

# Cleric Ninth Level Spells

## **Astral Projection** (Alteration)

Sphere: Astral  
Level: 0  
Range: Touch  
Components: V, S  
Duration: Special  
Casting Time: ½ hour  
Area of Effect: Special  
Saving Throw: None  
Spell Resistance: No

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

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

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

## **Avatar** (All)

Sphere: All  
Level: 9  
Range: Self  
Components: V, S  
Duration: Special  
Casting Time: 1 round  
Area of Effect: Caster  
Saving Throw: Special  
Spell Resistance: No

*Avatar* is a very dangerous spell for the caster himself. When cast the Priest opens himself to the direct power of the god. If accepted, the Priest is temporarily granted a limited access to the Primal Power of the god. For the duration of the spell, the priest can cast any number of Clerical spells of any level with a +8 DC

to all saves against them. He has +400 hit points and an armor class of +20 above his current AC. He has the same DR value as his god. (DR 15/ -- if not listed). He is immune to all spells that allow a saving throw, and has a fixed save of DC 15 against those that do not allow a save. He can access any of the god's minor powers, or access one major or prime power once. Use of a major or prime power negates the spell and will cost the priest greatly.

The Priest must make a Will save DC 25 to successfully use the spell. The duration of the *avatar* is from 1- 10 rounds, and will be terminated, or allowed to continue at the god's pleasure. No mortal can withstand the primal power for more rounds than they have Constitution points. The Priest burns one Constitution point for each round the *avatar* spells lasts. Those Constitution points are lost permanently. They can be restored with a *restoration* spell however. No more than 1 point per spell cast.

When the spell ends the Priest must make a Fortitude check at their new Constitution score at DC 15. Failing this check means the death of the priest. In the rare occasions when the god intervenes directly and keeps the spell going for more than the ten rounds or the priest has a Constitution that low, the Priest might be consumed by the spell. Any priest that is reduced to zero Constitution by the spell is forever dead. Their body consumed physically by divine power.

Use of a major or prime power by the Priest will burn an additional number of points. Major powers will cost three Constitution points, prime powers from 5 to 9 points. Again, any mortal reduced to zero Constitution is forever dead.

On the positive side, anyone that is consumed in an *avatar* spell is considered a saint of the religion.

## **Energy Drain** (Necromancy)

Sphere: Necromancy  
Level: 9  
Range: Close (25 ft. + 5 ft./2 levels)  
Components: V, S  
Duration: Instantaneous  
Casting Time: 1 Action  
Area of Effect: Ray of energy  
Saving Throw: None  
Spell Resistance: Yes

You point your finger and fire a black ray of negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject loses 2d4 Constitution points.

Assuming the subject survives, twenty-four hours after loosing them, the subject must make a Fortitude saving throw (DC = *energy drain* spell's save DC). If the save succeeds, The ability drain is temporary and will recover as per normal ability damage. If it fails, the ability drain becomes permanent.



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### **Eternalness** (Transmutation)

Sphere: Planes

Level: 9

Range: Touch

Components: V, S, DF

Duration: 1day/level

Casting Time: 1 Round

Area of Effect: You and one other touched creature per three levels

Saving Throw: No

Spell Resistance: Yes

This spell you and other willing creatures joined by linked hands (along with their equipment) to become ethereal. Besides yourself, you can bring one creature per three caster levels to the Ethereal Plane. Once ethereal, the subjects need not stay together. Any can end their time in the Ethereal plane at will.

Travel though the Ethereal plane lasts as long as the spell's duration. One can travel to other planes touched by the Ethereal plane as long as you can do this within the duration of the spell. In specifical the Afterlife planes, the material planes and the Elemental planes.

When the spell expires, all affected creatures on the Ethereal Plane return to material existence. If they have traveled to other planes they need a second method of ethereal travel to return.

### **Gate** (Conjuration/Summoning)

Sphere: Summoning

Level: 9

Range: 90'

Components: V, S

Duration: Special

Casting Time: 1 Action

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

Casting a *gate* spell has two effects: it causes an interdimensional connection between the plane of existence the priest is in and the plane in which dwells a specific being of great power. The result of this connection is that the sought-after being can step through the gate or portal, from its plane to that of the priest. Uttering the spell attracts the attention of the dweller on the other plane. When casting the spell, the priest must name the entity he desires to make use of the gate and to come to his aid. There is a 100% chance that *something* steps through the gate. The actions of the being that comes through depend on many factors, including the religion of the priest, the nature of those accompanying him, and who or what opposes or threatens the priest. The DM will decide the exact result of the spell, based on the creature called, the desires of the caster and the needs of the moment. The being gates in either returns immediately or remains to take action. Casting this spell ages the priest five years.



### **Harm, Mass** (Necromancy)

Sphere: Healing

Level: 6

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

Components: V, S

Duration: Permanent

Casting Time: 1 round

Area of Effect: One or more creatures, no two of which can be more than 30 ft. apart

Saving Throw: Will half

Spell Resistance: Yes

Harm charges a subject with negative energy that deals 10 points of damage per caster level (to a maximum of 150 points at 15th level) to one or more in the area of effect. If the creatures successfully save, harm, mass deals half this amount. Harm mass cannot reduce the target's hit points to less than 1.

If used on an undead creature, harm acts like heal.

### **Heal, Mass** (Necromancy)

Sphere: Healing

Level: 6

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

Components: V, S

Duration: Permanent

Casting Time: 1 round

Area of Effect: One or more creatures, no two of which can be more than 30 ft. apart

Saving Throw: None

Heal enables the priest to wipe away disease and injury in one or more creatures who receive the benefits of the spell. It completely cures all diseases deafness or blindness of the recipient and heals all points of damage suffered due to wounds or injury. It dispels a *feeblemind* spell. It cures those mental disorders caused by spells or injury to the brain. Naturally, the effects can be negated by later wounds, injuries, and diseases.

*When cast on undead Heal acts like Harm*

### **Implosion** (Evocation)

Sphere: Combat

Level: 9

Range: V, S

Components: V, S

Duration: Concentration (up to 1 round per 2 levels)

Casting Time: 1 Action

Area of Effect: One corporeal creature/round

Saving Throw: Fort Negates

Spell Resistance: Yes

This spell causes a destructive resonance in a corporeal creature's body. Each round you concentrate (including the first), you can cause one creature to collapse in on itself, inflicting 10 points of damage per caster level. If you break concentration, the spell immediately ends, though any implosions that have already happened remain in effect. You can target a particular creature only once with each casting of the spell. Implosion has no effect on creatures in gaseous form or on incorporeal creatures.

**Miracle** (Evocation)

Sphere: All  
Level: 9  
Range: see text  
Components: V, S, DF  
Duration: see text  
Casting Time: 1 Action  
Area of Effect: see text  
Saving Throw: see text  
Spell Resistance: Yes

You don't so much cast a miracle as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede.

A miracle can do any of the following things.

- Duplicate any spell of any class.
- Cast a "mass" version of any clerical spell 7th level or lower.
- Undo the harmful effects of certain spells, such as feblemind or insanity.
- Have any effect whose power level is in line with the above effects.

Also, a cleric can make a very powerful request. Casting such a miracle costs the cleric 1d4 in con damage because of the powerful divine energies involved. Examples of especially powerful miracles of this sort could include the following:

- Swinging the tide of a battle in your favor by raising fallen allies to continue fighting.
- Moving you and your allies, with all your and their gear, from one plane to a specific locale through planar barriers with no chance of error.
- Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

In any event, a request that is out of line with the deity's (or alignment's) nature is refused.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are as for a 9th-level spell. When a miracle spell duplicates a spell with a material component that costs more than 100 gp, you must provide that component.

**Soul Bind** (Necromancy)

Sphere: Death  
Level: 9  
Range: close (25 ft. + 5 ft./2 levels)  
Components: V, S, F (see text)  
Duration: Permanent  
Casting Time: 1 Action  
Area of Effect: One recently dead person  
Saving Throw: Will negates  
Spell Resistance: No

You draw the soul from a newly dead body and imprison it in a red ruby gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through clone, raise dead, reincarnation, resurrection, true resurrection, or even a miracle or a wish. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

The focus for this spell is a red ruby of at least 1,000 gp value. If the gem is not valuable enough, it shatters when the binding is attempted.

**Storm of Vengeance** (Conjuration)

Sphere: Combat  
Level: 9  
Range: long (400 ft. + 40 ft./level)  
Components: V, S  
Duration: concentration (maximum 10 rounds)  
Casting Time: 1 round  
Area of Effect: 360-ft.-radius storm cloud  
Saving Throw: see text  
Spell Resistance: Yes

You create a huge black storm cloud in the air. Each creature under the cloud must succeed on a Fortitude save or be deafened for 1d4 x 10 minutes. Each round you continue to concentrate, the spell generates additional effects as noted below. Each effect occurs on your turn.

**2nd Round:** Acid rains down in the area, dealing 1d6 points of acid damage (no save).

**3rd Round:** You call six bolts of lightning down from the cloud. You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage.

**4th Round:** Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save).

**5th through 10th Rounds:** Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters.

Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to the storm of vengeance's save DC + the level of the spell the caster is trying to cast.

**Summon Monster 9** (conjuration (summoning))

Sphere: Summoning  
Level: 9  
Range: 25' + 5'/2 levels  
Components: V, S, F  
Duration: 1 round/level  
Casting time: 1 round  
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 of the creatures from the 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower-level list. on Table: Summon Monster. You choose which kind of creature to summon, and you can choose a different one 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

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abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish).

### **True Resurrection** (Conjuration)

Sphere: Healing

Level: 9

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

Components: V, S, DF, M see text

Duration: Permanent

Casting Time: 10 minutes

Area of Effect: One person

Saving Throw: No

Spell Resistance: No

This spell functions like raise dead, except that you can resurrect a creature that has been dead for as long as 10 years per caster level. This spell can even bring back creatures whose bodies

have been destroyed, provided that you unambiguously identify the deceased in some fashion (reciting the deceased's time and place of birth or death is the most common method). The spell requires the use of a consecrated altar and 7,000 gp in powdered gemstones. 10,000 gp of powdered gemstones if at least the skull of the dead is not present.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health and all of the prepared spells possessed by the creature when it died.

You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. This spell can also resurrect elementals or outsiders, but it can't resurrect constructs or undead creatures. It will destroy undead.

true resurrection can restore to life a creature who has died of old age. However without rejuvenation magic they will simply die again within 1d4 months.

