayer beads, or a similar device as the material component of this spell.

Protection From Energy (Abjuration)

Sphere: Protection, Elemental

Level: 3

Range: Touch

Components: V, S

Duration: 10 minutes/ level

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes

Protection from energy grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

Note: Protection from energy overlaps (and does not stack with) resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.





Pyrotechnics (Alteration)

Sphere: Elemental (Fire)

Level: 3

Range: 160 yds.

Components: V, S, M

Duration: Special

Casting Time: 1 Action

Area of Effect: 10 or 100 (TS) fire

Saving Throw: Special

Spell Resistance: Yes

A *pyrotechnics* spell draws on an existing fire source to produce either of two effects, at the option of the caster.

First, it can produce a flashing and fiery burst of glowing, colored aerial fireworks that lasts one round. Creatures in, under, or within 120 feet of the area that have an unobstructed line of sight to the effect are blinded for 1d4+1 rounds unless they roll successful Reflex saving throws. The fireworks fill a volume 10 times greater than the original fire source.

Second, it can cause a thick, writhing stream of smoke to arise from the source and form a choking cloud that lasts for one round per experience level of the caster. This covers a roughly hemispherical volume from the ground or floor up (or conforming to the shape of a confined area) that totally obscures vision beyond 2 feet. The smoke fills a volume 100 times that of the fire source.

The spell uses one fire source within the area of effect, which is immediately extinguished. If an extremely large fire is used as the source, it is only partially extinguished by the casting. Magical fires are not extinguished, although a fire-based creature (such as a fire elemental) used as a source suffers 1d4 points of damage, plus 1 point of damage per caster level. This spell does not function under water.

Remove Curse (Abjuration)

Sphere: Protection

Level: 3

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 6

Area of Effect: Special

Saving Throw: Special

Spell Resistance: Yes

Upon casting this spell, the priest is usually able to remove a curse on an object, on a person, or in the form of some undesired sending or evil presence. Note that the *remove curse* spell does not remove the curse from a cursed shield, weapon, or suit of armor, for example, although the spell typically enables the person afflicted with any such cursed item to get rid of it. Certain curses, those made by immortals, curses with special conditions, and the like may not be countered by this spell, or may only be countered by a caster of a certain level. A caster of 12th level or more can cure lycanthropy with this spell by casting it on the animal form. The were-creature receives a Will saving throw and, if successful, the spell fails and the priest must gain a level before attempting the remedy on this creature again.

Searing Light (Evocation)

Sphere: Combat

Level: 3

Range: Medium (100 ft. + 10 ft./level)

Components: V, S

Duration: Instantaneous

Casting Time: 1 Action

Area of Effect: Ray

Saving Throw: None

Spell Resistance: Yes

Focusing divine power like a ray of the sun, the caster projects a blast of light from their open palm. They must succeed on a ranged touch attack to strike their target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8). An undead creature takes 1d6 points of damage per caster level (maximum 10d6), and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level (maximum 10d8). A construct or inanimate object takes only 1d6 points of damage per two caster levels (maximum 5d6).

Snare (Enchantment/Charm)

Sphere: Plant

Level: 3

Range: Touch

Components: V, S, M

Duration: Until triggered

Casting Time: 3 rounds

Area of Effect: 2-ft. diameter + 2 in./level

Saving Throw: None

Spell Resistance: No

This spell enables you to make a snare that functions as a magic trap. The snare can be made from any supple vine, a thong, or a rope. When you cast snare upon it, the cord-like object blends with its surroundings (DC 23 Perception check for a character with the trapfinding ability to locate). One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle. If a strong and supple tree is nearby, the snare can be fastened to it. The spell causes the tree to bend, straightening when the loop is triggered, dealing 1d6 points of damage to the creature trapped and lifting it off the ground by the trapped limb or limbs. If no such tree is available, the cord-like object tightens around the creature, dealing no damage but causing it to be entangled.

The snare goes off with the target creature steps in the square occupied by the trap. The Snare is a CMB equal to the cleric's BAB and a 23 Strength. (+6)

The snare is magical. To escape, a trapped creature must make a DC 23 Escape Artist check or a DC 23 Strength check that is a full-round action. The snare has AC 7 and 5 hit points. A successful escape from the snare breaks the loop and ends the spell.



Cleric Third Level

Speak With Dead (Necromancy)

Sphere: Divination

Level: 3

Range: 1

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: 1 creature

Saving Throw: Special

Spell Resistance: No

On casting a *speak with dead* spell, the priest is able to ask several questions of a dead creature in a set period of time and receive answers according to the knowledge of that creature. The priest must be able to speak a language that the dead creature once used. The length of time the creature has been dead is a factor, since only higher level priests can converse with a long-dead creature. The number of questions that can be answered and the length of time in which the questions can be asked depend on the level of experience of the priest. Even if the casting is successful, such creatures are as evasive as possible when questioned. The dead tend to give extremely brief and limited answers, often cryptic, and to take questions literally. Furthermore, their knowledge is limited to what they knew in life.

A dead creature that opposed the priest's religion in life or of higher level or Hit Dice than the caster's level receives a Will saving throw. A dead creature that successfully saves can refuse to answer questions, ending the spell. Once used on a given dead creature it cannot be used again.

The priest needs a holy symbol and burning incense in order to cast this spell upon the body, remains, or a portion thereof. One of the portions must be the intact head of the creature, and/or the part than contains the speech organs. The remains are not expended.

Caster's Level	Max. Length of Time Dead	Time Questioned	No. of Questions
1-7	1 week	1 round	2
7-8	1 month	3 rounds	3
9-12	1 year	1 turn	4
13-15	10 years	2 turns	5
16-20	100 years	3 turns	6
21+	1,000 years	1 hour	7

Spike Growth (Alteration, Enchantment)

Sphere: Plant

Level: 3

Range: 180'

Components: V, S, M

Duration: 3d4 turns + 1/level

Casting Time: 1 Action

Area of Effect: 10-ft. sq./level

Saving Throw: None

Spell Resistance: No

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 becomes 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, the victim suffers 2d4 points of damage. He must also roll a Fort saving

throw. If this saving throw is failed, the victim's movement rate is reduced by 1/3 of its current total (but a creature's movement rate can never be less than 1). This penalty lasts for 24 hours (or until healed), after which the character'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 absolutely undetectable as such until a victim 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 are the priest's holy symbol and either seven sharp thorns or seven small twigs, each sharpened to a point.

Starshine (Evocation, Illusion/Phantasm)

Sphere: Sun

Level: 3

Range: 30'/level

Components: V, S

Duration: 1 turn/level

Casting Time: 1 Action

Area of Effect: 10-ft. sq./level

Saving Throw: None

Spell Resistance: No

A *starshine* spell enables the caster to softly illuminate an area as if it were 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; and recognition at 10 yards. The spell creates shadows and has no effect on darkvision. 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.

Stone Shape (Alteration)

Sphere: Elemental (Earth)

Level: 3

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: 9 cu. ft. + 1 cu. ft./level

Saving Throw: None

Spell Resistance: No

By means of this spell, the caster can form an existing piece of stone into any shape that suits his purposes. For example, he can make a stone weapon, a special trapdoor, or a crude idol. By the same token, it enables the spellcaster to shape 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 of this spell 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.

Cleric Third Level

Summon Monster 3 (Conjuration/Summoning)

Sphere: Summoning
Level: 3
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: One summoned 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 creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

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.

Tree (Alteration)

Sphere: Plant
Level: 3
Range: 0
Components: V, S, M
Duration: 6 turns + 1 turn/level
Casting Time: 1 Action
Area of Effect: The caster
Saving Throw: None
Spell Resistance: No

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 only 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 were 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 of this spell are the priest's holy symbol and a twig from a tree.



Water Breathing (Alteration)

Sphere: Elemental (Water, Air)
Level: 3
Range: Touch
Components: V, S
Duration: 1 hr./level
Casting Time: 1 Action
Area of Effect: 1 creature
Saving Throw: None

The recipient of a *water breathing* spell is able to breathe under water freely for the duration of the spell, i.e., one hour for each experience level of the caster. The priest can divide the base duration between multiple characters. Thus, an 8th-level priest can confer this ability to two characters for four hours, four for two hours, eight for one hour, etc., to a minimum of one half-hour per character.

The spell also enables water-breathing 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.

Water Walk (Alteration)

Sphere: Elemental (Water)
Level: 3
Range: Touch
Components: V, S, M
Duration: 1 turn + 1 turn/level
Casting Time: 1 Action
Area of Effect: Special
Saving Throw: None
Spell Resistance: Yes

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 his appropriate foot size and 2 inches deep are left in the mud or snow. The recipient's rate of movement remains normal. If cast under water, the recipient is borne toward the surface.

For every level of the caster above the minimum required to cast the spell (5th level), he can affect another creature.

The material component is the priest's holy symbol.

Wind Wall (Evocation)

Sphere: Elemental (Air)
Level: 3
Range: Medium (100 ft. + 10 ft./level)
Components: V, S, M
Duration: 1 round/level
Casting Time: 1 Action
Area of Effect: Wall up to 10 ft./level long and 5 ft./level high (S)
Saving Throw: None
Spell Resistance: No

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying

Cleric Third Level

creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 30% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass

through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square wind walls to enclose specific points

