

Cleric Sixth Level Spells

Animal Summoning III (Conjuration, Summoning)

Sphere: Animal, Summoning

Level: 6

Range: 300'/level

Components: V, S

Duration: Special

Casting Time: 1 Action

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

This spell is the same in duration and effect as the 4th-level animal summoning I spell, except that up to four animals of no more than 16 Hit Dice each can be summoned, or eight of no more than 8 Hit Dice, or 16 creatures of no more than 4 Hit Dice. Only animals appropriate to the terrain and climate at the time the spell is cast will come. The Spell will produce animals. They will arrive in 1d4 turns after being summoned. The animals summoned will aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no chimerae, dragons, gorgons, manticores, etc.).

Animate Object (Alteration)

Sphere: Creation, Summoning

Level: 6

Range: 90'

Components: V, S

Duration: 1 rd./level

Casting Time: 1 Action

Area of Effect: 1 cu. ft./level

Saving Throw: None

Spell Resistance: No

This powerful spell enables the priest casting it to imbue inanimate objects with mobility and a semblance of life. The animated object, or objects, then attacks whomever or whatever the priest first designates. The animated object can be of any nonmagical material whatsoever, wood, metal, stone, fabric, leather, ceramic, glass, etc. Attempting to animate an object in someone's possession grants that person a saving throw (Will) to prevent the spell's effect. The speed of movement of the object depends on its means of propulsion and its weight. A large wooden table would be rather heavy, but its legs would give it speed. A rug could only slither along. A jar would roll. Thus a large stone pedestal would rock forward at 10 feet per round, a stone statue would move at 40 feet per round, a wooden statue 80 feet per round, an ivory stool of light weight would move at 120 feet per round. Slithering movement is about 10 feet to 20 feet per round; rolling is 30 feet to 60 feet per round. The damage caused by the attack of an animated object depends on its form and composition. Light, supple objects can only obscure vision, obstruct movement, bind, trip, smother, etc. Light, hard objects can fall upon or otherwise strike for 1d2 points of damage or possibly obstruct and trip, as do light, supple objects. Hard, medium-weight objects can crush or strike for 2d4 points of damage, while larger and heavier objects may inflict 3d4, 4d4, or even 5d4 points of damage.

The frequency of attack of animated objects depends on their method of locomotion, appendages, and method of attack. This

varies from as seldom as once every five melee rounds to as frequently as once per round. The Armor Class of the object per round. The Armor Class of the object animated is basically a function of material and movement ability. Damage depends on the type of weapon is effective against fabric, leather, wood, and like substances. Heavy smashing and crushing weapons are useful against wood, stone, and metal objects. Your DM will determine all of these factors, as well as how much damage the animated object can sustain before being destroyed. The priest can animate one cubic foot of material for each experience level he has attained. Thus, a 14th-level priest could animate one or more objects whose solid volume did not exceed 14 cubic feet[md]a large statue, two rugs, three chairs, or a dozen average crocks.

Anti-Animal Shell (Abjuration)

Sphere: Animal, Protection

Level: 6

Range: 0

Components: V, S, M

Duration: 10 minutes/level

Casting Time: 1 round

Area of Effect: 10-ft. radius

Saving Throw: None

Spell Resistance: No

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

Banishment (Abjuration)

Sphere: Summoning

Level: 6

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

Components: V, S

Duration: Instantaneous

Casting Time: 1 Action

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

Saving Throw: Will negates

Spell Resistance: Yes

A banishment spell is a more powerful version of the *dismissal* spell. It enables you to force extraplanar creatures out of your home plane. As many as 2 Hit Dice of creatures per caster level can be banished.

You can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +1 bonus on your caster level check to overcome the target's spell resistance (if any), the saving throw DC increases by 2.

Certain rare items might work twice as well as a normal item for the purpose of the bonuses (each providing a +2 bonus on the caster level check against spell resistance and increasing the save DC by 4).

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Bear's Endurance, Mass (Transmutation)

Sphere: Combat
Level: 6
Range: Close (25 ft. + 5 ft./2 levels)
Components: V, S
Duration: 1 minute/level
Casting Time: 1 action
Area of Effect: One creature/level, no two of which can be more than 30 ft. apart
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The affected creatures gain greater vitality and stamina. The spell grants the subjects a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth.

Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Bulls Strength, Mass (Transmutation)

Sphere: Combat
Level: 6
Range: Close (25 ft. + 5 ft./2 levels)
Components: V, S
Duration: 1 minute/level
Casting Time: 1 action
Area of Effect: One creature/level, no two of which can be more than 30 ft. apart
Saving Throw: Will negates (harmless)
Spell Resistance: Yes

The subjects become stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Blade Barrier (Evocation)

Sphere: Guardian, Creation
Level: 6
Range: 30 yds.
Components: V, S
Duration: 3 rds./level
Casting Time: 1 Action
Area of Effect: 5-60 ft. sq.
Saving Throw: Special
Spell Resistance: No

The priest employs this spell to set up a wall of circling, razor-sharp blades. These whirl and flash around a central point, creating an immobile barrier. Any creature attempting to pass through the blade barrier suffers 8d8 points of damage. The plane of rotation of the blades can be horizontal, vertical, or in between. Creatures within the area of the barrier when it is invoked are entitled to a Reflex save. If this is successful, the blades are avoided and no damage is suffered; the creature escapes the area of the blade barrier by the shortest possible route. The barrier remains for three rounds for every experience level of the priest casting it. The barrier can cover an area from as small as 5 feet square to as large as 60 feet square.

Conjure Animals (Conjuration/Summoning)

Sphere: Summoning
Level: 6
Range: 90'
Components: V, S
Duration: 2 rds./level
Casting Time: 1 Action
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

The conjure animals spell enables the priest to magically create one or more normal animals to attack his opponents. Mammals, birds, or reptiles can be created with the spell. Magical creatures, monsters, or unnatural beings cannot. The total Hit Dice of the animals cannot exceed twice his level. Thus, a priest of 12th level could conjure two animals with 12 Hit Dice each, four with 6 Hit Dice each, six with 4 Hit Dice each, eight with 3 Hit Dice each, 12 with 2 Hit Dice each, or 24 with 1 Hit Die each. Count every +1 hit point added to a creature's Hit Dice as of a Hit Die. Thus a creature with 4 + 3 Hit Dice equals a 4 Hit Dice creature. The conjured animals remain for two rounds for each level of the conjuring priest, or until slain, and they follow the caster's verbal commands. Conjured animals unflinchingly attack the priest's opponents, or take any other action the priest desires. The short duration of the spell effectively precludes their use as beasts of burden. The conjured animals disappear when slain or at the end of the spell's duration.

Conjure Elemental (Conjuration/Summoning)

Sphere: Elemental
Level: 6
Range: 240'
Components: V, S
Duration: 1 turn/level
Casting Time: 1 Round
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

Upon casting a conjure elemental spell, the caster opens a special gate to the elemental plane of choice, and an elemental is summoned to the vicinity of the spellcaster. It is 65% likely that a 12 Hit Dice elemental appears, 20% likely that a 16 Hit Dice elemental appears, 9% likely that two to four elemental creatures appear, 4% likely that a Jinn appears, and 2% likely that a huge elemental of 21 to 24 Hit Dice appears. The caster need not fear that the elemental force summoned will turn on him, so concentration upon the activities of the elemental (or other creatures summoned) or protection from the creature is not necessary. The elemental summoned helps the caster however possible, including attacking the caster's opponents. Jinn while not openly hostile are not automatically willing to fight for the caster. While the magic of the spell prevents them from taking openly hostile action they will attempt to pervert the commands given them unless the caster will bargain for their services. The elemental or other creature summoned remains for a maximum of one turn per level of the caster, or until it is slain, sent back by a dispel magic spell, an abjure spell or similar magic.

The kinds of elemental that a given priest can conjure may be limited by their religion. Worshipers of Phoenix gods for example

cannot summon water elementals. There must also be a source of the appropriate element nearby to act as a seed for the gate.

Create Undead (Necromancy)

Sphere: Necromancy
 Level: 6
 Range: Close (25 ft. + 5 ft./2 levels)
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1 Hour
 Area of Effect: One corpse
 Saving Throw: None
 Spell Resistance: No

A much more potent spell than animate dead, this evil spell allows you to create more powerful sorts of undead: ghouls, ghosts, mummies, and mohrgs. The type or types of undead you can create is based on your caster level, as shown on the table below.

Caster Level Undead Created

11th or lower	Ghoul
12th-14th	Ghast
15th-17th	Mummy
18th or higher	Mohrg

You may create less powerful undead than your level would allow if you choose. Created undead are not automatically under the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms.

This spell must be cast at night.

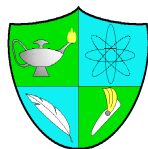
Material Component: A clay pot filled with grave dirt and another filled with brackish water. The spell must be cast on a dead body. You must place a black onyx gem worth at least 5 gp per HD of the undead to be created into the mouth or eye socket of each corpse. The magic of the spell turns these gems into worthless shells.

Cure Moderate Wounds, Mass (Conjuration)

Sphere: Healing
 Level: 6
 Range: Close (25 ft. + 5 ft./2 levels)
 Components: V, S
 Duration: Permanent
 Casting Time: 1 Action
 Area of Effect: 1 creature/level, no two of which can be more than 30 ft. apart
 Saving Throw: Will (half)
 Spell Resistance: Yes

You channel positive energy to cure 2d8 points of damage +1 point per caster level (maximum +25) in each selected creature.

Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.



Dispel Magic, Greater (Abjuration)

Sphere: All
 Level: 6
 Range: medium (100 ft. + 10 ft./level)
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1 Action
 Area of Effect: one or more spellcaster, creature, or object
 Saving Throw: None
 Spell Resistance: No

This spell functions like dispel magic, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use greater dispel magic in one of three ways: a targeted dispel, area dispel, or a counterspell:

Targeted Dispel: This functions as a targeted dispel magic, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Additionally, greater dispel magic has a chance to dispel any effect that *remove curse* can remove, even if dispel magic can't dispel that effect. The DC of this check is equal to the curse's DC.

Area Dispel: When greater dispel magic is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by dispel magic. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the greater dispel magic spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the greater dispel magic spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: This functions as dispel magic, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

Eagle's Splendor, Mass (Transmutation)

Sphere: Combat
 Level: 6
 Range: Close (25 ft. + 5 ft./2 levels)
 Components: V, S
 Duration: 1 minute/level
 Casting Time: 1 action
 Area of Effect: One creature/level, no two of which can be more than 30 ft. apart
 Saving Throw: Will negates (harmless)
 Spell Resistance: Yes

The affected creatures become more poised, articulate, and personally forceful. The spell grants a +4 enhancement bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier. Bards, paladins,

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craft, and other spellcasters who rely on Charisma affected by this spell do not gain any additional bonus spells for the increased Charisma, but the save DCs for spells they cast while under this spell's effect do increase.

Find the Path (Divination)

Sphere: Divination
Level: 6
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 3 rounds
Area of Effect: 1 creature
Saving Throw: None
Spell Resistance: Yes

The recipient of this spell can find the shortest, most direct physical route that he is seeking, be it the way into or out of a locale. The locale can be outdoors or under ground, a trap, or even a maze spell. Note that the spell works with respect to locales, not objects or creatures within a locale. Thus, the spell could not find the way to "a forest where a green dragon lives" or to the location of "a hoard of platinum pieces." The location must be in the same plane as the caster.

The spell enables the subject to sense the correct direction that will eventually lead him to his destination, indicating at the appropriate times the exact path to follow or physical actions to take. For example, with concentration the spell enables the subject to sense trip wires or the proper word to bypass a glyph. The spell ends when the destination is reached or when one turn for each caster level has elapsed. The spell frees the subject, and those with him, from a maze spell in a single round, and will continue to do so as long as the spell lasts.

Note that this divination is keyed to the caster, not his companions, and that, like the find traps spell, it does not predict or allow for the actions of creatures.

The spell requires a set of divination counters of the sort favored by the priest, bones, ivory counters, sticks, carved runes, or whatever.

Fire Seeds (Conjuration)

Sphere: Elemental (Fire)
Level: 6
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 rd./seed
Area of Effect: Special
Saving Throw: Reflex ½
Spell Resistance: Yes

The fire seeds spell creates special missiles or timed incendiaries that burn with great heat. The spell can be cast to create either fire seed missiles or fire seed incendiaries, as chosen when the spell is cast.

Fire seed missiles: This casting turns up to four acorns, or other nuts into special grenade-like missiles that can be hurled up to 40 yards, or used as sling bullets. An attack roll is required to strike the intended target, and proficiency penalties are considered. Each acorn bursts upon striking any hard surface, causing 2d8 points of damage and igniting any combustible materials within a 10-foot

diameter of the point of impact. If a successful Reflex save is made, a creature within the burst area receives only one-half damage, but a creature struck directly suffers full damage (i.e., no saving throw).

Fire seed incendiaries: This casting turns up to eight holly, or other berries into special incendiaries. The berries are most often placed, being too light to make effective missiles. They can be tossed only up to 6 feet away. They burst into flame if the caster is within 40 yards and speaks a word of command. The berries instantly ignite, causing 1d8 points of damage to any creature and igniting any combustible within a 5-foot-diameter burst area. Creatures within the area that successfully save vs. Reflex suffer half damage.

All fire seeds lose their power after a duration equal to one day per experience level of the caster, e.g., the seeds of a 13th-level caster remain potent for a maximum of 13 days after their creation.

No other material components beyond nuts or berries are needed for this spell.

Forbiddance (Abjuration)

Sphere: Protection
Level: 6
Range: 30 yds.
Components: V, S, M
Duration: Permanent
Casting Time: 1 hour
Area of Effect: 60-ft. cube/level
Saving Throw: Special
Spell Resistance: No

This spell can be used to secure a consecrated area. The spell seals the area from teleportation, plane shifting, and ethereal penetration. At the option of the caster, the ward can be locked by a password, in which case it can be entered only by those speaking the proper words. Otherwise, the effect on those entering the enchanted area is based on their religious beliefs relative to the consecration, and/or their intent towards the consecrated area itself. The most severe penalty is used. A priest cannot cast this spell on any non-consecrated area, or any consecrated area not consecrated to his sect and/or god.

Religion identical/no harm intended: No effect. If password locked, they cannot enter area unless the password is known (no saving throw).

Religion indifferent to the caster's/no harm intended: Save vs. Will to enter the area; if failed, suffer 2d6 points of damage. If password locked, they cannot enter unless the password is known. If the intruder has no particular faith, and intends no harm use this result.

Religion opposed to the caster's/harm intended: Save vs. Will to enter this area; if failed, suffer 4d6 points of damage. If password locked, they cannot enter unless the password is known. The attempt does cause damage if the save is failed.

Once a saving throw is failed, an intruder cannot enter the forbidden area until the spell ceases. The ward cannot be dispelled by a caster of lesser level than the one who established it. Intruders who enter by rolling successful saving throws feel uneasy and tense, despite their success.

In addition to the priest's holy symbol, components include holy water and rare incenses worth at least 100 gp per 60-foot cube. If a password lock is desired, this also requires the burning

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of rare incenses worth at least 500 gp per 60-foot cube.

Harm (Necromancy)

Sphere: Healing
Level: 6
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 creature
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). If the creature successfully saves, harm deals half this amount. Harm cannot reduce the target's hit points to less than 1.

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

Heal (Necromancy)

Sphere: Healing
Level: 6
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: None

Heal enables the priest to wipe away disease and injury in the creature who receives 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*

Heroes' Feast (Evocation)

Sphere: Creation
Level: 6
Range: 30'
Components: V, S, M
Duration: 12 hours
Casting Time: 1 turn
Area of Effect: 1 feaster/level
Saving Throw: None
Spell Resistance: No

This spell enables the priest to bring forth a great feast that serves as many creatures as the priest has levels of experience. The spell creates a magnificent table, chairs, service, and all the necessary food and drink. The feast takes one full hour to consume, and the beneficial effects do not set in until after this hour is over. Those partaking of the feast are cured of all diseases, are immune to poison for 12 hours, and are healed of 1d4+4 points of damage after imbibing the nectar-like beverage that is part of the feast. The ambrosia like food that is consumed is equal to a bless spell that lasts for 12 hours. Also, during this same period, the people who consumed the feast are immune to fear, hopelessness, and panic. If the feast is interrupted for any reason,

the spell is ruined and all effects of the spell are negated.

The material components of the spell are the priest's holy symbol and specially fermented royal jelly.

Inflict Moderate Wounds, Mass (Conjuration)

Sphere: Healing
Level: 6
Range: Close (25 ft. + 5 ft./2 levels)
Components: V, S
Duration: Permanent
Casting Time: 1 Action
Area of Effect: 1 creature/level, no two of which can be more than 30 ft. apart
Saving Throw: Will (half)
Spell Resistance: Yes

Inflict moderate wounds, mass spreads negative energy out in all directions from the point of origin, dealing 2d8 points of damage +1 point per caster level (maximum +25) to nearby living enemies.

Like other inflict spells, mass inflict light wounds cures undead in its area rather than damaging them. A cleric capable of spontaneously casting inflict spells can also spontaneously cast mass inflict spells.

Liveoak (Enchantment)

Sphere: Plant
Level: 6
Range: Touch
Components: V, S, M
Duration: 1 day/level
Casting Time: 1 turn
Area of Effect: 1 oak tree
Saving Throw: None
Spell Resistance: No

This spell enables the caster to charm a healthy oak tree (or other type if the religion allows) to cause it to serve as a protector. The spell can be cast on a single tree at a time. While a liveoak spell cast by a particular caster is in effect, he cannot cast another such spell. The tree upon which the spell is cast must be within 10 feet of the caster's dwelling place, within a place sacred to the caster, or within 100 yards of something that the caster wishes to guard or protect.

The liveoak spell can be cast upon a healthy tree of small, medium, or large size, according to desire and availability. A triggering phrase of up to maximum of one word per level of the spellcaster is then placed upon the targeted oak. For instance, "Attack any persons who come near without first saying sacred mistletoe" is an 11-word trigger phrase that could be used by a caster of 11th level or higher casting the spell. The liveoak spell triggers the tree into animating as a treant of equivalent size, an Armor Class of 20 and with two attacks per round, but with only a 30-feet-per-round movement rate.

Tree Size	Height	HitDice	Damage
Small	12' - 14'	7-8	2d8
Medium	16' - 19'	9-10	3d6
Large	20' - 23'+	11-12	4d6

A tree enchanted by this spell radiates a magical aura (if checked for), and can be returned to normal by a successful casting

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of a dispel magic spell, or upon the desire of the caster who enchanted it. If dispelled, the tree takes root immediately. If released by the caster, it tries to return to its original location before taking root. Damage to the tree can be healed with a plant growth spell, which restores 3d4 points of damage. A plant growth spell used in this fashion does not increase the size or hit points of the liveoak beyond the original value.

The caster needs his holy symbol to cast this spell.

Owl's Wisdom, Mass (Transmutation)

Sphere: Combat

Level: 6

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

Components: V, S

Duration: 1 minute/level

Casting Time: 1 action

Area of Effect: One creature/level, no two of which can be more than 30 ft. apart

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The affected creatures become wiser. The spell grants a +4 enhancement bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Clerics, druids, rangers, and other Wisdom-based spellcasters who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save DCs for their spells increase.

Part Water (Alteration)

Sphere: Elemental (Water)

Level: 6

Range: 60'/level

Components: V, S, M

Duration: 10 minutes/level

Casting Time: 1 turn

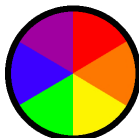
Area of Effect: 3 ft./level x 60'/level x 90'

Saving Throw: None

Spell Resistance: No

The priest is able to cause water or similar liquid to move apart, thus forming a trough. The depth and length of the trough created by the spell depends on the level of the priest. A trough 3 feet deep per caster level, by 90 feet wide, by 60 feet long per level is created. Thus at 12th level, the priest would part water 36 feet deep by 90' wide by 720 feet long. The trough remains as long as the spell lasts or until the priest who cast it opts to end its effects. Existing currents appear to flow through the parted water, although swimming creatures and physical objects such as boats do not enter the rift without strenuous and deliberate effort. If cast underwater, this spell creates an air cylinder of appropriate length and diameter. If cast directly on a water elemental or other water-based creature, the creature suffers 48 points of damage and must roll a successful saving throw vs. Fortitude or flee in panic for 3d4 rounds.

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



Planer Ally (Conjuration)

Sphere: Planes

Level: 6

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

Components: V, S, M (offerings worth 500 gp plus payment, see text), DF

Duration: 10 minutes/level

Casting Time: 10 minutes

Area of Effect: One of two called outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear

Saving Throw: None

Spell Resistance: No

By casting this spell, you request your deity to send you one of two an outsiders (of 12 HD total or less) of the deity's choice. If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway).

You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature called in order to bargain for its services.

The creature called requires a payment for its services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to 1 day per caster level, requires a payment of 1,000 gp per HD.

A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature). However, if the task is strongly aligned with the creature's ethos, it may halve or even waive the payment. At the end of its task, or when the duration bargained for expires, the creature returns to its home plane (after reporting back to you, if appropriate and possible).

Speak With Monsters (Alteration)

Sphere: Divination

Level: 6

Range: 90'

Components: V, S

Duration: 2 turns/level

Casting Time: 1 Action

Area of Effect: The caster

Saving Throw: None

Spell Resistance: No

When cast, the speak with monsters spell enables the priest to converse with any type of creature that has any form of communicative ability (including empathic, tactile, pheromonic, etc.). That is, the monster understands, in its own language or

equivalent, the intent of what is said to it by the priest and vice versa. The creature thus spoken to is checked by the DM to determine a reaction. All creatures of the same type as that chosen by the priest can likewise understand if they are within range. The priest can speak to different types of creatures during the spell duration, but he must speak separately to each type. The spell lasts for two turns per caster level.

Stone Tell (Divination)

Sphere: Elemental (Earth), Divination

Level: 6

Range: Touch

Components: V, S, M

Duration: 1 turn

Casting Time: 1 turn

Area of Effect: 1 cu. yd.

Saving Throw: None

Spell Resistance: No

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

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

Summon Monster 6 conjuration (summoning)

Sphere: Summoning

Level: 6

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 6th-level list, 1d3 creatures of the same kind from the 5th-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 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).



Symbol of Fear (Enchantment)

Sphere: Protection

Level: 6

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 1 Action

Area of Effect: Special

Saving Throw: Special

Spell Resistance: Yes

A *symbol* spell creates magical runes affecting creatures that pass over, touch, or read the runes, or pass through a portal upon which the symbol is inscribed. On casting the spell, the priest inscribes the symbol upon whatever surface he desires.

This symbol creates an extra-strong *fear* spell, causing all creatures to make a will save with -4 penalties to the die roll, or panic and flee as if attacked by a *fear* spell.

Symbol of Persuasion (Enchantment)

Sphere: Charm

Level: 6

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 1 Action

Area of Effect: Special

Saving Throw: Will negates

Spell Resistance: Yes

A *symbol* spell creates magical runes affecting creatures that pass over, touch, or read the runes, or pass through a portal upon which the symbol is inscribed. On casting the spell, the priest inscribes the symbol upon whatever surface he desires.

This spell functions like symbol of fear, except that all creatures within the radius of a symbol of persuasion instead become charmed by the caster (as the charm monster spell) for 1 hour per caster level.

Symbol of persuasion has no hit point limit; once triggered, a symbol of persuasion simply remains active for 10 minutes per caster level.

Transmute Dust to Water (Alteration)

Sphere: Elemental

Level: 6

Range: 180'

Components: V, S, M

Duration: Permanent

Casting Time: 5

Area of Effect: 10-ft. cube/level

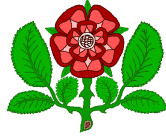
Saving Throw: None (special)

Spell Resistance: No

The spell turns a 10 ft cube of dirt, dust, or soil per level of the wizard into water. It can be used to create ponds to water animals, to create instant moats even undermine walls and structures. Only loose soils are affected and rock is not affected in any manner.

The full volume of the spell does not need to be used and lesser areas can be affected at will

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Transmute Water to Dust (Alteration)

Sphere: Elemental (Water, Earth)

Level: 6

Range: 60 yds.

Components: V, S

Duration: Permanent

Casting Time: 1 Action

Area of Effect: 1 cu. yd./level

Saving Throw: Special

Spell Resistance: Yes

When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. Note that if the water is already muddy, the area of effect is doubled, while if wet mud is present, the area of effect is quadrupled. If water remains in contact with the transmuted dust, the former quickly permeates the latter, turning the dust into silty mud. If there is not a sufficient quantity of water to cause that effect, it simply soaks or dampens the dust accordingly.

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

Transport Via Plants (Alteration)

Sphere: Plant

Level: 6

Range: Touch

Components: V, S

Duration: Special

Casting Time: 1 Action

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

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

Turn Wood (Alteration)

Sphere: Plant

Level: 6

Range: 0

Components: V, S

Duration: 1 rd./level

Casting Time: 1 Action

Area of Effect: 20 ft./level x 120 ft.

Saving Throw: None

Spell Resistance: No

When this spell is cast, waves of force roll forth from the caster, moving in the direction he faces and causing all wooden objects in the path of the spell to be pushed away from the caster to the limit of the area of effect. Wooden objects above 3 inches in diameter that are fixed firmly are not affected, but loose objects (movable mantles, siege towers, etc.) move back. Objects less than 3 inches in diameter that are fixed splinter and break, and the pieces move with the wave of force. Thus, objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them with them. If a spear is planted to prevent this forced movement, it splinters. Even magical items with wooden sections are turned, although an anti-magic shell blocks the effects. A successful dispel magic spell ends the effect. Otherwise, the turn wood spell lasts for one round for each experience level of the caster.

The waves of force continue to sweep down the set path for the spell's duration, pushing back wooden objects in the area of effect at a rate of 40 feet per melee round. The length of the path is 20 feet per level of the caster. Thus if a 14th-level priest casts a turn wood spell, the area of effect is 120 feet wide by 280 feet long, and the spell lasts 14 rounds. After casting the spell, the path is set and the caster can then do other things or go elsewhere without affecting the spell's power.

Undeath to Death (Necromancy)

Sphere: Death

Level: 6

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

Components: V, S

Duration: Instantaneous

Casting Time: 1 Action

Area of Effect: 40' x 40' area

Saving Throw: will, special

Spell Resistance: Yes

The Priest destroys undead creatures in the area of effect. When the spell is spoken all undead in the area of effect must make a will save or be destroyed. Those undead that make the save take 5d6 hit points damage, which might destroy them anyway.

This spell has no effect on the living.



Wall of Thorns (Conjuration/Summoning)

Sphere: Plant, Creation
Level: 6
Range: 80 yds.
Components: V, S
Duration: 1 turn/level
Casting Time: 1 Action
Area of Effect: One 10-ft. cube/level
Saving Throw: None
Spell Resistance: No

The wall of thorns spell creates a barrier of tough, pliable, tangled brush bearing needle-sharp thorns as long as a finger. Any creature breaking through (or crashing into) the wall of thorns suffers 28 points of damage, minus the creature's AC. No adjustment is made for Dexterity. Any creature within the area of effect of the spell when it is cast, crashes into the wall of thorns and must break through to move. The damage is based on each 10-foot thickness of the barrier.

If the wall of thorns is chopped at, it takes at least four turns to cut a path through a 10-foot thickness. Normal fire cannot harm the barrier, but magical fires burn away the barrier in two turns, creating a wall of fire effect while doing so (see wall of fire spell). In this case, the cool side of the wall is that closest to the caster of the thorn wall.

The nearest edge of the wall of thorns appears up to 80 yards distant from the caster, as he desires. The spell's duration is one turn for each level of experience of the caster, and it covers one 10-foot cube per level of the caster in whatever shape the caster desires. Thus a 14th level caster could create a wall of thorns up to 70 feet long by 20 feet high (or deep) by 10' deep (or high), a 10' high by 10' wide by 140' long wall to block a dungeon passage, or any other sort of shape that suited his needs. The caster can also create a wall of 5' thickness, which inflicts half damage but can be doubled in one of the other dimensions. Note that those with the ability to pass through overgrown areas are not hindered by this barrier. The caster can dismiss the barrier on command.

Weather Summoning (Conjuration/Summoning)

Sphere: Weather
Level: 6
Range: 0
Components: V, S
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

The caster calls forth weather appropriate to the climate and season of the area he is in. Thus, in spring a tornado, thunderstorm, sleet storm, or hot weather could be summoned. In summer a torrential rain, heat wave, hail storm, etc., can be called for. In autumn, hot or cold weather, fog, sleet, etc., could be summoned. Winter enables great cold, blizzard, or thaw conditions to be summoned. Hurricane-force winds can be summoned almost anywhere. The summoned weather is not under the control of the caster. It might last but a single turn, in the case of a tornado, or for hours or even days in other cases. The area of effect likewise varies from about 1 square mile to 100 square miles. Note that several casters can act in concert to greatly affect weather,

controlling winds, and working jointly to summon very extreme weather conditions.

Within four turns after the spell is cast, the trend of the weather to come is apparent--e.g., clearing skies, gusts of warm or hot air, a chill breeze, overcast skies, etc. Summoned weather arrives 1d12+5 turns after the spell is cast. Note that the new weather condition cannot be changed by the caster once it has been summoned. Once the weather is fully summoned, it cannot be dispelled. If the summoning is successfully dispelled before it has been completed, the weather slowly reverts to its original condition.

Wind Walk (Transmutation)

Sphere: Air
Level: 6
Range: Touch
Components: V, S, DF
Duration: 1 hour/level
Casting Time: 1 action
Area of Effect: The caster and one touched creature per three levels
Saving Throw: Will netates, (Harmless)
Spell Resistance: Yes

You alter the substance of your body to a cloud-like vapor (as the gaseous form spell) and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

Normally, a wind walker flies at a speed of 10 feet with perfect maneuverability. If desired by the subject, a magical wind wafts a wind walker along at up to 600 feet per round (60 mph) with poor maneuverability. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.

A wind walker can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 rounds, which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others.

For the last minute of the spell's duration, a wind walker in cloud form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

Word of Recall (Alteration)

Sphere: Summoning
Level: 6
Range: 0
Components: V
Duration: Special
Casting Time: Free action
Area of Effect: The caster
Saving Throw: None
Spell Resistance: No

The word of recall spell takes the priest instantly back to his sanctuary when the word is uttered. The sanctuary must be specifically designated in advance by the priest and must be a well-known place. The actual point of arrival is a designated area no larger than 10' x 10'. The priest can be transported any

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distance, from above or below ground. Transportation by the word of recall spell is safe within a plane, but for each plane the priest is removed, there is a 10% cumulative chance that the priest is irrevocably lost. The priest is able to transport, in addition to himself, 25 pounds of weight per experience level. Thus, a 15th-level priest could transport his person and an additional 375 pounds. This extra matter can be equipment, treasure, or even

living material, such as another person. Exceeding this limit causes the spell to fail. Note that unusually strong physical fields, such as magnetic or gravitational forces, or even magical applications, such as, at the DM's option, make the use of this spell hazardous or impossible.

