

Cleric

Spell: Bless

Spell Level: 1

Range: 6"

Duration: 6 melee rounds

Area of Effect: 5" x 5"

Description: Friendly creatures not yet in melee combat and within 5" of a point within 6" of the caster gain a +1 bonus to morale and to-hit die rolls, or if reversed, unfriendly creatures gain -1 penalties to those rolls. Material component: holy water (or specially-polluted water).

Spell: Ceremony (Divine)

Spell Level: 1

Range: touch

Duration: permanent

Area of Effect: one creature, item, or area

Description: This spell has several, level-restricted applications, which will fail if cast on an unwilling person (except for Amathematize). They leave behind no magical aura but could leave a good or evil aura. ** Coming of Age (1st): The target, usually age 12, receives a +1 bonus to a single save. The cost is 5-15 sp. ** Burial (1st): Casts a Protection from Evil spell on a target corpse, and anyone trying to dig up the corpse must successfully save or flee for 1 turn. The cost is 5-50 gp. ** Marriage (1st): Has no mechanical effect but carries a moral or legal significance. The cost is 1-20 gp. ** Dedication (3rd): Officially welcomes a person into the faith. The cost is 0-10 sp. ** Investiture (3rd): A necessary requirement to become a first-level cleric. The cost is 1-100 gp. ** Consecrate Item (3rd): Sanctifies an object such that, for example, (un)holy water contained within it never loses its divine energy. There is usually no cost. ** Ordination (5th): A necessary requirement for a target cleric to take on certain institutional duties, take on followers, or advance to 3rd level. It must be performed by cleric at least one level higher than the target. There is usually no cost, but it can rise as high as 100 gp. ** Special Vows (5th): Received by a prospective cavalier or paladin, bestowing immunity from the spell, Bestow Curse, and imposing a -4 penalty to saves against the spell, Quest, cast on the target by a cleric of the same alignment, until the target reaches their next level. The cost is 1-100 gp. ** Consecrate Ground (7th): Cast upon an area before any work is done in preparation for building a (un)holy structure, else having a cumulative 1% chance per year of collapsing. If cast upon a graveyard, the target will itself turn undead 1 per round as a 3rd-level cleric, or if unholy will protect undead in its area as if controlled by a 3rd-level cleric. The cost is 100-600 gp depending on the size of the area and the caster level. ** Amathematize (9th): Excommunicates the target failing its save (at a -4 penalty), though it automatically fails if the target is not truly deserving (i.e., hasn't offended the deity). The ceremony involves branding, which will fade if the Atonement spell is cast on the target but will never completely disappear unless the cause of offense was magically induced. There is never a cost.

Cleric

Spell: Combine

Spell Level: 1

Range: touch

Duration: special

Area of Effect: the circle of clerics

Description: Among a group of three to five clerics that are each casting Combine, the highest-level cleric casts a second spell, or turns undead, as if the highest-level cleric has extra casting levels equal to the number of other clerics casting Combine. The maximum duration is 3 turns. The other clerics must maintain concentration, gain no AC bonus from shields or Dexterity, and are subject to attacks at +4 to hit. The increase in casting level may be used only to empower a spell the highest-level cleric could cast without Combine.

Spell: Command

Spell Level: 1

Range: 1"

Duration: 1 round

Area of Effect: one creature

Description: A creature (not undead) able to understand the caster will obey a clear, unequivocal, single-word command as faithfully as possible. Creatures with an intelligence of at least 13 and/or at least 6 HD gain a single save v. spells.

Spell: Create Water (Divine)

Spell Level: 1

Range: 1"

Duration: permanent

Area of Effect: up to 27 cubic feet

Description: Four gallons of clean, drinkable water per level of the caster are created (or destroyed if reversed), lasting until normally used, evaporated, etc. The water must be created in a non-living area that will at least contain it, but no larger an area that 27 cubic feet. Material component: A drop of water (or pinch of dust).

Cleric

Spell: Cure Light Wounds

Spell Level: 1

Range: touch

Duration: permanent

Area of Effect: character touched

Description: A living, corporeal target has 1d8 hp healed. The target must not be one which can be harmed only by iron, silver, or magical weapons. If reversed, the 1d8 hp is inflicted but requires a successful to-hit roll.

Spell: Detect Evil

Spell Level: 1

Range: 12"

Duration: 1 turn + 1/2 turn/caster level

Area of Effect: 1" path

Description: Determines whether an intelligent creature or object in a 1"-wide line from the caster is evil (or good if reversed).

Spell: Detect Magic

Spell Level: 1

Range: 3"

Duration: 1 turn

Area of Effect: path 1" wide and 3" long

Description: Detects magic radiation in a 1"-wide line from the caster in the direction of facing. The caster can turn 60 degrees per round. Stone walls thicker than 1', solid metal thicker than 1/12', and solid wood thicker than 3' will block the spell.

Cleric

Spell: Endure Cold or Heat

Spell Level: 1

Range: touch

Duration: 9 turns/caster level

Area of Effect: one creature

Description: The touched target can withstand temperatures either as low as -30° F or as high as 130° F unclothed (depending on which version is cast). Beyond that the extreme, the target takes 1 hp of exposure per turn per degree. The spell can be dispelled by receiving either Resist Fire or Resist Cold spells, or by an attack from magical heat or cold regardless of which extreme is protected. During the round in which the spell is broken by magic, the target will not take damage from that magic.

Spell: Invisibility to Undead

Spell Level: 1

Range: touch

Duration: 6 rounds

Area of Effect: personal

Description: Each type of undead of 4 or fewer HD within 30 feet of the caster that fails a save will ignore the caster completely, negating the caster's subsequent attempts to turn undead. If a type succeeds on its save, undead of those type will show preference to attacking the caster. Saves are made at -2 against casters that are neutral along the moral axis. The spell is dismissed if the caster attacks or casts another spell. This spell doesn't affect area attacks.

Spell: Light

Spell Level: 1

Range: 12"

Duration: 6 turns + 1 turn/caster level

Area of Effect: 2" radius sphere

Description: A point in space, creature, or object within the caster's line of sight sheds torch light in a 4" diameter, lasting the duration or until the caster dismisses it. A targeted creature may save v. spell. On a success, the light is instead cast 1' behind the target. If reversed, the spell causes darkness for one-half the duration.

Cleric

Spell: Magic Stone

Spell Level: 1

Range: 2"

Duration: 6 rounds or until used

Area of Effect: one small stone or pebble

Description: A small, magically-unaffected stone is imbued with magic energy and can be thrown (by anyone) up to 4", acting as a +1 weapon to hit and doing 1 hp of damage. Ranges are 2", 3", and 4" with respect to "to hit" modifications. If the stone misses or goes beyond 4", the spell ends. If the stone hits, and it can break another caster's concentration that fails its save. A Shield, Protection from Normal Missiles, or Minor Globe of Invulnerability spells will protect the target, as will a Brooch of Shielding. An additional stone can be enchanted for every five caster levels beyond the first.

Spell: Penetrate Disguise

Spell Level: 1

Range: 12"

Duration: 1 round

Area of Effect: personal

Description: The caster can discern that a non-magical disguise is not the target's true appearance and whether the target is subject to a Friends spell. If the target successfully saves, the disguise is enhanced against the caster. A Bless spell, magic armor, or a magic item of protection will grant a bonus to the target's save.

Spell: Portent

Spell Level: 1

Range: touch

Duration: special

Area of Effect: personal (one creature)

Description: Provides a bonus or penalty to a random "to-hit" or save roll. After casting, the DM rolls 1d12 to determine the number of "to-hit" and saves that must be rolled, with the rolled number being the roll that's affected. Only life-or-death rolls are counted. Then the DM rolls a d6 to determine the adjustment: roll of 1 results in an adjustment of -3, 2 results in a -2, 3 results in a -1, 4 results in a +1, 5 results in a +2 and 6 results in a +3. All the player is told is that the roll is "good," "fair," or "poor."

Cleric

Spell: Precipitation

Spell Level: 1

Range: 1"/caster level

Duration: 1 segment/caster level

Area of Effect: 3" diameter cylinder up to 12" high

Description: Creates light rain in the area of effect, affecting various materials as follows: light material damp in 1 segment then thoroughly wet each following segment; twigs and heavy materials damp in 2 segments then thoroughly wet each following segment; flat, non-porous surfaces damp in 1 segment then filmed with water each following segment; semi-porous surfaces damp in 2 segments then thoroughly wet after 5 segments; porous surfaces will not be affected; small flames extinguished in 1 segment; small fires will slow and become smoky for 1 round after the duration has expired; and large fires will not be affected. If the temperature is above 90° F, the duration will be doubled (except for arid environments); from 33° F to 31° F, the rain will fall as sleet; and for lower temperatures, the rain will fall as snow, which will delay the wetting effects until the snow melts. Magical heat covering a large area will convert the precipitation to a warm fog covering twice the area of effect, and magical cold will convert the precipitation to ice.

Spell: Protection from Evil

Spell Level: 1

Range: touch

Duration: 3 rounds/level

Area of Effect: creature touched

Description: A target creature has a barrier surrounding it out to 1' preventing bodily contact from enchanted or conjured creatures. Moreover, any attack from an evil creature (or good if reversed) incur a -2 penalty on to-hit rolls, or the protected creature gains a +2 bonus to saves against such attacks. If reversed, enchanted evil creatures are still also kept out.

Spell: Purify Food & Drink

Spell Level: 1

Range: 3"

Duration: permanent

Area of Effect: 1 foot cubed/caster level, 1" square area

Description: Up to 1 cubic foot of spoiled, rotten, poisoned, or otherwise contaminated food and/or water is made pure and suitable for safe ingestion, or and unholy water is spoiled. If reversed, the material is putrefied, and holy water is spoiled.

Cleric

Spell: Remove Fear

Spell Level: 1

Range: touch

Duration: special

Area of Effect: creature touched

Description: The target gains a +4 bonus to saves against magical fear. If the target is already affected, it instead gains another save at +1/caster level. A successful to-hit roll is required if the target is unwilling. If reversed, the target must flee at maximum movement for 1 round/caster level.

Spell: Resist Cold

Spell Level: 1

Range: touch

Duration: 1 turn/caster level

Area of Effect: creature touched

Description: The target creature can withstand freezing temperatures even if naked, and receives a +3 bonus to saves against cold, with damage halved if unsuccessful and quartered if successful.

Spell: Sanctuary

Spell Level: 1

Range: touch

Duration: 2 rounds + 1 round/caster level

Area of Effect: one creature

Description: Any opponent within range must make a save v. spells in order to strike or otherwise attack the caster, otherwise ignoring the caster and choosing another target. This spell doesn't affect area attacks. The spell is dismissed prematurely if the caster takes an offensive action.

Cleric

Spell: Aid

Spell Level: 2

Range: touch

Duration: 1 round + 1 round/caster level

Area of Effect: one person

Description: A touched creature gains a +1 bonus to morale and to-hit rolls, and 1d8 hps, allowing the target's hps to rise above the maximum. Damage is taken from the additional hps first, which can't be healed and disappear when the spell ends.

Spell: Augury

Spell Level: 2

Range: 0

Duration: special

Area of Effect:

Description: The caster determines whether an action within 3 turns will be beneficial or harmful to the party with an accuracy of 70% plus 1% per caster level (plus DM adjustments).

Spell: Chant

Spell Level: 2

Range: 0

Duration: time of chanting

Area of Effect: 3" radius

Description: All attacks, damage, and saves made by allies in the area of effect are at +1, and by enemies are at -1, as long as the caster continues chanting, is stationary, takes no damage, isn't grappled, and isn't magically silenced.

Cleric

Spell: Detect Charm

Spell Level: 2

Range: 3"

Duration: 1 turn

Area of Effect: one creature

Description: Up to 10 creatures are checked (once per segment) to determine if they've been magically charmed. If reversed, the spell hides a single creature from such detection.

Spell: Detect Life

Spell Level: 2

Range: 10 feet/caster level

Duration: 5 rounds

Area of Effect: one creature

Description: Can detect whether the first living target (plant or animal) that enters the caster's line of sight is alive despite being the recipient of a Feign Death spell or a spell that imposes suspended animation, or a target that's in a coma, trance, or traveling in the Astral Plane. The spell's range is reduced by more than 1 inch of wood or stone, with each inch treated as 10 feet of open space. A metal barrier or magical/psionic mental block will cause the spell to fail.

Cleric

Spell: Dust Devil

Spell Level: 2

Range: 3"

Duration: 1 round/caster level

Area of Effect: special

Description: Conjures a weak air elemental (AC 4, HD 2d8, MV 18", 1 Atk, 1d4 dmg), which can be hit by normal weapons. Magic weapons inflict double damage. The elemental is a 15-foot-tall whirlwind growing from a 5-foot diameter base to a 10-foot diameter at the top. The elemental can extinguish small, exposed flames of non-magical origin and can push or hold a gaseous cloud or creature from the caster (doing no damage in doing so). If the ground beneath it is loose (e.g., sand), a cloud 30-feet in diameter kicks up centered on the elemental, blinding normal vision for 1 round after a creature leaves the cloud. Casting and maintaining concentration within the cloud requires a successful save v. spell each round. The elemental is dispelled if it moves out of range of the caster's present position. Any creature native to the Elemental Plane of Air can dismiss the elemental (including another Dust Devil), creatures not native to the spell caster's plane are unaffected by it, and it is automatically dispelled if it attacks a creature with innate magic resistance (after resolving the hit and damage).

Spell: Enthrall

Spell Level: 2

Range: 3"

Duration: special

Area of Effect: 90' radius

Description: After the caster speaks uninterrupted for 1 round, targets in the area of effect that can understand the caster, have a Wisdom score below 16, and don't have more than 4 levels or hit dice more than the caster level, must successfully save (+4 if the target is not of the caster's race) or be unable to act except to listen to the caster as if the caster's Charisma was 21 (loyalty base +70%, reaction adjustment +50%). The caster must continue to speak at the expense of other significant actions and must not be hit by, or fail a save against, normal or magical attacks., else the spell ends. Targets that succeed on their save will view the caster as if the caster's Charisma was 3 and have a 50% chance of granting a new saving throw to all who are currently affected. If the caster talks about religion or an alignment in opposition to the target's, the target may attempt another save at +5.

Cleric

Spell: Find Traps

Spell Level: 2

Range: 3"

Duration: 3 turns

Area of Effect: 1" path

Description: All magical and mechanical traps concealed by magic or otherwise become visible to the caster in the caster's direction of sight.

Spell: Hold Person (Divine)

Spell Level: 2

Range: 6"

Duration: 4 rounds + 1 round/caster level

Area of Effect: one to three creatures

Description: Up to three humanoids are held immobile. If there are only two targets, the save is at -1, and if only one, the save is at -2. If a save is successful, that target suffers no effects. This spell affects only brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, and troglodytes.

Spell: Holy Symbol

Spell Level: 2

Range: touch

Duration: permanent

Area of Effect: one object

Description: Creates or repairs a holy symbol appropriate only to the caster's religion. A divine caster may have no more than two of their own holy symbols at a time. The holy symbol will radiate good or evil as appropriate, but not magic.

Cleric

Spell: Know Alignment (Divine)

Spell Level: 2

Range: 1"

Duration: 1 turn

Area of Effect: one creature/round

Description: The caster knows the precise alignment of up to 10 creatures. If reversed, the creatures' alignment is obscured for the duration divided by the number of targets.

Spell: Messenger

Spell Level: 2

Range: 2"/caster level

Duration: 1 hour/caster level

Area of Effect: one creature

Description: A target that fails its save can relay a crude command to deliver a written message or item it can carry to a specified location, where it will wait until the spell expires. Unless expected, the target could be ignored by the intended recipient.

Spell: Resist Fire

Spell Level: 2

Range: touch

Duration: 1 turn/caster level

Area of Effect: creature touched

Description: A target creature's body can comfortably withstand temperatures up to the boiling point of water. For exposure to normal or magical fire, the target receives a +3 to saves, and all damage is halved.

Cleric

Spell: Silence, 15' Radius

Spell Level: 2

Range: 12"

Duration: 2 rounds/caster level

Area of Effect: 30 foot diameter sphere

Description: All sound is dampened in the area, rendering conversation and verbal casting impossible. The area can be focused on a point in space, an object, or a creature, moving with the creature. If an unwilling creature successfully saves, the spell locates 1' behind it.

Spell: Slow Poison (Divine)

Spell Level: 2

Range: touch

Duration: 1 hour/caster level

Area of Effect: creature touched

Description: The effects of poison on the target are slowed if the target was poisoned a number of turns equal to or lower than the level of the caster. The target will still lose 1 hit point per turn but never drop to 0 hp. Upon spell expiration, the poison will continue its course.

Spell: Snake Charm

Spell Level: 2

Range: 3"

Duration: special

Area of Effect: special

Description: Up to a number of snakes whose collective hps are equal to or less than the caster's hps cease all activity except to sway in a semi-erect posture. The duration depends on the state of the snakes: 1d4+2 turns if in a torpor, 1d3 turns if aware but unagitated, and 1d4+4 rounds if angry/attacking.

Cleric

Spell: Speak with Animals

Spell Level: 2

Range: 0

Duration: 2 rounds/caster level

Area of Effect: one animal within 3" of the caster

Description: The caster can comprehend and communicate with any ordinary animal (not mindless). The caster may ask questions, which will be answered. Other animals of its kind won't attack during this communication. If the animal has a similar alignment as the caster, the animal may assist the caster in some way (see DMG, p. 63).

Spell: Spiritual Hammer

Spell Level: 2

Range: 3"

Duration: 1 round/caster level

Area of Effect: one opponent

Description: The caster creates a hammer from force energy, which can be used to attack as long as the caster is concentrating on it. The hammer acts as a magical hammer with a +1 bonus per each 3 caster levels, but receives no to-hit or damage bonus (1d6 v. human-sized; 1d4 v. larger creatures).

Spell: Withdraw

Spell Level: 2

Range: 0

Duration: special

Area of Effect: personal

Description: For each segment during the duration, the caster may contemplate one round's worth of thought without any input from unaffected creatures. During these rounds, other than contemplation, the only acts the caster may take are the casting of Augury, healing spells, or information gathering spells on the caster. Casting on others, attacking, casting other spells, and even movement dismisses the spell.

Cleric

Spell: Wyvern Watch

Spell Level: 2

Range: 3"

Duration: 8 hours or until strike

Area of Effect: 1" diameter sphere

Description: Any creature that approaches within 1" of a designated area is attacked by a haze roughly draconic in shape that guards it. The creature must make a save. If successful, the creature is missed, and the spell remains. If unsuccessful, the spell ends but the creature stands paralyzed for 1 round per caster level unless dismissed earlier by the caster, Dispel Magic, or Remove Paralysis. Creatures have a chance of detecting the presence of the guardian before getting close enough for a strike equal to 90% in bright light, 30% in twilight conditions, and 0% in darkness.

Spell: Animate Dead

Spell Level: 3

Range: 1"

Duration: permanent

Area of Effect: special

Description: Raises the remains of dead humans as skeletons or zombies under the control of the caster. The number of undead that can be raised is equal to the caster's level. They remain animated until killed or dispelled.

Cleric

Spell: Cloudburst (Divine, Arcane)

Spell Level: 3

Range: 1"/caster level

Duration: 1 round

Area of Effect: 1" diameter sphere

Description: In 1 segment, the spell drenches everything in the area of effect with heavy rainwater, falling at 1/10 inch per segment. Normal fires will be extinguished according to size: small, instantly; medium, 3-5 segments; and large, 8-10 segments. Magical fires will be extinguished, but permanent ones will relight in 1-2 rounds, but small, relightable fires will be effected only during the spell's duration. Most fire-based spells are negated, but large-area fire spells will be extinguished by convert the area to a cloud of steam four times as large as this spell's area of effect, which inflicts 1d3 hps of damage per round on most creatures in the area, but double damage to cold-dwelling or cold-using creatures. The steam cloud persists for 1d4+1 rounds, or half that if a light breeze is present, or 1 round if a strong wind is present. In arid regions, this spell will act only as a double-strength Precipitation spell, in hot or humid areas, the duration will double, in areas of temperature from 33° F to 31° F sleet instead of rain will produce ice and slush, and in even lower temperatures the rain will instead be the same depth of snow.

Spell: Continual Light (Divine)

Spell Level: 3

Range: 12"

Duration: permanent

Area of Effect: 6" radius sphere

Description: A point in space, creature, or object within the caster's line of sight sheds daylight in a 4" diameter, lasting until magically negated. A targeted creature may save v. spell. On a success, the light is instead cast 1' behind the target. If successfully cast on the target's visual organs, the target is blinded. If reversed, the spell causes darkness.

Cleric

Spell: Create Food & Water

Spell Level: 3

Range: 1"

Duration: permanent

Area of Effect: 1 foot cubed/caster level

Description: The caster creates enough highly nutritious food or water to sustain for a day up to three human-sized, or one horse-sized, creatures per caster level, which can be divided among food or water.

Spell: Cure Blindness

Spell Level: 3

Range: touch

Duration: permanent

Area of Effect: creature touched

Description: A touched creature is permanently cured of blindness. If reversed, a successful to-hit roll blinds the target.

Spell: Cure Disease

Spell Level: 3

Range: touch

Duration: permanent

Area of Effect: creature touched

Description: The target is cured of a parasitic, bacterial, or viral disease within 1 turn to 1 week depending on its type and state of advancement. If reversed, and the touched target fails its save, disease will affect the target in 1d6 turns, causing loss of 1 hp per turn and 1 point of strength per hour until the creature is at 10% of its original hps and strength, rendering the target helpless.

Cleric

Spell: Death's Door

Spell Level: 3

Range: touch

Duration: 1 hour/caster level

Area of Effect: one unconscious human or demi-human with -1 to -9 hps

Description: The touched target is brought to 0 hps. The target remains unconscious but will not lose further hps unless new damage is taken.

Spell: Dispel Magic (Divine/Arcane)

Spell Level: 3

Range: 6"

Duration: permanent

Area of Effect: 3" cube

Description: Destroys magic potions (treated as 12th level for saves), removes spells cast on persons or objects, and counter the casting of spells.

Spell: Feign Death

Spell Level: 3

Range: touch

Duration: 1 turn + 1 round/level

Area of Effect: one person

Description: A willing creature is placed into a cataleptic state indistinguishable from death. The target can spell, hear, and know what's happening in the surrounding area, but neither feel nor see. All damage will be halved, and the target is immune to paralysis, poison, and energy level drain, though injected poison will take effect upon spell expiration on a failed save. The caster can dismiss the spell, but it takes 1 round to leave the cataleptic state.

Cleric

Spell: Flame Walk

Spell Level: 3

Range: touch

Duration: 1 turn + 1 turn/caster level

Area of Effect: special

Description: The Medium target creature can withstand non-magical temperatures up to 2,000° F and gains a +2 bonus to saves against magical fires. For every caster level above the minimum needed to cast the spell, the caster can add a target. A horse is considered 6 targets, a halfling 1/2 targets, a pixie 1/4 targets, etc.

Spell: Glyph of Warding

Spell Level: 3

Range: touch

Duration: permanent until discharged

Area of Effect: 25 sq feet/caster level

Description: After a segment of casting, an invisible ward is placed on a one-square-foot area per additional segment of casting (to maximum area per) to guard a small bridge, ward an entry, or trap a chest or box. Any creature that touches the area within speaking an assigned password is subject to the effect assigned at casting. The effect must be of a spell type the caster can cast (e.g., damage of 2 per caster level of a chosen type, paralyzation, blinding, energy level drain), allowing saves to halve the damage or negate the effect.

Spell: Locate Object

Spell Level: 3

Range: 6" + 1"/caster level

Duration: 1 round/caster level

Area of Effect: special

Description: The caster knows when facing the direction of a familiar object (not creature) in range. If reversed, the object is hidden from divination magic.

Cleric

Spell: Magical Vestment

Spell Level: 3

Range: touch

Duration: 6 rounds/caster level

Area of Effect: personal

Description: Enchants the caster's vestment while on grounds consecrated to the caster's deity. If armor is used, the vestment protects as if normal chainmail, but if no armor is used, the vestment additionally gains +1 for each four caster levels (up to +4 chainmail; AC 1). The spell dismisses early if the caster loses consciousness or leaves the consecrated area.

Spell: Meld into Stone

Spell Level: 3

Range: touch

Duration: 8 + 1d8 rounds

Area of Effect: special

Description: The caster and up to 100 lbs. of possessions (but not artifacts or relics) are absorbed in a large enough amount of stone to accommodate the absorption. If these conditions aren't met, the spell fails. The variable part of the duration is rolled secretly by the DM. The caster can step out of the stone at any time during the duration at exactly the point where entered. If still in the stone when the spell expires, the caster will be expelled, take 4d8 damage, and each piece of gear must successfully save v. petrification or turn to stone. While in the stone, the caster appreciates the passage of time but cannot sense anything outside the stone. Stone to flesh will expel the caster and do 4d8 damage (items need not save), Stone Shape will do 4d4 damage, and Transmute Rock to Mud will kill the caster (save v. spells to negate).

Cleric

Spell: Negative Plane Protection

Spell Level: 3

Range: touch

Duration: 1 turn/caster level

Area of Effect: one Prime Material Plane creature

Description: A touched, target gains a save v. death magic if attacked by an undead creature, taking normal damage on a success, but avoiding any ability or level drain from the attack. In addition, the attacking undead takes 2d6 hps of damage. On a failed save, the target takes double damage from the attack. Regardless of success, the spell ends after the first attack on the target. The spell also protects from and Energy Drain spell, though no damage is done to that caster.

Spell: Prayer

Spell Level: 3

Range: 0

Duration: 1 round/caster level

Area of Effect: 6" radius

Description: All attacks, damage, and saves made by allies in the area of effect are at +1, and by enemies are at -1, as long as the caster takes no damage and isn't grappled.

Spell: Remove Curse

Spell Level: 3

Range: touch

Duration: permanent

Area of Effect: special

Description: The caster removes a curse on an object, person, or in the form of an undesired presence but doesn't negate the curse on its source (e.g., a weapon, suit of armor). If reversed, the curse bestowed by touch (save to negate) lasts 1 turn per caster level, lowering one random ability of the target to 3 (50% chance); reduce the target's to-hit and saves by 4 (25% chance); or make the target drop what it's holding. A DM can allow the caster to create a similarly-powered curse.

Cleric

Spell: Remove Paralysis

Spell Level: 3

Range: 1"/caster level

Duration: permanent

Area of Effect: 1-4 creatures in a 2" x 2" area

Description: If no physical or magical barrier separates the target creature(s) from the caster, they receive a new save v. paralysis at a bonus of 4 minus the number of targets (minimum +1). If reversed, one target successfully touched must save v. spell or be paralyzed for 1d6 rounds + 1 per caster level. Good clerics must be discriminating in their use of this spell.

Spell: Speak with the Dead

Spell Level: 3

Range: 1

Duration: special

Area of Effect: one creature

Description: The caster can receive answers to questions asked of a dead creature. Caster level dictates the maximum time the target can have been dead, time available for questioning, and the number of questions as so: Level 1-7, 1 week, 1 round, 2; levels 7-8, 1 month, 3 rounds, 3; levels 9-12, 1 year, 1 turn, 4; levels 13-15, 10 years, 2 turns, 5; levels 16-20, 100 years, 3 turns, 6; and levels 21+, 1000 years, 6 turns, 7).

Spell: Water Walk

Spell Level: 3

Range: touch

Duration: 1 turn + 1 turn/caster level

Area of Effect: special

Description: The touched creature of medium size can walk on water. For every caster level above the minimum needed to cast this spell, the caster can add another target. A horse is considered 6 targets, a halfling 1/2 targets, a pixie 1/4 targets, etc.

Cleric

Spell: Abjure

Spell Level: 4

Range: 1"

Duration: permanent

Area of Effect: one creature

Description: The caster can return a target creature to its plane of existence if the name of the type of creature and (if applicable) its specific name is known. The chance of success is 50% plus or minus the difference between the caster level and the target's level or HD. There is no effect on the target on a failure. If reversed, the caster brings a like-aligned creature (but not a god) from another plane under the same circumstances (type and name known, chances of success). In neither version of the spell is the target's disposition magically changed.

Spell: Cloak of Fear

Spell Level: 4

Range: 0

Duration: 1 turn/caster level

Area of Effect: personal

Description: The caster radiates fear in a 3-foot radius. Any creature, including allies, entering the aura must save v. spell or flee for 6 rounds, after which the spell will end. Creatures that cause fear or are undead are unaffected and don't cause the spell to end. If reversed, a touched creature gains a +3 bonus to saves v. fear for 1 turn per caster level or until used once. The caster can dismiss the spell before it expires.

Spell: Cure Serious Wounds

Spell Level: 4

Range: touch

Duration: permanent

Area of Effect: creature touched

Description: A living, corporeal target has 2d8+1 hp healed. The target must not be one which can be harmed only by iron, silver, or magical weapons. If reversed, the 2d8+1 hp is inflicted but requires a successful to-hit roll.

Cleric

Spell: Detect Life

Spell Level: 4

Range: 3"

Duration: 1 round/level

Area of Effect: one person

Description: Can detect whether the first a living target (plant or animal) that enters the caster's line of sight is alive despite being the recipient of a Feign Death spell or a spell that imposes suspended animation, or a target that's in a coma, trance, or traveling in the Astral Plane. The spell's range is reduced by more than 1 inch of wood or stone, with each inch treated as 10 feet of open space. A metal barrier or magical/psionic mental block will cause the spell to fail.

Spell: Divination

Spell Level: 4

Range: 0

Duration: special

Area of Effect: special

Description: Determines information regarding an area known to the caster, such as a small forest, large building, or section of an underground structure. The information includes the approximate power of creatures; a general sense of treasure; and the realative chances of provoking evil or good supernatural, ultra-powerful beings for entering/attacking the area. The chances of accurate information is 60% + 1% per caster level (+/- DM judgment).

Spell: Exorcise

Spell Level: 4

Range: 1

Duration: permanent

Area of Effect: one creature or object

Description: Negates possession of a creature or object (magical or not) by a supernatural force, a force from an object, possession by Magic Jar, a curse, or charm. If interrupted, the spell is wasted. The target percentage is a random 1% to 100%. Each turn, a percentile dice roll less than or equal to the target percentage, then the spell is successful. The target percentage is modified by +/- 1 for the difference between the caster level and the level of the possessor or possessing magic, and based on DM judgment.

Cleric

Spell: Giant Insect

Spell Level: 4

Range: 2"

Duration: 2 rounds/caster level

Area of Effect: one or more insects

Description: Normal-sized insects (not arachnids, etc.) of the same type based on caster level are turned into giant versions of themselves: one at 7th-9th level (3 HD total); two at 10th-11th level (4 HD total); three at 12th-13th level (5 HD total); and four at 14th or higher level (6 HD total). The casting time is 1 round per HD of the resulting giant insect. If the spell is interrupted, the insects die, and the spell fails. A giant insect will have the same number of attacks as its version from a monster bestiary but will do damage proportional to how close its HD is to the bestiary version's HD but will never exceed that of the bestiary version's damage. The giant insect will not gain special abilities, and while they won't hurt the caster, they can follow only simple commands and will attack whatever is near them. If reversed, giant insects are shrunk by 1 HD for every 4 caster levels to a maximum reduction of 6 HD but will retain its special attacks in a weaker state (granting an appropriate bonus to saves).

Spell: Imbue with Spell Ability

Spell Level: 4

Range: touch

Duration: special

Area of Effect: one person

Description: The caster enables an assassin, cavalier, fighter, monk, paladin (<9th level), ranger (<8th level), or thief with a Wisdom of at least 9 to cast a specified defensive or informational spell or Cure Light Wounds known to the caster. Up to three separate spells can be chosen: one 2nd-level spell and two 1st-level spells. However, the target must be at least 3rd level to receive two 1st-level spells, and at least 5th level to receive a 2nd-level spell. The target's level is used to calculate caster level-based variables. The spell transferred is lost to the caster, who can not learn new spells until the target expends the transferred spells.

Cleric

Spell: Lower Water (Divine)

Spell Level: 4

Range: 12"

Duration: 1 turn/caster level

Area of Effect: 1" x 1" sq/caster level

Description: Water or similar fluid in the area disappates by 5% its original level per caster level. If reversed, the water returns to its normal highest level plus 1' per castetr level.

Spell: Neutralize Poison

Spell Level: 4

Range: touch

Duration: permanent

Area of Effect: creature touched or 1 cubic foot of material/2 caster leve

Description: Any venom in a creature or substance is detoxified. If the target is unwilling, the caster must score a hit. The effect is permanent only for the currently present venom; a creature that reproduces venom will not be permanently devenomed. If reversed, on a successful hit, the target that fails its save v. poison is killed.

Spell: Protection from Evil, 10' Radius (Divine)

Spell Level: 4

Range: touch

Duration: 1 turn/caster level

Area of Effect: 20 foot diameter sphere

Description: A target creature has a barrier surrounding it out to 10' preventing bodily contact from enchanted or conjured creatures. Moreover, any attack from an evil creature (or good if reversed) incur a -2 penalty on to-hit rolls, or the protected creature gains a +2 bonus to saves against such attacks. If reversed, enchanted evil creatures are still kept out.

Cleric

Spell: Speak with Plants

Spell Level: 4

Range: 0

Duration: 1 round/caster level

Area of Effect: 6" diameter circle

Description: The caster can rudimentarily converse with living vegetables, but not grant them the ability to walk.

Spell: Spell Immunity

Spell Level: 4

Range: touch

Duration: 1 turn/caster level

Area of Effect: one person

Description: A touched creature with no current protection spells affecting it is immune to the effects of a specified spell no higher than 4th level that the caster has directly experienced. This spell protects only against other spells, not items or innate magical abilities, and it doesn't protect the target's carried items.

Spell: Spike Growth (Divine)

Spell Level: 4

Range: 6"

Duration: 1d6 turns + 1 turn/caster level

Area of Effect: 10-feet sq./caster level

Description: Local vegetation become rigid and sharp. Without True Seeing or similar spells or abilities, the altered nature of the area is undetectable. For each 1" of movement through the area, a creature is attacked twice using the caster's to-hit expression, and on a hit takes 1d4 damage. The spell can be dispelled by Dispel Magic or a spell that controls or harms vegetation.

Cleric

Spell: Sticks to Snakes

Spell Level: 4

Range: 3"

Duration: 2 rounds/caster level

Area of Effect: 1" cubed

Description: The caster can change 1 wooden stick per caster level into a snake, which will attack as commanded. Magically enchanted wood cannot be altered. The chances a snake will be venomous is 5% per caster level. If reversed, snakes will turn to sticks.

Spell: Tongues

Spell Level: 4

Range: 0

Duration: 1 turn

Area of Effect: 6" diameter circle

Description: The caster can speak the language of any creature inside the area of effect. If reversed, the spell counters another Tongus spell or prevents oral communication.