Abstention

(Abjuration, Alteration)

Sphere: Charm

Level: 4

Range: 30 ft.

Components: V, S, M

Duration: Permanent

Casting Time: 7

Area of Effect: 1 humanoid

Saving Throw: Special

By means of this spell, the priest can insure the punishment of someone that has transgressed. When this spell is cast upon a human, demihuman, or humanoid, a natural repulsion is set up between the target and any living being with whom the target comes into contact.

The target has an initial saving throw to avoid the effects of *abstention*. If the saving throw fails, the target remains affected by the spell until a *dispel magic* is successfully cast upon the target. While the spell remains in effect, all creatures that come within 30 feet of the target must save vs. spells or be repulsed. Repulsed creatures cannot voluntarily move any closer than 30 feet to the caster, as they are kept at bay by the divine “restraining order,”

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

**Notes:** Granted by Heironeous, the Crusader of Justice, of the Greyhawk setting.

Adoption

(Alteration)

Sphere: Creation

Level: 4

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 4 hrs.

Area of Effect: 1 Knorrman character

Saving Throw: None

This spell allows a clan priest to bring an outsider into his clan. Once a character has been adopted, he is bound by all the obligations and benefits of being a member of the clan. He is considered a kinsman for purposes of clan ritual and the effects of the clan relic and its guardian juggernaut. He loses all spiritual ties to the clan he belonged to prior to the casting of the spell. A character who leaves his family and is adopted into another clan may still feel a sense of personal obligation to his relatives and may still regard them as family for purposes of social and legal obligations; but they are technically no longer of the same people, and the interest of the clan must always come first.

A character cannot be *adopted* into a clan unless a particular family is willing to accept the newcomer as one of their own. This family is responsible for witnessing on behalf of the recipient’s honor and also for teaching the new member the ways of their clan. The new member, in turn, accepts all the responsibilities of a family member.

To cast this spell a banquet table must be laid and a dinner held in celebration of the new kinsman at the house of the adopting family. In addition to the priest casting the spell, one member from each of three other families in the clan must be present. (Usually there are many more.) This spell is used at marriages to join one partner to the other’s clan. A dowry is given to the clan that is losing a member.

**Notes:** Known to Knorrman priests on Jakandor; common. Virtually unknown elsewhere. (Updated from *Jakandor: Island of War*.)

Anneal Clan Spirit

(Conjuration/Summoning)

Sphere: Guardian, Summoning

Level: 6

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 1d4 days

Area of Effect: 1 item

Saving Throw: None

This chant calls up an ancestor of the dwarven clan to give an item intelligence and possibly magical power. Each ancestor can be annealed to an item only once, and dwarven forge-priests keep careful records of which spirits have been called upon, and which clan has the right to call upon the next available spirit.

If the chant is completed, the summoned spirit enters the item and grants it the ability to answer questions (as per a *speak with dead* spell). Once all questions have been answered, the spirit is free to leave the item at any time. If it has been well-treated, a successful Charisma check by a dwarf of the spirit’s clan indicates that the spirit remains in the item for another year. If the spirit is mistreated, it leaves at once. The longer it stays, the more likely it is that the item will display additional powers. For each decade that the item is inhabited, the DM either chooses an ability or rolls on the accompanying table to determine what ability the item gains. If the same result appears more than once, the effect is cumulative. If the item is abandoned, it neither gains nor loses abilities until it is again used.

Clan Spirit Abilities

1d100 Ability

1–3 Detect evil at will

4–6 Continual light once/day

7–8 Prayer once/week

9–11 Sanctuary once/day

12 Heal once/year

13–20 Gives advice once/month

21–22 Bearer’s Movement rate increases by 2

23 Passwall once/month

24 Stone shape once/month

25–26 Bearer never feels fatigue

27–28 Bearer never sleeps

29–30 Bearer’s beard doubles in length

31–35 Bearer gains one additional slot of blacksmith nonweapon proficiency (NWP)

36–40 Bearer gains one additional slot of armorer NWP

41–45 Bearer gains one additional slot of weaponsmith NWP

46–50 Bearer gains one additional slot of miner NWP

51–55 Bearer immune to poison

56 Bearer immune to intoxication

57–60 Bearer gains perfect direction sense

61–65 Stone tell once/day

65–70 Bearer gains +2 to attack and damage giants

71–75 Bearer gains +2 to attack and damage humanoids

76–80 Bearer gains +1 AC bonus

81 Bearer gains +1 bonus to all saving throws

82–83 Resist fire once/week

84–85 Resist cold once/week

86–90 Bearer cannot lie

91 Bearer gains true sight

92 Regenerate 1 hit point/hr.

93 Holy word 1/year

94 Summon earth elemental 1/year

95 Summon fire elemental 1/year

96 Assume badger form once/month

97 Speak with animals at will

98 +4 to attack rolls with crossbow

99 +4 to attack rolls with battle axe

100 +4 to attack rolls with war hammer

Records describing the use of the anneal clan spirit chant indicate that annealed spirits have created other effects as well; the preceding table is only a guide.

Each time an item transfers ownership, the new owner must make a Charisma check. If the check succeeds, the item retains both the annealed spirit and its powers. If the check fails, the annealed spirit leaves the item forever, sometimes leaving behind a single minor power as a sign of its long habitation. Items whose spirits have been bound for long periods of time are revered as holy relics by many dwarves, and a clan will go to great lengths to keep such precious objects in the family. They are never sold or bartered away.

Summoning the spirit of a clan ancestor and chanting it into an item requires the cantor(s) to add a bone of the ancestor to the forge’s fire.

**Notes:** Restricted to dwarven priests, uncommon. (Updated from *Dragon* Magazine #245.)

Arouse Discord

(Enchantment/Charm)

Sphere: Charm

Level: 6

Range: 100 ft.

Components: V, S, M

Duration: Special

Casting Time: 5

Area of Effect: 100 square ft./level

Saving Throw: Neg.

By means of this spell, the priest sparks disagreements and inflames tensions and resentments among all creatures within the area of effect that fail a saving throw vs. spell. All affected creatures immediately fall to loud bickering and arguing. Friends argue with friends, irksome things become hatreds, and petty jealousy grows to seething rage. There is a 50% chance that affected creatures of different alignments attack each other. The bickering lasts for 5d4 rounds, the fighting for 2d4 rounds. Even a being that makes its saving throw may indirectly fall victim to this spell’s effects if they are sufficiently provoked by the actions of an affected creature or if their actions serve to provoke an affected creature.

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

**Notes:** Granted by Hextor, the Scourge of Battle, of the Greyhawk setting.

Ashen Steed

(Alteration, Conjuration/Summoning)

Sphere: Summoning

Level: 4

Range: 0

Components: V, M

Duration: 1 day/level

Casting Time: 2d6 turns

Area of Effect: 1

Saving Throw: None

This chant captures and forms the forge’s smoke into a magical steed. The caster(s) must prepare a smoking fire source to create a plume of smoke, which is then captured in a bottle or other sealable vessel. This vessel must be opened within 24 hours per effective level of the chanting group.

When the vessel is opened, the smoke pours out and forms a smoky steed, which takes a form depending on the caster’s effective level. The type of steed depends on the level of the caster:

**Caster Level Steed**

1–3 Pony

4–6 Donkey

7–9 Giant Lizard

10–12 Smoke Wyvern

Each form has an AC of 5 and 7 hit points plus 1 hit point per level of the caster. If an ashen steed ever loses all its hit points, it disappears. The smoke wyvern flies at a speed of 24, and the smoke dragon flies at 36. None of the *ashen steed* creatures can attack, and none has any special abilities; the wyvern cannot sting and the dragon cannot employ a breath weapon. The pony and donkey can carry only the holder of the bottle, but the lizard, wyvern, and dragon can carry a number of additional creatures equal to the number of chanting smiths and priests who help cast the chant. Once it arrives, the *ashen steed* lasts for a full day or until dispelled.

The material component for ashen steed chants vary, but all include a stone vessel inscribed with the chants runes. In addition, the chant requires a pony’s shoe, a donkey’s halter, a giant lizard scale, a wyvern’s stinger, or a dragon’s scale.

**Notes:** Restricted to dwarven priests, uncommon. (Updated from *Dragon* Magazine #245.)

Aura of Faluzure

(Necromancy)

Sphere: Necromantic, Protection

Level: 1

Range: 0

Components: V, M

Duration: 1 rd./level

Casting Time: 2

Area of Effect: Special

Saving Throw: ½

When this spell is cast, the dragon is surrounded in an aura of bone-chilling cold energy that extends away from the dragon to a distance equal to its *fear* aura. Creatures that enter the area must save vs. death magic or suffer a –4 penalty to AC, saving throws, and attack rolls due to the chilling effect. Even if a victim immediately leaves the area, or the spell expires, the penalties persist for an additional 2d4 rounds. Those who successfully save reduce the penalties to –2 and lessen the post-exposure effects to 1d4 additional rounds. These conditions are not cumulative, so a victim need make only one saving throw vs. a given *aura of Null*—i.e., a victim is free to enter, leave, and re-enter the area of effect as often as desired without requiring additional saving throws. However, the effects are cumulative if the victim enters one *aura of Null*, departs, and then enters a second *aura of Null* before the effects of the first exposure have worn off.

This spell produces a negative-energy chilling effect, so immunity to standard cold attack forms (e.g., *cone of cold*, *ice storm*, *Otiluke’s freezing sphere*, etc.) provides no defense against it. Undead and other negative-energy creatures, as well as the casting dragon or another dragon with an active *aura of Null*, are immune to the effects of the spell. The *negative plane protection* priest spell also provides protection against an *aura of Null*.

*Aura of Null* persists for the full duration unless removed by a *limited wish* or greater effect; *dispel magic* does not suffice.

The material component for this spell is the dragon’s holy symbol, which is not consumed by the spell.

**Notes:** Granted by Faluzure, the dragon god of undeath and decay. In the Forgotten Realms setting, this spell is known as *Aura of Null*. (Updated from *Dragon* Magazine #248.)

Aura of Kereska

(Alteration, Evocation)

Sphere: Thought

Level: 5

Range: 0

Components: V, S, M

Duration: 1 turn +1 rd./level

Casting Time: 1 rd.

Area of Effect: Special

Saving Throw: None

When cast, this spell outlines the dragon with a sparkling layer of magical power. While the spell lasts, the dragon may cast any spell (both priest and wizard varieties) of fourth-level or below it has in memory without the spell vanishing from its mind, as the aura generates the energy necessary to power the spell (much like the stored energy of a *rod of absorption*). Furthermore, *aura of Kereska* enables the dragon to cast spells by act of will alone, without the need of components or even initiative adjustments due to casting time. Saving throws allowed by these spells still apply, however.

*Aura of Kereska* remains in effect for the full duration of the spell unless removed with a full *wish*, a *rod of cancellation*, or the like. However, it is temporarily negated if the dragon passes into a dead magic zone, an *anti-magic shell*, or similar effect, remaining so until the dragon leaves such an area. Lesser spells and effects are useless against it.

One of the few dragon spells that requires all three components, this spell calls for the “sacrifice” of a magical item (or items) with a total XP value of at least 2,000 (usually an item the dragon does not like or cannot use, such as a suit of armor or a weapon of dragon slaying, though not always). The device is completely drained of magic in the casting, as its energy is used to power the spell. Note that the magical item must be held by the dragon for the somatic portion of the spell, so the dragon cannot use another creature’s magical item without first wresting it away. The dragon’s holy symbol is required as well, but it is not consumed in the casting.

**Notes:** Granted by Kereska, the dragon goddess of magic. (Updated from *Dragon* Magazine #248.)

Barble

(Alteration)

**Sphere: Animal**

Level: 1

Range: 0

Components: V

Duration: 1 turn/Hit Die

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: None

This spell causes the recipient’s body to grow *barbles*, long, semi-flexible spines extending from the creature’s scales. The *barbles* have the effect of improving the creature’s Armor Class by 2. In addition, the creature may attack with the *barbles* in lieu of its normal attack mode, causing 1d6 hit points of damage on a successful hit. Opponents who are foolish enough to grapple with a *barbled* creature suffer that damage automatically each round they are so engaged.

Because of the awkward size of the *barbles* (some of which reach over a foot in length), the spell recipient may be unable to enter some small openings, such as narrow cave mouths. Also, surrounding objects may be accidentally caught on the spines, and the spell recipient is quite limited in his choices of clothing and other equipment worn on the body. For this reason, most of the users of the spell are creatures who wear little clothing and live underwater, where they are less likely to jar the altered scales. Locathah in particular are especially fond of this spell.

**Notes:** Restricted to reptilian and piscine spellcasters, rare. (Updated from *Dragon* Magazine #235.)

Bastion

(Evocation)

Sphere: Protection

Level: 6

Range: 100 ft.

Components: V, S, M

Duration: 1 hr./level

Casting Time: 9

Area of Effect: Special

Saving Throw: Neg.

This spell creates a miniature protective *bastion* of stone, inside which a priest and any companions can shelter or launch attacks from an advancing threat.

The stone *bastion*, in its most basic configuration, creates a 20-foot-diameter stone tower, rising 10 foot + 1 foot per level of the caster (although the caster can at the time of casting choose to vary the height of the tower anywhere within this range). The main stone entry door functions as if *wizard locked*; however, the casting priest and any companions he selects can bypass this effect. The *bastion’s* stone wall is slotted on the main level with one arrow port every three foot, allowing those within to attack exterior attackers with spells or missiles. A ladder on the inside of the *bastion* allows easy access through a trap door (functions as the main entrance) to the tower top, which contains protective crenellations that offer protective hard cover against missiles and spells launched from the ground.

The stone of the *bastion* is resistant to magic; spells cast upon the *bastion* itself or upon those within the *bastion’s* main level must break through a 66% magic resistance. Defenders within the *bastion* can cast spells normally through the arrow slots. Unfortunately, any defenders on the upper rampart are not protected by the bastion’s magic resistance.

A *dispel magic* or *disintegration* spell that is able to bypass the *bastion’s* magic resistance has its normal chance to dispel or destroy enchantments or physical objects. Otherwise, the *bastion* fades away when the duration of the spell elapses.

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

**Notes:** Granted by Heironeous, the Crusader of Justice, of the Greyhawk setting.

Battle Focus

(Enchantment/Charm)

Sphere: Charm, Combat

Level: 4

Range: 30 yds.

Components: V, S, M

Duration: 1 rd./level

Casting Time: 5

Area of Effect: 1–4 creatures or images

Saving Throw: Neg.

This spell allows the caster to designate 1 to 4 creatures, or illusionary images of creatures, to become the focus of enemy attention. To attack any other individual the victim must make a successful saving throw vs. spell, as if the intended target were protected by the 1st-level *sanctuary* spell.

Attacks by non-focus individuals attract the attention of those they directly engage. Non-focus individuals can cast spells without voiding the focus if the spell cannot be directly traced to them. *Burning hands*, *lightning bolt*, and similar spells point directly back to the caster.

Intelligent creatures aware of the power of spellcasting may be granted a second save if obtrusive, nondirectional effects take place. As noted, this spell can be cast on summoned or illusionary creatures. (Of course, focusing attention on illusions might cause them to be revealed even sooner.)

In addition to the priest’s holy symbol, the material components are one gold coin and one brass duplicate.

**Notes:** Very rare spell. (Updated from *Dragon* Magazine #248; created by William C. Pottenger.)

Battlearms

(Alteration)

Sphere: Combat

Level: 4

Range: 0

Components: V, S, M

Duration: 1 rd./level

Casting Time: 6

Area of Effect: The caster

Saving Throw: None

By means of this spell, the priest can create additional limbs from her upper torso, known as *battlearms*. Priests of less than 10th level may create two *battlearms*, in addition to their normal complement of limbs, while priests of 11th level or greater may create four *battlearms*, for a total of six arms.

*Battlearms* can be used with full proficiency when employing weapons or shields. Strength and Dexterity checks for *battlearms* are made without penalty. However, no more than one attack per round can be made with each *battlearm*.

Any armor or clothing worn when this spell is cast is magically altered to allow for the additional limbs. When the spell effect ends or if the armor or clothing is removed, the items revert back to their normal form immediately. Items carried by *battlearms* when this spell expires are immediately dropped.

If any individual *battlearm* is severed or suffers more than 8 points of damage directed specifically at that particular limb (which does not affect the priest’s total), the affected *battlearm* dissolves. The spell effect does not end until the spell expires normally or all *battlearms* have been destroyed.

The material components for this spell are the priest’s holy symbol and two (or four) arm bones from a humanoid skeleton. The latter are consumed in the casting of the spell.

**Notes:** Granted by Hextor, the Scourge of Battle, of the Greyhawk setting.

Bear Fruit

(Alteration)

Sphere: Plant

Level: 4

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 rd.

Area of Effect: Special

Saving Throw: None

When casting this spell, the priest must drive a staff or club into the ground and slowly chant magical words. While the priest does so, the staff grows into a lull tree within moments, its branches heavy with fruit. The tree is of any kind desired by the priest (with the DM’s discretion). Enough fruit is produced to feed one person for every level of the caster. The tree created is nonmagical by nature and remains alive as long as the surrounding conditions allow. Such a tree won’t live more than a few hours in the middle of a sandy desert, while one created in a forest might live its full natural lifespan.

This spell is often used to recreate forests destroyed by fire, magic, or other adverse conditions.

The material component is the staff or club, which is consumed in the casting.

**Notes:** Rare for druids and similar priests. (Updated from *Dragon* Magazine #273.)

Bellows Breath

(Conjuration/Summoning)

Sphere: Elemental Fire

Level: 3

Range: 0

Components: V, S, M

Duration: 8 hrs.

Casting Time: 1–6 turns

Area of Effect: 1 fire

Saving Throw: Special

By creating a wind to fan the flames, this chant dramatically increases the size of any existing fire.

*Bellows breath* also enhances any other fire spell, increasing that spell’s damage by +1 point per die.

The chant’s magical wind scatters ashes and might put out a fire or dispel the target fire spell, as determined by a turning attempt against “Special” rolled by the highest level priest participating in the chant. (If only smiths are using the chant, they have no chance to succeed.) If the check succeeds (turn or destroy), the fire stays lit and its heat increases to the level required to forge mithril and adamantite. If the check fails, the fire is blown out.

The material components of this chant are a raven’s feather and a small leather set of bellows.

**Notes:** Restricted to dwarven priests, uncommon. (Updated from *Dragon* Magazine #245.)

Berserk Inspiration

(Enchantment/Charm)

Sphere: Combat

Level: 2

Range: Special

Components: V

Duration: Special

Casting Time: 1 rd.

Area of Effect: Warriors within 30-ft. radius

Saving Throw: Neg.

By casting this spell, a priest causes all warriors within range to be affected by a berserk rage. The targets must be able to hear the priest’s words for the entire round of casting. They are entitled to a saving throw vs. spell, adjusting their rolls for any Wisdorn bonus if applicable, to avoid the effects. The berserk rage lasts until the end of the current combat.

The effects of going berserk are described in *The Complete Fighter’s Handbook*, pages 20 to 22 but are summarized here for convenience.

While berserk, the following effects apply:

Immunity to *charm person*, *friends*, *hypnotism*, *sleep*, *irritation*, *ray of enfeeblement*, *scare*, *geas*, *command*, *charm person or mammal*, *enthrall*, *cloak of bravery*, and *symbol*.

Gain a +4 saving throw bonus vs. *blindness*, *Tasha’s uncontrollable hideous laughter*, *hold person*, *charm monster*, *confusion*, and *hold animal*.

Immunity to the *emotion* spell, unless the *fear* effect is used in which case a failed saved indicates a lifting of the berserk rage (but no other *fear* effect).

The effects of a *finger of death* spell, whether damage or actual death, do not apply until the berserk rage passes.

The following spells do not affect a berserk character until he or she is free from the berserk rage: *bless*, all *cure wounds* spells, *aid*, *heal*, *regenerate*, and *wither*.

The *taunt* spell automatically affects a berserk character, who breaks off combat with the current opponent to attack the caster of the spell.

Immunity to KO results through the Punching and Wrestling rules.

Suffers only half damage from bare-handed attacks.

A +1 bonus to hit, +3 bonus to damage, and +5 hit points.

The DM, not the player; keeps track of damage scored against the character. The player’s only guide to the damage his character receives is through the description of blows provided by the DM.

No missile weapons may be used while berserk.

Each opponent engaged must be fought until that opponent goes down. The berserk character must then engage the nearest foe.

A berserk character may not take cover against missile attacks.

If an ally attempts an action that may be interpreted as an attack against the berserk character, the latter must make an Intelligence check to avoid engaging the ally.

When coming out of the rage, the character loses the 5 bonus hit points (which might drop the character below zero hit points), he or she collapses from exhaustion as if affected by a *ray of enfeeblement* for a number of rounds equal to the length of time spent berserk, and all spells cast that are due to affect the character after the rage has gone (*finger of death*, *cure wounds*, and so on) do so now.

**Notes:** Granted by Thunor the Warrior, of the Anglo-Saxon pantheon. (Updated from *Dragon* magazine #263.)

Bind Relic

(Enchantment, Invocation)

Sphere: All

Level: 4

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: Special

Area of Effect: 1 item

Saving Throw: Neg.

This spell must be cast repeatedly in order to transform an item into a clan relic. The procedure and requirements for casting it are the same in every major respect as the way in which the 6th-level wizard spell *enchant an item* is cast.

The spell must be cast on an item four times to transform the item into a relic. The castings must take place at intervals of no less than two months, and the item must be used in a successful endeavor for the benefit of the clan after each of the first three castings. The item gains no attributes of a relic until the completion of the fourth *bind relic* spell.

**Notes:** Known to Knorrman priests on Jakandor; common. Virtually unknown elsewhere. (Updated from *Jakandor: Island of War*.)

Bless Missile

(Enchantment, Conjuration)

Sphere: All

Level: 3

Range: Touch

Components: V, S, M

Duration: 1 turn/level

Casting Time: 6

Area of Effect: Missiles

Saving Throw: None

By calling on the power of Heironeous, a priest can invigorate arrows, bolts, and other normal missiles of all types with some measure of divine power. For every level of the priest, up to two missiles can be affected (already enchanted missiles can also be blessed).

The blessed arrows retain their blessing for the stated duration of the spell. If the missiles are fired normally before the duration elapses, the arrows gain a +1 bonus to hit. If a blessed missile strikes home, it inflicts normal damage, plus 2d4 additional hit points as the missile discharges its divine energy. A blessed missile is consumed when it successfully strikes a foe (but missiles are not consumed if they remain unfired and the duration of the spell elapses).

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

**Notes:** Granted by Heironeous, the Crusader of Justice, of the Greyhawk setting.

Bloodiron

(Necromancy)

Sphere: Necromantic, Charm

Level: 3

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 3d4 turns

Area of Effect: 1 lb. metal

Saving Throw: None

This spell creates a magical thirst for blood in a weapon, giving it the ability to inflict great wounds on any creature it strikes. Whenever a blow is struck with a *bloodiron* blade, it inflicts an additional +2 points of damage by keeping the wounds it causes from closing properly. The spell lasts until the weapon is blooded in combat and then resheathed; if not resheathed after a battle, the *bloodiron* weapon requires the user to make a Wisdom check every round it is held. If the check fails, the wielder is compelled to attack the nearest living creature, friend or foe.

Wounds caused by *bloodiron* do not regenerate (giving the chant its other name, “trollsbane”). *Bloodiron* chants have no effect on blunt weapons or on magical weapons of any kind. Dwarves often cast *bloodiron* on crossbow bolts, creating deep wounds that are difficult to heal. The spell is especially popular among warriors of Abbathor, the dwarven god of greed.

The material component is the iron to be affected, plus the blood of the lead chanter. Casting *bloodiron* requires that the forge-priest to cut himself with the weapon to be enchanted; giving his blood to the *bloodiron* magic causes 2d8 points of damage to the forge-priest. This damage can be healed normally.

**Notes:** Restricted to dwarven priests, uncommon. (Updated from *Dragon* Magazine #245.)

Break the Streets

(Alteration)

Sphere: Elemental Earth, Elemental Water, Weather

Level: 7

Range: See below

Components: V, S, M

Duration: 5 turns/level

Casting Time: 6

Area of Effect: 5 square yds. + 50 square yds./level

Saving Throw: None

This spell draws on seismic energy and the elemental power of ice to create a small area of intense cold. This five square yard area is ground zero for a cryovolcanic eruption, an explosion of ice and volatile elements. The spell concentrates these elements and forces them through a field of seismic energy. The result is devastating to cities, towns with brick or stone buildings, or areas under construction. Intense cold, combined with exploding ice and gases, cracks paved surfaces, and sends buildings toppling. Stone constructs must roll a saving throw of 14 or better to survive intact. (See Siege Damage rules in the *Dungeon Master Guide*.) Earth and wood constructs are not affected. Anyone within the five yard field must make a successful saving throw vs. death magic or suffer 2d12 points of damage.

Anyone in the wider area of effect (50 square yards per caster level) has a 30% chance per round of injury from falling rock and debris (2d4 points of damage), and a 40% chance per round of contacting ice lava. Resulting damage is 1d4 points of damage per round from contact. Anyone wearing metal armor suffers double damage, but wearing leather or thick wool reduces the damage by half. Immersion of any bare skin is incredibly dangerous: There is a 10% chance of losing the limb to frostbite if the victim doesn’t receive the appropriate treatment or the protection of magical warmth. Full immersion requires a successful System Shock roll; failure indicates that the victim is rendered unconscious for 2 full turns after being removed from the ice lava. The material components are the caster’s holy symbol and a paving stone, which the priest flings to the ground.

**Notes:** Common for a type of volcanic priest known as earthstokers; very rare druids and priests of earth deities. (Updated from *Dragon* Magazine #265.)

Bronzewood Weapon

(Alteration, Enchantment/Charm)

Sphere: Plant

Level: 5

Range: Touch

Components: V, S, M

Duration: 1 rd./level

Casting Time: 1 rd.

Area of Effect: 1 weapon

Saving Throw: None

This powerful spell creates temporary magical weapons. It functions only with weapons the caster can use. (That is, a druid can enchant only spears, staves, scimitars, daggers, and other allowable weapons.)

When casting *bronzewood weapon*, the caster holds the weapon in her hand and lowers it to the ground. While the priest chants, the weapon phases into the earth. As the chants ends, the priest pulls the weapon from the ground. The player then rolls a d100. On a roll of 1–10, the weapon is ruined, rusted beyond use. On a roll of 11–00, the weapon is transformed into gleaming bronzewood. The hilt (or handle or body) of the weapon is surrounded by vines, some extruding thorns and leaves. The weapon now has a +3 bonus to hit and a +3 damage bonus, and it inflicts double damage to evil woodland creatures. At the end of the duration, the outer covering shatters, revealing the normal weapon underneath.

This spell is sometimes used to create magical weapons for warriors, druids, and rangers who have defended the woodlands against destruction. Rumors of a *bronzewood armor* spell have not been confirmed.

**Notes:** Rare for druids and similar priests. (Updated from *Dragon* Magazine #273.)

Call for the Woods — Elf

(Enchantment/Charm)

Sphere: Guardian

Level: 2

Range: 0

Components: V, M

Duration: Instantaneous

Casting Time: 2

Area of Effect: 1 mi./level of caster

Saving Throw: See below

This song warns the other denizens of the forest and elves of an intruder. Because of the distress it causes, an elf should use a *call for the woods* only in a dire emergency.

All normal animals within the area of effect of the *call for the woods* are entitled to a saving throw. An animal that fails instantly becomes frightened and seeks out its lair or another safe place in which to hide, whichever is nearest. The animal remains hesitant to leave its shelter for the next few hours.

All elves within the area can hear the song, even if within a closed environ, and immediately know the nature of the threat, as it is briefly described (in no more than six words) within the lyrics of the song. Each feels a sense of urgency and a pull that lasts for a moment in the direction where the caster can be found.

The material component is a fragile berry or flower that must be crushed in the hands of the caster.

**Notes:** Granted by the elven deities Fenmarel Mestarine, Rillifane Rallathil, Solonor Thelandira, and Shevarash. (Updated from *Dragon* Magazine #251.)

Call Templars

(Conjuration/Summoning)

Sphere: Summoning

Level: 6

Range: 100 ft.

Components: V, S, M

Duration: 9

Casting Time: 1 turn/level

Area of Effect: Special

Saving Throw: None

*Call templars* temporarily summons preselected and anointed templars of the Bastion to aid the priest in a moment of reed. This spell requires advance preparation prior to actually casting. Not every templar who trained at the Bastion is automatically subject to being called by this spell. Only templars who have volunteered to serve a “tour” are subject to being magically *gated* from their current location to the priest’s location, regardless of the intervening distance or planar separation. Such templars generally wear a small torque to signify their added responsibility. Anointed templars can be detached from the Bastion but still answer the summons of the *call*.

In practical game terms, a priest may cast this spell at any time, but of all the templars who might be affected by this spell, only a subset are likely to be “ready to go.” Thus, when the spell is cast, 1d4+1 5th-level templars appear to fight for the priest who summoned them. There is a 20% chance that a 5th-level paladin templar is summoned in addition to the tighter templars summoned. At the end of the spell’s duration, the templars fade away, returning to the location from which they were summoned. It behooves a priest to aid and heal a templar lying a death’s door before he returns to his previous location—every templar that dies reduces the number of templars available for *all* priests casting this spell in the future.

Summoned templars gladly protect the priest from physical harm, and attack the target indicated by the priest. At the DM’s option, a leader among the summoned templars may give tactical advice for an upcoming conflict if the priest requests it. Summoned templars will not undertake evil or unjust acts, nor will they undertake actions that are not immediately related to their core competencies (summoned templars won’t serve as bearers, messengers, or advance scouts). Note that variants of this spell might allow the summoning of a full Bastion company: one templar, one catechist, and one inquisitor.

Because of the potential for many priests to cast this spell, a single priest cannot cast *call templars* more than once in any seven-day period.

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

**Notes:** Granted by Heironeous, the Crusader of Justice, of the Greyhawk setting.

Camouflage

(Alteration, Abjuration)

**Sphere: Animal**

Level: 3

Range: 10 yds.

Components: S

Duration: 1 turn/Hit Die

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: None

Through the use of a *camouflage* spell, the recipient can alter the coloration of its hide to match whatever background it rests against. But beyond this change in hue, this spell also slightly alters the hide of the recipient to blend in with the surrounding terrain. Thus, in a bed of kelp, the creature develops frond-like extensions over its body. If lying on a cave floor, the scaly hide becomes mottled and bumpy.

All of these physical changes make the creature nearly impossible to notice. It can surprise an opponent on a 5-in-6; even those beings who are extraordinarily perceptive (rangers, elves, and so forth) suffer this disadvantage. In addition, the spell lessens the likelihood that the concealed creature can be detected by Divination magic (such as *detect invisibility* or *true seeing*) to only a 5% chance per level of the caster.

To gain the benefits of the spell, however the creature must remain quiet and still, moving no faster than MV 1. Otherwise it will be noticed.

Sahuagin and locathah shamans often cast this spell on the tribe’s scouts before they embark on a mission.

**Notes:** Restricted to reptilian, amphibian, and piscine spellcasters, rare. (Updated from *Dragon* Magazine #235.)

Chant of Dark Summons

(Conjuration/Summoning)

Sphere: Summoning

Level: 4

Range: 30 ft.

Components: V

Duration: Special

Casting Time: Special

Area of Effect: One or more creatures

Saving Throw: None

This dangerous intonation calls forth creatures of darkness to perform the caster’s bidding. As the name implies, the caster must chant for the entire duration of the spell. The spell lasts as long as the caster is able to maintain the chant. The chant itself has three parts.

The first part, the invocation, reaches to the Lower Planes and issues a summons to a type of tanar’ri determined by the caster’s level, as shown on the table below. The caster can choose to summon a less powerful creature than he is entitled to. This first part of the chant lasts 1 turn; the summoned creature arrives at the end of that time. If the chant is interrupted at this point, the spell dissipates without effect.

**Caster’s Level Tanar’ri Summoned**

7–9 2d6 manes

10–12 2d4 dretch

13–15 quasit (imp)

16–18 rutterkin

19+ alu-fiend or cambion

**Note:** Quasits are from the *Monstrous Manual* book; the other tanar’ri listed are described in the *Planescape Monstrous Compendium Appendix*, Vol. 1.

The second and longest part of the chant performs a binding that forces the summoned creature to remain on the Prime Material Plane and also contains the caster’s instructions to the creature, which it must obey. The summoned creature fights for the caster as well as performs more menial tasks. Creatures with innate gate abilities may be asked to use them, but the gated creatures are not under anyone’s control. The second part of the chant lasts as long as the caster desires. The caster cannot perform any other actions while casting, except to move at half his normal movement rate. If the chant is interrupted during this time, the summoned creature is freed from the caster’s power and usually attacks the caster.

The final part of the chant forces the summoned creature back whence it came. This part of the chant lasts 1 turn. Again, if the chant is interrupted before this part is complete, the creature remains in the Prime Material Plane and is free to act as it chooses, usually with disastrous consequences.

**Notes:** Very rare spell. Known to be in *The Midnight Book*.

Chorus of Wrath

(Enchantment/Charm)

Sphere: Combat

Level: 4

Range: 0

Components: V

Duration: Special

Casting Time: Special

Area of Effect: All singers

Saving Throw: None

To cast this spell, the caster must have companions or servants of the same alignment who are willing to lend their voices to the magic. The additional singers need no magical or musical training; the spell itself forms the words and notes as long as the singers are willing participants and of the same alignment as the caster.

The effects of the spell depend on the number of singers who participate, including the caster. Singers receive a bonus to their attack and damage rolls equal to the number of singers participating, up to a maximum of +4. Furthermore, as long as at least three singers are participating, all members of the *chorus* are immune to any form of magical or natural fear. In addition, all combatants who are not participating in the *chorus* suffer a –1 penalty to attack, damage, and Morale rolls. With five or more singers, the *chorus* members are immune to any Enchantment/Charm spells, and the penalty to nonparticipants is increased to –2.

**Notes:** Very rare spell. Known to be in *The Midnight Book*.

Clinging Earth — Dwarf

(Alteration)

Sphere: Elemental Earth

Level: 4

Range: 5 yds./level

Components: V, S, M

Duration: 1 rd./2 levels of caster

Casting Time: 2

Area of Effect: 10 square yds./level

Saving Throw: Special

When this spell is cast on the earth, it increases the antipathy of the terrain toward nondwarven creatures that try to cross the affected area. The ground softens, clinging to nondwarves and thereby impeding their progress.

Dwarves may move across the enchanted area without penalty. Other races and creatures must make a saving throw when entering the area. With a successful save, the creature or person may move at one half their normal movement rate. If engaged in combat in the affected, area, affected creatures suffer a +1 penalty to their armor class. On an unsuccessful saving throw, non-dwarves move at one-quarter their movement rate and suffer a +2 penalty to armor class. A critical failure (1 on 1d20) indicates the creature or person is stuck for one rd., after which another saving throw may be made. While stuck, a +4 penalty is applied to armor class.

If movement was already affected by the terrain (i.e., swamp, soft sand) or spell (i.e., *slow*), the penalties for *clinging earth* apply to the readjusted movement rate value.

The material component for this spell is a clump of moist earth.

**Notes:** Rare for dwarven priests. (Updated from *Dragon* Magazine Annual 1998.)

Cloudview — Giant

(Alteration, Divination)

Sphere: Divination

Level: 3

Range: 20 mi./level

Components: V, S, M

Duration: 1 turn/level

Casting Time: 5

Area of Effect: See below

Saving Throw: None

*Cloudview* allows the caster to see and hear events through any one cloud within the range of the spell. The caster’s image appears in the cloud for all to see. The caster can see in any direction from the cloud, including up. Hearing is limited to relatively loud events such as shouts or explosions. Spells cast on the cloud do not affect the caster, though an effective *dispel magic* severs the connection between the caster and the cloud.

The spell’s material component is the cloud itself.

**Notes:** Restricted to priests of the Jotunbrud, common. This spell is rarely requested by any besides cloud giants. (Updated from *Dungeon* Magazine #78.)

Conjure Sundered Soul

(Conjuration/Summoning)

Sphere: Summoning

Level: 2

Range: Special

Components: V, S

Duration: Permanent

Casting Time: 1 hr.

Area of Effect: One human and one spirit

Saving Throw: Neg.

This spell is believed to allow a mortal being’s lost soul to be located and summoned from its place of banishment. The truth, unbeknownst to most users of the spell, is more sinister.

This spell actually sends out a call across the Demiplane of Dread and possibly beyond, alerting fiends, dark fey, and spirits of the land that there’s a soul ripe for corruption and possession. The type of creature that answers the summons depends on the chosen victim. Most normal folk, as well as low-level warriors and rogues, might find themselves meeting a boowray, baobhan sith (from the *Ravenloft Monstrous Compendium* III) or other evil fey being, or a bodiless spirit that haunts the Land of Mists. Wizards, priests, and psionicists, meanwhile, conjure up an imp, quasit, or another type of fiend from the Lower Planes. These creatures, referred to as “spirits” may have corporeal form as well. Regardless of their nature, all spirits summoned by this spell take on a pleasing form, similar to an angel or a charming faerie, depending on the victim’s nature.

The spell also grants the summoned being a degree of control and power over the caster. The victim becomes charmed by the spirit (a saving throw is permitted, but most victims of this spell, oblivious to the danger, choose to forgo their saves). In addition, the victim comes to believe in his ‘spiritual half’ as a divine being, bringing great powers and wisdom.

In game terms, the victim becomes a priest in service to the “bound” spirit, drawing powers from their own faith, the powers and supernatural nature of the spirit, and from other spirits the patron is able to gain aid from. 0-level characters become 1st-level priests, while those who already have a class become multiclassed with one level in the priest class. Those who are already priests gain both their normal spells and the spells granted by their new friend, but the spirit will usually lure the priest away from his original patron before too long. These priests receive access to the Charm and Summoning spheres as well as one other sphere appropriate to the spirit involved. A bloodthirsty quasit, for example, might grant the Combat sphere, while a spirit of shadows and darkness could give the caster the reversed versions of spells from the Sun sphere. Priestly combat values, saving throws, and hit dice are also acquired, as the spirit encourages the new servant to “acquire the skills needed to defend our land from those who would rob us of our destiny.” These priests can reach 7th level in their new class, but advancing is not easy. In addition to spending time with the spirit (gaining experience), the victim must also perform some service or make some sacrifice before the spirit increases their powers. The services often cut the slave off from the rest of society (and may be grounds for powers checks), and the sacrifices are of things dear to the victim. While the process of raising the victim to the proper levels continues, the spirit also encourages the devoted servant to recruit more individuals, that they too may know “the joy of oneness.”

This bond can be broken with a *dispel evil* or *holy word* spell, which banishes the spirit and breaks its hold over the victim’s soul. It can be most difficult to convince the victim to let this spell be cast, though, even if the spirit is prevented from interfering. The hold these spirits have over their servants tightens with each sacrifice given or command obeyed. By the time the ‘priest’ reaches 7th level, his patron spirit means everything to him. At this point, it is time for the use of the second spell contained in The Revelations.

**Notes:** Very rare spell in the Demiplane of Dread; unknown elsewhere. Known to be in *The Revelations of the Prince of Twilight*. (Updated from *Dragon* Magazine #252.)

Create Clan

(Alteration)

Sphere: Creation

Level: 5

Range: Special

Components: V, S, M

Duration: Permanent

Casting Time: 4d6 hrs.

Area of Effect: Special

Saving Throw: Neg.

This spell allows a priest to create a new Knorrman clan. The priest may only perform this spell if he is willing to forsake his previous ties and become a member of the new clan. To cast the spell, the priest must collect at least four other people to volunteer for membership in the new clan. There is no upper limit to the number of participants.

The group must sit outside, holding hands in a circle. They must fast for the casting of the spell and may not sleep or break the circle. During this time the priest recites the tale of how the group has come together and how their affinity requires that they become one people. All members of the circle must, in turn, identify themselves and declare their worthiness to the new clan. This may take the form of reciting accomplishments and heroic deeds, or simply listing helpful tasks that the character can perform around the farm. Children who are too young to participate in the ritual may be included within the spell’s area of effect by keeping them inside the circle (along with one or more persons to care for them, if necessary) for the duration of the spell.

The DM must secretly make a saving throw vs. spell on behalf of the caster as well as randomly determine the casting time of the spell. If the saving throw is successful, the ritual will be interrupted after a number of hrs. equal to the DM’s die roll for casting time. The interruption will take the form of the arrival of the new clan’s guardian spirit. An animal may bolt into the circle before retreating to the woods. A sudden change in weather may bring lightning or rainfall. A leaf from a particular tree or a feather from a bird may fall into the circle. Whatever form this revelation takes, the caster will be immediately aware of the guardian’s arrival. He breaks the circle, indicating the casting of the spell is over, and calls for a celebration to honor the new clan.

If the spell fails, the priest will become aware of this fact when 24 hrs. (the maximum casting time of the spell) have passed without the arrival of a guardian. A priest may only attempt this spell once a month and may only successfully create a new clan once per level.

**Notes:** Known to Knorrman priests on Jakandor; common. Virtually unknown elsewhere. (Updated from *Jakandor: Island of War*.)

Create Guardian

(Enchantment/Charm)

Sphere: Guardian

Level: 4

Range: 30 ft.

Components: V, S, M

Duration: 1 day

Casting Time: 1 hr.

Area of Effect: 1 kinsman and 1 guardian juggernaut

Saving Throw: None

This is the spell used to animate a guardian juggernaut with the consciousness of a kinsman. Prior to the casting of this spell, the juggernaut must be constructed over a period of six months, and the clan ritual *good will* must be performed upon the building materials once a month.

When construction of the juggernaut is completed, the preparations for the casting of this spell can begin. When the kinsman (who will become the helmsman of the juggernaut) has finished equipping the juggernaut with the items it will carry into battle, he enters the tent that will become the site of the circle of control with the wooden replicas of his equipment. At a command from the priest, the kinsman draws a 10-ft.-radius circle in the dirt on the floor; this act, defining the circle of control, is how the casting of *create guardian* is begun.

Then the priest verbally summons the spirit of the guardian in a long invocation that establishes the connection between the helmsman and the totem. At the end of the casting time, the helmsman becomes able to operate the juggernaut from within the circle of control. The spell lasts for 24 hours or until the helmsman must sleep. If the link between the helmsman and the totem is broken but the helmsman does not leave the circle of control, the same priest who cast *create guardian* originally can reestablish the connection by performing the verbal components of the spell again. If a helmsman is disabled, a priest may *create guardian* again with another pilot, but the new helmsman will not have access to items carried by the juggernaut unless the ritual of drawing out the wooden replicas and replacing them with their real counterparts is performed.

**Notes:** Known to Knorrman priests on Jakandor; common. Virtually unknown elsewhere. (Updated from *Jakandor: Island of War*.)

Create Talisman

(Abjuration)

Sphere: Protection

Level: 1

Range: Touch

Components: V, S, M

Duration: 72 hrs.

Casting Time: Special

Area of Effect: 1 talisman

Saving Throw: None

This spell allows a clan priest to create protective talismans with the attributes of various source spells. See the section of this chapter on talismans for the list of available spells as well as the full instructions for creating a talisman.

This spell requires a piece of paper, a patch of hide, a leaf, or a leather pouch, plus a leather thong, as well as the component(s) of the source spell.

**Notes:** Known to Knorrman priests on Jakandor; common. Virtually unknown elsewhere. (Updated from *Jakandor: Island of War*.)

Danse Macabre

(Necromancy)

Sphere: Necromantic

Level: 7

Range: 0

Components: S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: 50-ft. radius

Saving Throw: Neg.

This ghastly, limping melody, also known as the *dance of death* or *totentanz*, unleashes a wave of negative energy in the area of effect. All living creatures within a 30-foot radius of the caster must successfully save vs. death magic or be transformed into undead. Plants simply blacken and wither in death. Normal animals become animal skeletons or zombies; 0-level humans and ordinary humanoids are transformed into skeletons or zombies. Monsters become monster skeletons or monster zombies, at the DM’s option. Player characters and higher-level NPCs either become zombies, or if the Ravenloft *Requiem* rules are available, may be transformed into higher forms of undead.

Use of this spell is unequivocally evil. In addition to a musical instrument, which is not consumed in the casting, the material component is a vial of wraith essence consumed in the casting.

**Notes:** Very rare spell. Known to be in *The Midnight Book*.

Dark Alloy

(Alteration)

Sphere: Sun

Level: 3

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 3d4 turns

Area of Effect: 1 oz. metal

Saving Throw: None

This spell transforms an ordinary piece of iron into metal with a number of unusual properties. The material becomes invisible in sunlight and glows when unsheathed in conditions of darkness, whether that darkness is magical or natural. The metal created by a *dark alloy* chant, called *dunchalcor* (and known simply as “dark steel” in the Forgotten Realms® setting), is often used to make secret runes for dwarven shrines. The metal is also used as filigree in special weapons, denoting a weapon’s maker, its bearer, or even its special powers. *Dunchalcor* is a necessary material component in the pech chant

The material component of the dark alloy chant is an ounce of mithril

**Notes:** Restricted to dwarven priests, uncommon. (Updated from *Dragon* Magazine #245.)

Death’s Tithe

(Necromancy)

Sphere: Necromantic

Level: 6

Range: 0

Components: V, S, M

Duration: 1 service

Casting Time: 1 turn

Area of Effect: 1 cathedral

Saving Throw: Special

The *death’s tithe* spell should be cast just before a service at the temple it’s affecting; if there are no prayers or sacrifices being offered within, the spell fades after a turn. Once it’s in effect, it functions as a twisted form of faith magic, drawing life from worshippers. For every one hundred souls present at the service, one level of life energy is collected in a *crystal skull* or another form of life energy container, which serves as the spell’s material component. The members of the congregation age one year overnight, due to the strain of having their life energy ripped from them. Active and believing participants in the service receive no saving throw against the drain, while those who are present but don’t worship can make a saving throw vs. death. Priests, paladins, and devout adherents to other faiths receive a +4 bonus to their save.

**Notes:** Very rare spell in the Demiplane of Dread; unknown elsewhere. Known to be in the *Book of the Requiem*. (Updated from *Dragon* Magazine #252.)

Declare Enemy

(Alteration, Enchantment/Charm)

Reversible

Sphere: Charm

Level: 4

Range: Unlimited

Components: V, S, M

Duration: Permanent

Casting Time: 1 hr.

Area of Effect: 1 clan

Saving Throw: None

By casting *declare enemy*, a priest proclaims an entire clan to be the enemy of his clan. In order for this spell to work, representatives from at least one-third of the families in the caster’s clan must be present. The priest must have an item that represents the guardian spirit of the enemy clan—a bit of fur, a feather, a plant, or some such object. The priest must build a fire outside the hall of his clan and spend an hr. denouncing the enemy. When he completes the speech an alehorn is passed through the crowd, and a representative from each family present must drink from it. When the alehorn is returned to the priest, he drinks the remainder and casts it into the fire along with the totem object.

After the casting of this spell, all kinsmen of the priest receive a +1 bonus to their attack rolls against a member of the enemy clan. The hostility for a *declared enemy* is difficult to hide, meaning that all kinsmen have a –4 penalty on encounter reaction rolls involving the hated clan. Kinsmen of the priest will seek out enemy clan members in combat in preference to all other foes unless there is a greater imminent danger. A clan’s relic has enhanced power against a declared enemy; see the information on general powers of clan relics in Chapter Five. This spell is only effective against one clan at a time; if a second clan is made a *declared enemy*, the effects of the spell on the first clan are negated.

The reverse of this spell, *declare peace*, can only be used to counter the effect of a previously cast *declare enemy*. Again, one-third of the clan must be represented for the spell to be successful. Also, a member of the former enemy clan must attend the casting ceremony. An alehorn is passed among all present, and the priest exchanges symbols of clan guardian spirits with the former enemy. This ritual ends the effects described above.

**Notes:** Known to Knorrman priests on Jakandor; common. Virtually unknown elsewhere. (Updated from *Jakandor: Island of War*.)

Detect Breath

(Divination)

Sphere: Divination

Level: 1

Range: 0

Components: V

Duration: 1 rd./level

Casting Time: 4

Area of Effect: 60 ft. radius/level

Saving Throw: None

*Detect breath* allows the priest to “hear” every breathing creature within the area of effect, no matter the size. Thus, whether giant or insect (which respire through spiracles), the priest gains the knowledge of each creature’s proximity and relative size. The caster does not gain specific knowledge as to the exact location of each target relative to himself, only that the creature in question is within the area of effect.

**Notes:** Granted by Heironeous, the Crusader of Justice, of the Greyhawk setting.

Detect Holy Presence

(Divination)

Sphere: Divination

Level: 1

Range: 0

Components: V, S, M

Duration: 2 rds./level

Casting Time: 1 rd.

Area of Effect: 10-ft. cube

Saving Throw: None

This spell enables the caster to detect the presence of a hearth god in a Knorrman firepit. The caster draws a handful of ash or a burning ember from the hearth and throws it in the air as he inquires aloud, “Is this house empty?” If there is a god in the hearth, the ash or ember will vanish in a shimmering sparkle of light. If there is no god present, it will simply fall back into the fire.

**Notes:** Known to Knorrman priests on Jakandor; common. Virtually unknown elsewhere. (Updated from *Jakandor: Island of War*.)

Disinherit

(Alteration)

Sphere: Creation

Level: 4

Range: Unlimited

Components: V, S, M

Duration: Permanent

Casting Time: 4 hrs.

Area of Effect: 1 person

Saving Throw: None

This spell allows a priest to expel a member of his clan. Once a character has been *disinherited*, he is no longer considered a kinsman for purposes of social obligation, clan ritual, clan relics, or guardian juggernauts.

For the casting of this spell, representatives from at least six different families in the clan must assemble at the family hearth of a kinsman. Each person present must witness against the character of the recipient. The priest must have one personal possession of the kinsman being *disinherited*, which is cast upon the hearth. As the object burns the priest states, “Consume this in flame, for we know not to whom it belongs.” Any remains of the object are cast in a stream. A *disinherited* character may later rejoin his clan or become a member of another through the application of the 4th-level spell *adoption*.

**Notes:** Known to Knorrman priests on Jakandor; common. Virtually unknown elsewhere. (Updated from *Jakandor: Island of War*.)

Divine Match

(Divination)

Sphere: Divination

Level: 2

Range: 10 yds.

Components: V, S, M

Duration: 1 turn

Casting Time: 1 rd.

Area of Effect: 1 person

Saving Throw: None

*Divine match* can make it possible for a priest to determine who would be best suited as a mate for the subject. If neither the caster nor the subject has met the person to whom the subject is best suited, the priest will only be able to say that the subject has not yet met his or her match. If the caster has never met the person to whom the subject is best suited but the subject has, the caster will be able to say that the subject has indeed met his or her match but will not be able to identify the person. If both the caster and the subject have met the person to whom the subject is best suited, the priest will be able to provide the name of the subject’s prospective mate.

Marrying a *divine match* will provide a character with +10% to experience gained. Children of such a match will gain +1 in any one ability score.

**Notes:** Known to Charonti priests on Jakandor; common. Virtually unknown elsewhere. (Updated from *Jakandor: Isle of Destiny*.)

Dragon Mastery

(Enchantment/Charm)

Sphere: Charm

Level: 3

Range: 100 yds.

Components: V, M

Duration: Special

Casting Time: 4

Area of Effect: One creature

Saving Throw: Special

A more powerful and specific version of a *charm monster* spell, *dragon mastery* allows a wizard or priest to enter a magical battle of wills with the affected dragon. The outcome is anything but certain, but the more powerful and charismatic of the two gains power over the lesser.

Dragon mastery affects all true dragons, false dragons, wyrms, linnorms, Oriental dragons, wyverns, drakes, and draconians. The spell requires a single dragon scale (of an age at least equal to the target dragon’s) and a silver crucible to burn the scale in. The spell has no effect on non-draconic monsters.

When the spell is cast, both caster and target must make an immediate Charisma check. The caster subtracts his level as a spellcaster from the roll, and the dragon subtracts its age category (half its hit dice for lesser dragons). If the caster rolls lower, he has mastered the dragon and can command it to undertake whatever actions he likes. (Suicidal actions or actions requiring the dragon to disclose the location of its hoard immediately cancel the spell’s effect.) If the dragon rolls lower, it has dominated the caster, and can likewise command him.

In both cases, the spell lasts as long as an equivalent charm person spell would last, according to the loser’s Intelligence and saving throws. See the description of the charm person spell in the Player’s Handbook for more guidelines on saving throws for this spell.

**Intelligence Period Between**

**Score Checks**

3 or less 3 months

4 to 6 2 months

7 to 9 1 month

10 to 12 3 weeks

13 to 14 2 weeks

15 to 16 1 week

17 3 days

18 2 days

19 or more 1 day

**Notes:** Very rare spell. (Updated from *Dragon* Magazine #230.)

Dwarven Zeal — Dwarf

(Enchantment)

Sphere: Combat

Level: 1

Range: 5 yds./level

Components: V, S, M

Duration: 2 rds./level

Casting Time: 4

Area of Effect: 1 dwarf/level

Saving Throw: Special

A variation of the *bless* spell, *dwarven zeal* focuses on the natural enemies of the dwarven race, goblins and orcs. When battling with such creatures and their kin (including half-orcs, orogs, and hobgoblins), this spell raises morale and provides a fierce fighting edge lo the recipient.

Affected dwarves gain a +3 bonus to appropriate morale checks. If a morale check then fails, the dwarf may recheck every round until successful, if a morale cheek fails before the spell is cast upon a recipient, a second check is immediately granted with the +3 bonus. If this second check is successful, the dwarf may take his actions at the end of the rd.. While under the influence of this spell, the recipients gain an additional +1 bonus to their THAC0 and an additional +1 damage against any orc, orog, half-orc, goblin, or hobgoblin.

The material component of this spell is one drop of dwarven blood, freshly drawn from the dwarven priest casting the spell, for each dwarf under the spell’s effect. This blood may be obtained from any existing wound or a small self-inflicted cut (no hit point damage). As the spell takes hold, the recipients realize they are under a magical effect and may choose to resist it, gaining a saving throw.

**Notes:** Rare for dwarven priests. (Updated from *Dragon* Magazine Annual 1998.)

Earth Fist — Dwarf

(Alteration)

Sphere: Combat, Elemental Earth

Level: 5

Range: 5 yds./level

Components: V, S, M

Duration: 1 rd./level

Casting Time: 6

Area of Effect: Special

Saving Throw: None

This spell summons magical energy from the Elemental Plane of Earth which then infuses nearby earth with a living force that can be directed by the dwarven priest to attack any structure or nondwarven enemy. There must be at least 1,000 cubic feet (10′ × 10′ × 10′) of earth, rocks, or sand in the area for the spell to take hold. The earth reshapes itself into a huge fist capable of moving and striking anything within the spell’s range.

Beginning the rd. of casting, the caster may direct the earthen “fist” to attack. This free attack is made at the end of the rd. and does not count against any other actions taken by the priest. The fist is considered a magical blunt weapon and causes 3d8 points of damage (or 1d2 structural points of damage) with each successful hit. The fist’s THAC0 is the same as the priest’s.

The material component of *earth fist* is any small gem worth 100 gp or more. The gem is destroyed in the casting.

**Notes:** Rare for dwarven priests. (Updated from *Dragon* Magazine Annual 1998.)

Earthward — Dwarf

(Abjuration)

Sphere: Elemental Earth, Wards

Level: 7

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 3 rds.

Area of Effect: 10-ft./level radius

Saving Throw: None

An *earthward* spell nullifies any magical item, spell, or spell effect within the school and/or sphere of elemental earth that falls wholly or partially within its area of effect. Thus an *earthward* nullifies wizard spells such as *dig*, *move earth*, *passwall*, and *transmute rock to mud* as well as priest spells such as *soften earth and stone*, *meld into stone*, *stone shape*, *stone tell*, and *earthquake*. It also nullifies the effects of a *wish* or *limited wish* that would emulate the effects of a wizard or priest spell of the school or sphere of elemental earth. Magical items such as *horns of blasting*, *horns of collapsing*, *lyres of building*, *mattocks of the titans*, *mauls of the titans*, *rings of earth elemental command*, *spades of colossal excavation*, *stones of controlling earth elementals*, *wands of earth and stone*, and *wands of metal and mineral detection* also do not function within the confines of an *earthward*. The only exception to the excluded class of magical effects is the *earthward* spell itself.

Magically summoned creatures from the Elemental Plane of Earth cannot pass within an area protected by an *earthward*. Spells to contact or summon creatures from that plane do not function within the radius of the spell.

An *earthward* has no effect on spells that do not fall within the elemental earth sphere. Thus spells such as *dimension door*, *disintegrate*, or *teleport* are not affected. Likewise an *earthward* has no effect on psionics, even those that emulate magical effects that fall within the school or sphere of elemental earth. An *earthward* has no effect on manual labor, including that which affects earth or stone.

An *earthward* requires a special focus. Within a one-inch-wide ring of diamond dust of at least one ft. in diameter, the spellcaster must place at least six gems of 500 gp value, of any type. When the spellcasting is complete, four of the gems vanish, consumed in the act of releasing the spell’s power. The rest fuel the *earthward* and dwindle slowly as time passes (roughly one year of stasis per 10 gp value).

Removing any gemstone from the circle of diamond dust or breaking the ring instantly ends the spell’s effect. Otherwise the effect ends when the gems are used up. However, any number of gems that fit can be placed inside the ring at any time to “refuel” the spell and extend its duration.

**Notes:** Granted primarily by the dwarven god Dumathoin, although the other dwarven deities grant it on rare occasions as well. (Updated from *Dungeon* Magazine #69.)

Eilistraee’s Prayer Missiles

(Evocation)

Sphere: Combat, Necromantic

Level: 3

Range: 30 yds. + 5 yds./level

Components: V, S, M

Duration: Instantaneous

Casting Time: 5

Area of Effect: One or more creatures in a 10-ft. cube

Saving Throw: None

The missiles created by this spell are always silvery-bright, resembling the missiles created by the goddess’s avatar. The caster can create one missile for every three levels of experience. The maximum number of missiles created is four at 12th level. (Additional missiles are gained at levels 6, 9, and 12.) The missiles created by this spell are affected by any magic that normally affects *magic missiles*, including *spell turning* (although *prayer missiles* will always heal the caster).

The damage they inflict is based on the target creature’s alignment. *Prayer missiles* can affect ju-ju zombies and any undead that cannot normally be harmed by *magic missiles*. They do not affect objects, only creatures. Healing from these missiles repairs damage only (see table below for effects) and does not grant bonus hit points.

**Eilistraee’s Prayer Missile Effects**

**Alignment Damage Information**

Any Good None Hits auto-matically; heals 1 point/missile

Any Neutral 1d3/missile Attack roll to hit

Any Evil 1d4+1/missile Hits auto-matically

Undead/ 1d4+2/missile Hits auto-

Extraplanar matically

**Notes:** Granted by the drow goddess Eilistraee. This spell was created by a spelljamming drow elf princess of Eilistraee for use against undead, specifically ju-ju zombies. (Updated from *Dragon* Magazine #248; created by Jeremy Clements.)

Elhorna’s Bowstaff — Elf

(Alteration)

Sphere: Combat, Plant

Level: 1

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 5 rds.

Area of Effect: 1 branch

Saving Throw: None

An elf sings this song when in need of a bow. The song can transform any long branch or stick that the elf holds into a strong short bow. The change is permanent and the new bow bears no magical dweomer; it is normal in appearance and can be as easily broken as any other wooden weapon. Traveling elves who wish to appear unarmed often take along a stout staff that they can cast *Elhorna’s bowstaff* upon when ready.

**Notes:** Granted by the elven deities Fenmarel Mestarine, Rillifane Rallathil, Solonor Thelandira, and Shevarash. (Updated from *Dragon* Magazine #251.)

Endure Environment — Dryad

(Abjuration)

Sphere: Protection

Level: 2

Range: Touch

Components: V, S, M

Duration: 1 turn/level (1 hr. max.)

Casting Time: 5

Area of Effect 1 creature

Saving Throw: None

Those dryads who were shaped by a dragon overlord’s actions can automatically endure the environment that they were “shaped” in. However, their traveling companions often succumb to the extreme heat, cold, or other conditions that prevail in a dragon overlord’s realm. Whenever a shaped dryad accompanies another through her home “shaped” terrain, she can “toughen” her companion for a time by using the spell *endure environment*. This spell negates any harm that a hero might come to while traveling through an overlord’s terrain for as long as the duration lasts. However, it does not prevent harm caused by extreme heat or cold (such as burning oil or a magical blast of ice).

**Notes:** Common for dryads in the lands of Krynn; unknown elsewhere. (Updated from *Dragon* Magazine #251.)

Entrust the Beasts — Elf

(Enchantment/Charm)

Sphere: Animal, Guardian

Level: 5

Range: 30 yds.

Components: V

Duration: See below

Casting Time: 1 turn

Area of Effect: One creature or site

Saving Throw: See below

This song charges an animal to become a guardian to an individual or a specific site. The caster can communicate his desires to the animal in a crude fashion, enough so that it understands its task. Any creature of at least animal intelligence may be the target of this song. Normal animals are affected without a saving throw. Giant-sized animals and those animals with low Intelligence or higher may save vs. spell to resist the influence of the song.

Once affected, the animal does not stray from the designated area except to acquire food. It guards the site for a number of days equal to twice the caster’s level. Should the animal be told to guard a person, the creature follows to the best of its ability for a number of days equal to the caster’s level of experience.

While guarding, the animal attacks any intruder except for the caster. The entrusted beast is not given any additional abilities. Thus it cannot speak with a person it guards or encounters nor does it abandon the need to eat or sleep. Should a defended person make any attempt to harm the guardian, the song’s influence ends at once.

**Notes:** Granted by the elven deities Fenmarel Mestarine, Rillifane Rallathil, Solonor Thelandira, and Shevarash. (Updated from *Dragon* Magazine #251.)

Eulogy

(Abjuration)

Sphere: Protection

Level: 3

Range: 10 yds./level

Components: V, S

Duration: Permanent

Casting Time: 1 hr.

Area of Effect: (1d6+1) × 10 sq. yds.

Saving Throw: Special

This spell is cast by priests at the sites of large battles where many kinsmen and enemies have fallen. It is used to prevent the dead from rising from the battlefield as vengeful spirits. It must be cast within one week of the end of the battle, either at the site of combat while the dead still lie on the field, or at the burial site of the fallen Knorr. The spell only protects those bodies that are within its area of effect, but it is possible to move bodies from a more distant location into the area of effect before the casting is begun.

As the result of the spell, any bodies within the area of effect of the spell will never rise as undead or be able to be animated from the grave. This does not prevent the dead from being restored to life by *raise dead* or *resurrection*. The magic has no effect on any persons or creatures other than honorable Knorr.

The casting of this spell serves as a funeral ceremony. Using flamboyant gestures and words of praise for those who died with honor, the priest and any mourners who may be present express their respect for all the victims, enemy and friend alike, in a liturgy that lasts for an hr. and ends with the priest lighting a torch in dedication to the fallen.

**Notes:** Known to Knorrman priests on Jakandor; common. Virtually unknown elsewhere. (Updated from *Jakandor: Island of War*.)

Eversharp

(Alteration, Enchantment/Charm)

Sphere: Alteration

Level: 2

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 1 hr.

Area of Effect: 1 weapon

Saving Throw: None

This chant magically enhances and maintains the sharpness of a single edged weapon, which must be kept on the anvil for the entire duration of the spell’s casting. However, the spell does not provide any other benefit; the weapon can still rust, break, pit, crack, and melt, and *eversharp* chants do not grant any bonuses to attack or damage rolls. Once protected, the weapon need never be sharpened.

The material component is a pin made of silver (10 gp value).

**Notes:** Restricted to dwarven priests, uncommon. (Updated from *Dragon* Magazine #245.)

Faluzure’s Curse

(Necromancy)

Sphere: Necromantic

Level: 4

Range: 0

Components: V, M

Duration: 1 turn/level

Casting Time: 3

Area of Effect: Special

Saving Throw: None

When this nefarious spell is cast, the dragon is surrounded by a layer of necromantic energy. This aura is completely invisible and cannot be detected by any means save for magic specifically designed to detect necromantic energies; a simple *detect magic* does not suffice.

While the spell lasts, any creature slain by the dragon via tooth and claw (or other body weapon, such as a tail or wing), rises as a zombie lord 24 hrs. later. These creatures are under the control of the dragon, and their loyalty cannot be swayed by any means, though they can be turned as usual. However, the number of zombie lords that can be animated via this spell cannot exceed the dragon’s hit dice. Additional undead simply do not rise. This assumes, of course, that the dragon doesn’t eat a slam victim prior to animation; consumed bodies are exempt from the effect.

Obviously, this spell is useless against the undead, but creatures without corporeal bodies, other-planar creatures that can be categorized as “immortal” (e.g., fiends, elementals, etc.), and creatures native (or strongly linked) to the Negative Energy plane are immune to the spell as well. Similarly, any creature with a natural or magically-induced immunity to necromantic magic, or one that simply cannot be raised as an undead creature, is not susceptible to this spell.

The material component for this spell is the dragon’s holy symbol. The symbol is not consumed by the spell.

**Notes:** Granted by Faluzure, the dragon god of undeath and decay. In the Forgotten Realms setting, this spell is known as *Null’s curse*. (Updated from *Dragon* Magazine #248.)

Fast Growth — Dryad

(Alteration)

Sphere: Plant

Level: 1

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 1 minute

Area of Effect: 1 plant

Saving Throw: Special

With nothing but a touch and a whisper of magic, a dryad can cause a plant to grow faster than normal. *Fast growth* can enhance growth in existing thorns to increase damage, grow a vine to greater lengths (up to ten feet), cause a tree to grow ten feet in an hour, or whatever the caster wishes (with the DM’s approval). For example, if the dryad wishes to increase the damage potential in a plant, she can use it on a large bramble bush. If someone tries to move through the bush, he suffers 1d4 points of damage for every five feet of bramble. (If used with the *shape plant* spell, the brambles cause 1d4 + 2 points of damage.) Each time a dryad uses this spell, the plant resists (via saving throw vs. spell at the caster’s level) for one simple reason: *Fast growth* causes the plant to use a lot of resources all at once. If the caster rolls a 20 on the saving throw, the plant dies. If the spell didn’t succeed, then the dryad knows that the plant did not have enough resources to grow as she wanted.

**Notes:** Granted by Verenestra, the goddess of dryads, nymphs, and sylphs. (Updated from *Dragon* Magazine #251.)

Feathered Watcher — Elf

(Enchantment/Charm)

Sphere: Animal

Level: 2

Range: 20 yds./level

Components: V, M

Duration: 1 day/level

Casting Time: 2 rds.

Area of Effect: One bird

Saving Throw: None

This song charms a small bird into acting as a sentinel. The bird must be of a normal variety (not giant-sized or of abnormal intelligence or ability). It spends the duration watching for a specific event or person indicated by the caster. Should it spy that event or person, the bird immediately flies off to seek the caster and tell him of the news. A watcher bird will not travel more than one mile out of its natural environment to find the elf. The bird can communicate with the caster only crudely, enough to fulfill its mission. When the song’s duration expires, the watcher bird returns to its normal activities regardless of whether it has seen what the elf charged it to find.

The material component is a handful of seed thrown to attract the bird.

**Notes:** Granted by the elven deities Fenmarel Mestarine, Rillifane Rallathil, Solonor Thelandira, and Shevarash. (Updated from *Dragon* Magazine #251.)

Fire on the Mountain

(Alteration, Conjuration/Summoning)

Sphere: Elemental Air, Weather

Level: 6

Range: 200 yds. + 25 yds./level

Components: V, S, M

Duration: 1 hr./level

Casting Time: 5

Area of Effect: 30 ft. radius/level

Saving Throw: None (½ for individual bolts)

This spell draws seismic energy into the atmosphere to create an electrically charged cloud above a mountaintop or tall building. Mimicking one of the early warning signs of a volcanic eruption, the black cloud produces 1–8 *lightning bolts* (as per the 3rd-level wizard spell). The caster can direct one *bolt* per round at any target, as per the spell. Bolts cause 3d6 points of damage to one target each, with a saving throw for half damage. Every round that the spell is active, there is a 25% chance that the cloud emits 1d6 *lightning balls* that roll down to the ground and move randomly at a Movement Rate of 12 for 1d4 rounds each. The *lightning balls* are eerie blue sizzling masses of light 2–8″ in diameter. Creatures touching ball lightning directly must make a successful saving throw vs. death magic at a +2 bonus or suffer 6d8 points of electrical damage and be stunned for 2d6 rounds. The cloud is extremely hazardous to aerial creatures. Any flying creatures in the area of effect (other than elemental-type creatures) must make a successful saving throw vs. paralyzation or fall out of the sky. Visibility inside the cloud is practically zero.

There is no rain associated with this spell, but unusually loud thunder may result. Strong winds disperse the cloud, causing the duration of the spell to be reduced by half. Other than altering the winds, weather control does not affect this spell, since the cloud and lightning are produced by seismic energy instead of normal weather patterns.

The material components for this spell are flint and tinder, which are struck against a glass bottle filled with volcanic gas. All of the components are consumed in the casting.

**Notes:** Common for a type of volcanic priest known as earthstokers; very rare druids and priests of mountain, volcanic, and weather deities. (Updated from *Dragon* Magazine #265.)

Flesh to Ice

(Alteration)

Reversible

Sphere: Elemental Water, Weather

Level: 6

Range: 5 yds./level

Components: V, S, M

Duration: Permanent

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: Special

Through use of this spell, a priest can change any type of flesh into ice. Carried and worn possessions of the target are likewise turned into ice. Creatures turned to ice form are subject to the normal durability of ice. If in a warm location, for example, they begin to melt. A creature returned to flesh after suffering damage in ice form might have deformities or wounds reflecting, such damage. A victim in ice form is inert, possessing no awareness and no form of communication can contact them.

The material component for this spell is a small piece of ice or natural glass. If glass is used in place of ice, the victim receives a +4 bonus to the saving throw. The component is consumed during casting.

The reverse of this spell, *ice to flesh*, can be cast only on a creature that has been affected by a *flesh to ice* spell. (It cannot be used to transform normal ice into flesh.) The spell restores the victim to his or her normal condition. Upon returning to flesh form, the victim must make a successful System Shock roll to survive the transmutation.

The material component for this spell is a piece of earth and a single possession of the recipient. Both components are consumed during casting.

**Notes:** Granted by Hred the Snow Maiden, of the Anglo-Saxon pantheon. Other deities may grant the reverse of the spell, ice to flesh, to any priests with access to the elemental water or weather spheres. (Updated from *Dragon* magazine #263.)

Follow the Music — Satyr

(Enchantment/Charm)

Sphere: Charm

Level: 3

Range: 10 yds.

Components: V, S

Duration: 1 hr.

Casting Time: 1 rd.

Area of Effect: Special

Saving Throw: Negates

By playing the pipes and dancing around in a bit of a jig, the satyr caster can draw away a number of foes and set them on a merry chase. The music first attracts those listening at a rate of 1 Hit Dice per caster level (up to a maximum of 12 HD) and mildly distracts them from their fight (adds a –1 cumulative penalty to attack and damage) for the first 5 rounds or minutes. Targets receive a saving throw vs. spell to negate the effects.

If the combat hasn’t ended after these first 5 rounds have passed, the affected individuals get an itchy sense that the foes they’re fighting aren’t the ones they should be facing. They break off from combat completely and start looking around for their true foes. At that point, the victims are still somewhat aware of the satyr’s compatriots, so they avoid blows (no attacks of opportunity) as normal but do not return any. By the seventh round of combat, the satyr can either guide the affected foes away from the combat by breaking away himself or simply allow things to stand as they are. If the satyr heads away, still playing, the victims of the spell follow him bemusedly. The spell continues for as long as the satyr plays or until the duration ends, whichever comes first. If the satyr tries to lead the victims to their deaths (by sending them off a cliff or something similar), then the victims receive another saving throw to negate, with a +4 bonus. Satyrs can cast this spell anywhere, but they must play their pipes and dance to maintain the spell.

**Notes:** Granted by the satyr god Damh. (Updated from *Dragon* Magazine #269.)

Forest Feast — Satyr

(Enchantment/Charm)

Sphere: Animal, Summoning

Level: 4

Range: 200 yds.

Components: V, S

Duration: 1d3 + 1 hrs.

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: Negates

By playing his pipes and dancing, the caster can alert the denizens of the forest that it’s time for a feast. Those within the range of the spell can make saving throws to avoid gathering food, drink, or other supplies, but most want to take part in the celebration, so they receive a –4 penalty to the saving throw. All manner of animals bring food for themselves and for one other of their kind. Other satyrs bring wine, dryads gather dead wood for the firepit, nearby nymphs help provide water, and smaller creatures bring forth vegetables, insects, or whatever their own appetites run to. In the end, the spellcasting satyr has enough food and drink to feed every one roughly twice over.

Any non-forest-dwelling, intelligent being in the area might be drawn into the feast by one of the satyrs or dryads so that they can help prepare for the festivities. The only way the satyr will have meat at the feast is if another satyr, humanoid, or carnivorous creature comes forward with a recent kill (or with meat provisions of some sort). There is a flat 30% chance that someone brings meat. At the feast, everyone is on their honor not to kill another being attending, but if a conflict arises—such as a puma killing an attending rabbit family—the feast immediately falls apart in a rather chaotic manner. Once the spell is cast, the satyr calling the feast can take part in the fun, though he might be called upon to help settle tempers if they start to fray. Thankfully for the forest creatures, this latter situation happens very rarely. Those attending this feast gain not only food and drink, but also heal 1d8+1 points of damage for every two levels of the caster, which usually takes 1d3+1 hours. If an evil outsider attempts to break into the feast, every animal attending leaps to the defense, so PCs can also gain the benefits of a temporary safe haven.

**Notes:** Granted by the satyr god Damh. (Updated from *Dragon* Magazine #269.)

Forest’s Simple Fare — Elf

(Alteration)

Sphere: Creation

Level: 1

Range: 0

Components: V, M

Duration: Instantaneous

Casting Time: 1

Area of Effect: See below

Saving Throw: None

The *forest’s simple fare* woodsong provides limited sustenance for the hungry. While singing, the elf peels off strips of rough bark from an adult tree. This fare may be eaten as dried rations; the strips are tasteless and difficult to chew but sustain a lightly built person if no other food is available. A continued diet of this fare causes weakness, inflicting a cumulative –1 penalty to Strength and Constitution scores for every week spent without other food. The fare keeps for up to a week before crumbling apart.

**Notes:** Granted by the elven deities Fenmarel Mestarine, Rillifane Rallathil, Solonor Thelandira, and Shevarash. (Updated from *Dragon* Magazine #251.)

Forewarning

(Divination)

Sphere: Divination , Elemental Earth

Level: 2

Range: 1 square mi.

Components: V, S, M

Duration: 1 hr.

Casting Time: 3

Area of Effect: 10 square miles

Saving Throw: None

This spell enables the caster to predict a coming volcanic eruption or earthquake within 1d6 days of its occurrence. The caster can also accurately predict the epicenter of the event within 100 square yards. The spell is usually cast by meditating, but if a priest is in an area where the event will occur, the knowledge might simply come. The caster can predict only those events occurring within the area of effect—and only natural events, not those created by magic.

The material components are two lodestones that must be thrown together like dice; they are not consumed in the casting of the spell.

**Notes:** Common for a type of volcanic priest known as earthstokers; very rare for priests of elemental earth deities. (Updated from *Dragon* Magazine #265.)

Foundation — Dwarf

(Alteration)

Sphere: Combat, Elemental Earth

Level: 2

Range: 0

Components: V, S, M

Duration: 2 rds./level

Casting Time: 4

Area of Effect: Dwarven caster

Saving Throw: None

Using the *foundation* spell, the dwarven priest borrows the stability of the earth, decreasing the possibility of him stumbling or being knocked down and making moving the priest more difficult.

For each level of experience, the dwarven priest gains a +1 bonus to any Dexterity check. With both ft. planted against the ground, any attempt to move the dwarf physically requires a bend bars/lift gates roll. Even after a successful roll, if the caster can again place both ft. against the ground, a second bend bars/lift gates roll is required. If set against a charge in this mariner, the dwarven priest inflicts an extra 1d6 points damage on a successful hit.

The dwarven caster must be standing on earth or stone to cast this spell. If during the spell’s duration the recipient moves off earth or stone (to water or wood, for example), the spell is broken. The material component is a bit of crushed granite, which is sprinkled over the caster’s feet as the spell is concluded.

**Notes:** Rare for dwarven priests. (Updated from *Dragon* Magazine Annual 1998.)

Funeral Ward

(Abjuration, Necromancy)

Sphere: Wards

Level: 2

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 2

Area of Effect: 1 corpse

Saving Throw: Neg.

The *funeral ward* is an abjuration placed over any corpse, and the length of time the target has been deceased is irrelevant. Any attempt to *animate* the body as undead requires the offending spellcaster to make a saving throw vs. spells to succeed. Should he fail, he can only make further attempts with a different necromantic spell. (Thus, if an evil necromancer fails to succeed with an *animate dead* spell on the corpse, he may try at some later date to cast *create watchghost*, but he must make another saving throw.) Should the corpse rise as undead, the *funeral ward* has a lasting effect: any attempt to turn the creature receives a +1 bonus.

At the end of the invocation, the material component—a holy symbol of the priest’s faith—is left atop the corpse for at least one full evening (four hours minimum). Removing the symbol at a later time does not adversely affect the spell.

**Notes:** Very rare spell. (Updated from *Dragon* Magazine #252.)

Ghost Shirt

(Abjuration)

Sphere: Protection

Level: 2

Range: Touch

Components: V, S, M

Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: 1 creature

Saving Throw: None

This spell protects the recipient from attacks of undead creatures. Any character protected by this spell gains a 1-point improvement to his Armor Class and a +1 bonus to his saving throws against any attacks made by undead creatures.

To cast this spell a priest must paint a white stripe in the form of a band around a character’s arm, torso, or head. The band disappears when the spell duration expires.

**Notes:** Known to Knorrman priests on Jakandor; common. Virtually unknown elsewhere. (Updated from *Jakandor: Island of War*.)

Glyph of Sunlight

(Abjuration, Evocation)

Sphere: Guardian

Level: 7

Range: Touch

Components: V, S, M

Duration: Permanent until discharged

Casting Time: Special

Area of Effect: Special

Saving Throw: Special

The *glyph of sunlight* is a glyph granted only to the priesthood of Avani. It can be cast only by a high priest of 15th level or above, and it requires a minimum of 500 gp of gold and 2,000 gp of powdered diamond.

It inflicts 1d4 points of damage/level of the caster and releases a beam of light 10 feet in diameter centered on the glyph itself, creating an effect similar to a *sunray* spell for 1 round. Those harmed by sunlight suffer the usual penalties; others must make a successful saving throw vs. spell or be blinded for 1d4 rounds.

**Notes:** Granted by Avani, Goddess of the Sun, of the Birthright setting. (Updated from *Sword of Roele*.)

Grave Warding

(Abjuration)

Sphere: Protection

Level: 4

Range: Touch

Components: V, S, M

Duration: Permanent until discharged

Casting Time: 1 turn

Area of Effect: One burial site

Saving Throw: None

A *grave warding* is cast on a burial site to protect remains buried there against the ravages of the undead. The buried creatures cannot then rise as undead, and undead cannot enter the warded area (the strength of the protection is equal to a *protection from evil* spell). Creatures from the Lower and Upper Planes are also prevented from entering an area protected by a grave warding.

**Notes:** Granted by Avani, Goddess of the Sun, of the Birthright setting. (Updated from *Sword of Roele*.)

Greater Brand of Heironeous

(Alteration)

Sphere: Protection

Level: 5

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 8

Area of Effect: 1 creature or object

Saving Throw: Neg.

When this spell is cast, the priest inscribes the symbol of Heironeous onto a target object or creature, and up to four additional words. A living target makes a saving throw against spells at a –4 penalty. The caster can inscribe the *brand* either visibly or invisibly (although the *brand* is always visible to all who serve Heironeous). The *brand* can be inscribed on anything without harm to that object or creature, at least initially. If an invisible brand is made, a *detect magic* spell causes it and any accompanying words to glow and become visible for one turn. *Detect invisibility*, *true seeing*, *read magic*, a *gem of true seeing* or a *robe of eyes* also exposes an invisible brand. If the brand is cast upon a living being, it cannot be dispelled by anything short of a *restoration* spell. A successful *dispel magic* erases the brand inscribed on an inanimate object.

The *greater brand of Heironeous* is more efficacious than the lesser, if inscribed upon a discrete object equal to or less than 10 ft. × 10 ft. × 10 ft. of stone, that object will erode away at a rate of 10% a day until nothing of the object remains but dust. Magical walls or items must save every day on the Item Saving Throw table—no erosion occurs on the day the save is successful. Generally speaking, the *greater brand of Heironeous* has no power to affect artifacts, although *branding* along with an appropriate warning could still prove useful.

If inscribed upon a living being, the *greater brand of Heironeous* does more than just mark a transgressor—it directly punishes. Every day that the *greater brand of Heironeous* remains, the target must save vs. spell or lose 1 point of Constitution. If the target’s Constitution score reaches 0, the target perishes. If the *brand* is removed before death occurs (which the priest who cast the spell can do at will, if the punishment was sufficient), lost Constitution points return at a rate of 1 per day.

**Notes:** Granted by Heironeous, the Crusader of Justice, of the Greyhawk setting.

Greater Glyph of Warding

(Abjuration, Evocation)

Sphere: Guardian

Level: 5

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: Varies

Area of Effect: Up to 50 square ft.

Saving Throw: ½

A *greater glyph of warding* resembles the 1st-level *lesser glyph of warding* spell and the 3rd-level *glyph of warding* spell. The *greater glyph of warding* is a magically drawn inscription to prevent unauthorized or hostile creatures from passing, entering, or opening something. It can be used to guard a narrow bridge, to ward an opening, or as a trap on a chest or vault. The glyph inscribed with the *greater glyph of warding* spell contains a number of charges equal to the level of the caster. Each time a target triggers the ward, regardless of its effectiveness, one charge is drawn off. When all the charges have been expended, the glyph inscribed with this spell fades,

To cast the spell, the priest uses a piece of incense to inscribe a glyph that represents a specific type of force or effect—see “Types of Glyphs” for all the known types. For every 5 square ft. of area to be protected, one rd. is required to trace the warding lines of the glyph. The caster can affect an area equal to a square the sides of which are the same as his level, in ft.. The glyph can be placed to conform to any shape up to the limitations of the caster’s total square footage. Thus, a 6th level caster could place a glyph on a 6 foot by 6 foot square or a 1 foot by 36 foot strip, and every shape in between. When the glyph is inscribed, the glyph and tracery become invisible to anyone but the caster, who can still see it.

While casting the spell, the priest must set the conditions of the ward, although any creature violating the warded area that speaks the name of the glyph can avoid the magic it stores. A successful saving throw vs. spell enables the creature to take only half damage from the glyph (see damage range below). Glyphs can be set according to physical characteristics, such as creature type, size, and weight. Glyphs can also be set with respect to good or evil, or to allow those of the caster’s religion to pass freely. Furthermore, they can be set according to class, HD, or level. Multiple glyphs cannot be cast on the same area, although every step on a stairwell could be warded separately.

Greater glyphs with primary effects inflict 1d4+2 points of damage/level attained by the priest appropriate to the glyph inscribed (see “Types of Glyphs”); there is no damage cap. For example, if a priest inscribed the glyph called *Fah*, the glyph would do 10d4+20 points of fire damage at 10th level. See “Glyphs Described” for discussion of secondary glyph effects. Glyphs inscribed using *greater glyph of warding* cannot be affected or bypassed by physical or magical probing, though they can be dispelled by magic and foiled by high-level thieves using their Find and Remove Traps skill.

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

**Notes:** Granted by Heironeous, the Crusader of Justice, of the Greyhawk setting.

Hail of Thorns

(Alteration)

Sphere: Plant

Level: 1

Range: 40 yds.

Components: V, S, M

Duration: Instantaneous

Casting Time: 4

Area of Effect: 20-ft. radius

Saving Throw: ½

This spell causes nearby thorny plants to launch a burst of 1d6 thorns plus 1 thorn per caster level. Each of these thorns causes 1 point of damage. For every three caster levels, one additional creature can be affected by the spell. Thus, a 6th-level druid can affect orcs in a 20-ft. radius, each suffering 1d6+6 points of damage. Victims who make a successful saving throw vs. spell suffer only half damage.

This spell is useless against targets wearing armor heavier than chainmail or who have a natural AC of 4 or better. Also, the spell fails if cast in an area devoid of plant life.

The verbal component is a low, shuffling sound, followed by a closing and opening of the caster’s hand. The material component of this spell is the priest’s holy symbol.

**Notes:** Rare for druids and similar priests. (Updated from *Dragon* Magazine #273.)

Hand of Heironeous

(Evocation)

Sphere: Protection

Level: 3

Range: 0

Components: V, S

Duration: 1 turn/level

Casting Time: 6

Area of Effect: The caster

Saving Throw: None

By means of this spell, the priest calls into existence a shimmering hand, the *hand of Heironeous*. The *hand* is in proportion to a normal human hand, but floats before the caster, palm toward any threat. The *hand* is centered on the caster, and moves as the caster moves, no matter her form of locomotion.

While the *hand* endures, it moves to completely protect the caster from projected missiles such as arrows, axes, bolts, javelins, small stones, and spears. The *hand* accomplishes this feat by flicking, diverting, and backhanding all such projectiles, moving as fast as necessary to divert every attack. Each redirected missile is 10% + the caster’s level likely to speed back toward its origin, using the original attack roll of the person originally sending the missile to resolve its attack. Thus, an 8th level priest who casts *hand of Heironeous* is 18% likely to redirect a missile.

The *hand’s* efforts also absorb 1 hp from each die of damage delivered by large or magical missiles, such as ballista missiles, catapult stones, and magical bolts of all types (such as *arrows +1*). Enchanted missiles are never redirected back on the attacker, and the hand does not convey any protection from such attacks as *fireball*, *lightning bolt*, or *magic missile*.

**Notes:** Granted by Heironeous, the Crusader of Justice, of the Greyhawk setting.

Haunting Melody

(Necromancy)

Sphere: Necromantic

Level: 7

Range: Touch

Components: S, M

Duration: Permanent

Casting Time: 4

Area of Effect: One creature

Saving Throw: Neg.

This fearsome spell, cast at the moment of a human or humanoid’s death, prevents the creature’s spirit from leaving the Prime Material Plane for its final destination. The spirit becomes a poltergeist, haunt, geist, or ghost, depending on the creature’s level or hit dice. See the table above.

The caster gains no control over the spirit and, in fact, may be faced with an angry ghost when the spell is completed. A successful saving throw vs. death magic (made as if the creature were still alive) prevents the spell from gaining its hold on the creature’s spirit, allowing it to leave this world in peace.

**Haunting Melody Results**

**Level or**

**Hit Dice Normal Ravenloft**

1–3 Geist or Phantom First-magnitude ghost

4–6 Poltergeist Second-magnitude ghost

7–9 Haunt Third-magnitude ghost

10–12 Spectre Fourth-magnitude ghost

13+ Ghost Fifth-magnitude ghost

The material component is a musical instrument, which the priest must play during the casting of the spell. It is not consumed in the casting of the spell.

**Notes:** Very rare spell. Known to be in *The Midnight Book*.

Hear Nature’s Will — Elf

(Abjuration)

Sphere: Protection

Level: 4

Range: 10 yds. + 10 yds./level

Components: V

Duration: Instantaneous

Casting Time: 4

Area of Effect: See below

Saving Throw: See below

Now and then an elf encounters an enemy spellcaster with power over animals or plants. Perhaps a druid has unlawfully entered the homeland seeking forbidden knowledge, or a servant of some beastly god wants to prowl the sylvan forest. *Hear nature’s will* is a song that seeks to return nature to its proper course and dispel outside influences.

The song works like a *dispel magic* spell and is sung in response to any magic that targets a plant or animal. The caster has a base 100% chance of success modified by the following conditions:

* –5% for every level of the target spell above first
* –10% if the enemy caster is a druid
* –5% if the enemy caster is a ranger
* –5% for every level that the foe is higher than the caster
* –10% if foe is a sylvan elf
* –25% if the caster is outside a forest environs

The caster must be aware of the target spell to sing *hear nature’s will*; the spell cannot be used indiscriminately and cancels only a single dweomer. This song has no effect on the spells cast from magical items.

**Notes:** Granted by the elven deities Fenmarel Mestarine, Rillifane Rallathil, Solonor Thelandira, and Shevarash. (Updated from *Dragon* Magazine #251.)

Hoard Attunement

(Divination)

Sphere: Divination, Guardian

Level: 2

Range: Touch

Components: V, M

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Dragons are well known for the intimate knowledge they have of their hoards. Indeed, it is reasonable to assume that a dragon’s hoard is very nearly an extension of the dragon itself. This spell enables the casting dragon to enhance that bond considerably.

For the spell to function, the dragon must be in contact with its hoard at the time of casting. Once the spell is cast, the dragon knows the exact value of the collective hoard, as well as the value of specific items (or a collection of similar items, such as a particular coin type) within the hoard. For example, a dragon whose hoard is valued at 50,000 gp knows how much of that amount consists of coins (type and number), how much consists of gems (type, number, and value), and so forth.

In addition, *hoard attunement* enables the dragon to notice whether any items in the hoard have been disturbed or stolen, even if but a single copper piece is missing. If the dragon is in physical contact with the hoard when it is disturbed, the dragon is immediately aware of the disturbance (even if sleeping, in which case, the dragon always awakes fully alert). If treasure is missing from the hoard, the dragon instinctively detects the distance and direction of the absent treasure with unerring precision, so long as the treasure is within one mile of the dragon per age category. For example, a Great Wyrm can track down missing treasure while it remains within 12 miles. Once the treasure leaves this range, the dragon’s only choice is to continue moving in the direction in which the missing treasure was last detected and hope it comes back in range. *Hoard attunement* lasts for one month, so long as the dragon remains within the “tracking” range given above. If the dragon is separated by a greater distance for a number of days equal to its age category, the spell immediately ends. Therefore, a dragon who spends too much time attempting to track down a few missing coins could very well lose its attunement with its hoard, in addition to the missing items.

New treasure added to an attuned hoard does not receive the benefits until it has been part of the hoard for a number of days equal to the dragon’s age category. Once this time has passed, the new treasure is regarded as if it had been there when the spell was cast.

*Hoard attunement* is unaffected by *dispel magic* and similar spells. To remove it, a full *wish*, *Mordenkainen’s disjunction*, or similar magic is required.

The material component for this spell is the dragon’s hoard and holy symbol, neither of which are consumed or otherwise harmed in the casting.

**Notes:** Granted by Astilabor, the dragon goddess of acquisitiveness, and Task, the dragon god of greed (Updated from *Dragon* Magazine #248.)

Hred’s Touch

(Abjuration)

Sphere: Elemental Water, Weather

Level: 3

Range: Touch

Components: V, S

Duration: 1d6 rds. + 1 rd./level

Casting Time: 2

Area of Effect: One target

Saving Throw: Neg.

A victim touched by the caster of this spell (requires an attack roll) must make a successful saving throw vs. spell or become afflicted with a numbing cold. Numbed victims cannot act other than to drop to the ground in a shivering fit. In addition, the intensity of the effects of the touch inflict 1d4 points of cold damage per round, excluding the initial round in which the victim was touched. Creatures immune to cold-based attacks are not affected by this spell.

**Notes:** Granted by Hred the Snow Maiden, of the Anglo-Saxon pantheon. (Updated from *Dragon* magazine #263.)

Hydraform

(Alteration)

Sphere: Combat, Creation

Level: 1

Range: 0

Components: V, M

Duration: 1 rd./age category

Casting Time: 1

Area of Effect: Special

Saving Throw: None

This spell enables a dragon to “grow” additional heads (and necks) so as to take on the likeness of a hydra (or Tiamat, as it were), though the new heads are always identical in appearance to that of the dragon’s real head (i.e., red dragons create red dragon heads, blue dragons create blue heads, etc.). However, the exact number of additional heads the dragon can grow is tied to its age category, as follows:

When a dragon is able to cast first-level priest spells, *hydraform* produces one head in addition to the dragon’s real head. For every age category thereafter, the spell produces one additional head. For example, a red dragon is able to cast first-level priest spells at Venerable age. As such, *hydraform* produces one additional head at Venerable age, two at Wyrm age, and three at Great Wyrm age, for a total of four heads.

In any case, each additional head is under the complete control of the dragon’s real head, but only the true head can cast spells or use a breath weapon. The additional heads can make bite attacks, however, even if the dragon’s real head is so engaged, but not claw attacks unless made in lieu of spell casting or a breath attack.

Furthermore, each additional head has a number of hit points equal to 20% of the dragon’s usual total (fractions dropped), but these are merely phantom hit points and have no bearing on the dragon’s true hit point total. In fact, attacks directed at one of the additional heads cause no real damage to the dragon and won’t even disrupt the dragon’s spellcasting. However, when a new head is reduced to zero hit points, it immediately vanishes from the dragon’s body. Otherwise, the heads remain until the spell expires; dispel magic does not remove them.

A dragon may have no more than one *hydraform* spell in effect at any time. Subsequent castings of the spell simply negate and replace earlier castings.

The material component for this spell is the dragon’s holy symbol. It is not consumed in the casting.

**Notes:** Granted by Tiamat, the Chromatic Dragon. (Updated from *Dragon* Magazine #248.)

Ignore Light Wounds — Dwarf

(Necromancy)

Sphere: Combat

Level: 2

Range: Touch

Components: V, S

Duration: 2 rds./level

Casting Time: 2

Area of Effect: Dwarf touched

Saving Throw: None

This spell amplifies a dwarf’s impressive Constitution, temporarily hardening the recipient against minor wounds.

Any wound received after the spell’s conclusion that inflicts 3 points of damage or less is not subtracted from the recipient’s hit points but is instead recorded separately. Attacks that inflict more than 3 points of damage are not resisted by the spell.

If the “ignored” damage would ever drive the dwarf below –10 hit points, the dwarf falls unconscious for 1d6 turns. The spell expires at the end of its regular duration or when the dwarf loses consciousness. At the end of the spell’s duration, any “ignored” damage suffered by the dwarf simply vanishes, as he neither gains nor loses those hit points.

**Notes:** Rare for dwarven priests. (Updated from *Dragon* Magazine Annual 1998.)

Inexorable Restitution

(Necromancy)

Sphere: Necromancy

Level: 5

Range: Touch

Components: V, S

Duration: Special

Casting Time: 5

Area of Effect: Target

Saving Throw: Neg.

In the guise of exacting restitution against the unjust, this horrible spell slowly transforms a victim into a flesh-eating ghoul, as described in the *Monstrous Manual*. The transformation process usually begins at the limb or extremity touched by the priest (usually the hand or arm). The victim suffers 1d2 hit points of damage per round while the body slowly dies and transforms into a ghoul’s cold, undying flesh. The target receives an initial saving throw to resist this deadly transformation. If it fails, only a *limited wish*, *wish*, or *restoration* derails the change. A *dispel magic*, or *remove curse* is only effective if cast within three rounds of the touch that confers the spell. During the early stages of the spell, the original afflicted extremity may be severed and burned to terminate the spell.

If the extremity affected by the *inexorable restitution* is amputated before the victim has lost less than 20% of his total hit points, then only a hand or ft. needs to be severed (which inflicts an additional 1d4+1 points of additional damage, requiring a system shock roll to remain conscious, and of course resulting in the loss of some mobility or dexterity). After the victim has lost 20%–50% of his hit points, an entire limb must be cut off, with the loss of 1d12+4 permanent hit points. A System Shock roll is required to survive the amputation.

Initially, the transformed flesh of the target has no paralytic powers or any of the special abilities associated with ghouls. As the spell unfolds, the advancing front of dying flesh traverses the entire body, and the target dies once the *inexorable restitution* reaches the heart or brain (when the target reaches 0 hit points). Healing spells, potions, or magical items may temporarily keep the final lethal result of the spell at bay, but when the healing runs out, the *inexorable restitution* runs its course. Note that a regenerating creature might resist the spell for a long time, if the rate of regeneration exceeds the rate of necrosis.

Once he dies, the subject is a full-fledged ghoul. Generally speaking, the ghoul retains the memories, motivations and even skills and spells of its former life, with one terrible exception: The ghoul must eat flesh. The longer the ghoul goes without eating flesh, the stronger the compulsion becomes, until it overpowers reason (save vs. paralyzation every 24 hrs. to resist this effect), turning the ghoul into a mindless creature in servitude to the priest who created it.

Priests worshiping a good deity who begin to acquire a following of flesh-eating servants soon lose their status as a priest—at least as a priest of a good deity.

**Notes:** Secretly granted by the god Hextor to priests of his rival Heironeous in the Greyhawk setting. This spell is found only in the heretical *Penitent Fragments*.

Kereska’s Favor

(Alteration)

Reversible

Sphere: Thought

Level: 4

Range: 0

Components: V, M

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

When cast, this spell enables the dragon to select draconic wizard spells in place of priest spells of equal level. There is no limit to the number of wizard spells that can be memorized via this spell, so long as the dragon’s normal allotment of priest-spell slots is not exceeded.

The reverse of this spell, which shares the same name, enables the dragon to use its wizard spell slots to memorize draconic priest spells of equal level. Again, there is no limit to the number of spells that can be memorize with this spell, as long as it does not exceed the dragon’s normal allotment.

The material component for this spell is the dragon’s holy symbol, which is not consumed in the spell’s casting.

**Notes:** Granted by Kereska, the dragon goddess of magic. (Updated from *Dragon* Magazine #248.)

Know Calling

(Divination)

Sphere: Divination

Level: 1

Range: 10 yds.

Components: V, S

Duration: Instantaneous

Casting Time: 1 rd.

Area of Effect: 1 person

Saving Throw: Neg.

A *know calling* spell enables a priest to identify the vocation in life to which the target would be best suited. The priest must remain still and concentrate on the subject for a full round. If the subject makes a successful saving throw, the caster learns nothing about that particular person from that casting.

**Notes:** Known to Charonti priests on Jakandor; common. Virtually unknown elsewhere. (Updated from *Jakandor: Isle of Destiny*.)

Lava Splash — Firenewt

(Alteration)

Sphere: Elemental Earth, Elemental Fire

Level: 3

Range: 50 yds.

Components: V, S, M

Duration: Instantaneous

Casting Time: 6

Area of Effect: 10-ft. × 10-ft. area

Saving Throw: Neg.

When a priest casts this spell, he causes a wave of lava to rise up and shower anything within a 25-foot radius. Victims suffer 3d6 points of damage, although a saving throw vs. breath weapon reduces the damage by half. Victims in metal armor who fail their saving throw are treated in following rounds as if affected by a heat metal spell. Victims not in metal armor who fail their saving throw must make additional item saving throws for their clothing. If a character’s clothing is ignited by a lava splash, he suffers an additional 1d6 points of damage per round for 3 rounds. The *lava splash* never harms a firenewt or giant strider. Indeed, a *lava splash* heals either creature as a *cure serious wounds* spell.

The material component for this spell is a fist size lump of volcanic rock, which is consumed in the casting. The spell may not be cast unless there is also a pool of lava within 50 yards of the caster.

**Notes:** Granted by the elemental deity Kossuth to his firenewt priests; common.

Lava Tunnel

(Alteration)

Sphere: Elemental Earth, Elemental Fire

Level: 5

Range: 1,000 yds.

Components: V, S, M

Duration: 1d6 days/level

Casting Time: 6

Area of Effect: 100 yds./level

Saving Throw: None

This spell creates a channel of lava by pulling seismic energy from deep underground. The surface solidifies and forms a tube that insulates the lava below so it can travel without losing much heat. The caster can determine where the tube starts and the direction in which it travels. 1 cubic foot of lava per round for a number of rounds equal to the caster’s level flows out of the tube. If the lava flow is blocked, the tube could burst, causing hot lava to splatter within 100 yards of the tube. Priests use this spell to divert flows of lava from an erupting volcano, either as an offensive weapon or else to protect dangerous or sacred territory by ringing it with solidified lava.

The material components are a glass tube and a piece of quartz, both of which are burned in a hot fire and consumed.

**Notes:** Restricted to a type of volcanic priest known as earthstokers, common. (Updated from *Dragon* Magazine #265.)

Leaf Ears

(Divination)

Sphere: Plant

Level: 2

Range: Touch

Components: V, S, M

Duration: 1 rd./level

Casting Time: 2 rds.

Area of Effect: Special

Saving Throw: None

By casting this spell upon a plant with leaves, the caster can hear anything that happens within 50 feet of another plant of the same type, which must be within 50 yards of the target plant per caster level. The caster must be aware of the location of the other end of the *leaf ear* and cannot simply listen “to hear what is out there.” Therefore, it must be in an area he has been before. In all other regards, it is as if the priest were present. Note that the priest can’t be affected by sound-based attacks through the *leaf ear*.

The material components of this spell are two plants of the same type within 50 yds., neither of which is consumed in the casting.

**Notes:** Rare for druids and similar priests. (Updated from *Dragon* Magazine #273.)

Lesser Brand of Heironeous

(Alteration)

Sphere: Protection

Level: 1

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 4

Area of Effect: 1 creature or object

Saving Throw: Neg.

When this spell is cast, the priest inscribes the symbol of Heironeous onto a target object or creature, and up to four additional words. The caster can inscribe the *brand* either visibly or invisibly (although the *brand* is always visible to all those who serve Heironeous). The *brand* can be inscribed on anything without harm to that object or creature. If an invisible *brand* is made, a *detect magic* spell causes it and any accompanying words to glow and become visible for one turn. Other spells and items that allow their uses to see hidden or invisible objects also render the *brand* briefly visible. If the brand is cast upon a living being (unwilling targets are allowed a saving throw vs. spell), it cannot be dispelled by anything short of a *restoration* spell. A successful *dispel magic* erases the *brand* inscribed on an inanimate object.

Priests normally use the *lesser brand of Heironeous* to mark those who have escaped justice for later punishment by others with the eyes to see. The *brand* serves as a punishment if inscribed visibly upon a transgressor. Messages such as Murderer, Thief, and Gossip mark the transgressor, and can prove an effective punishment when more direct means are lacking.

**Notes:** Granted by Heironeous, the Crusader of Justice, of the Greyhawk setting.

Lesser Glyph of Warding

(Abjuration, Evocation)

Sphere: Guardian

Level: Priest 1

Range: Touch

Components: V, S, M

Duration: 1 turn/level

Casting Time: 1 rd.

Area of Effect: 5 square ft.

Saving Throw: Neg.

A *lesser glyph of warding* resembles the 3rd-level *glyph of warding* spell. The *lesser glyph of warding* is a magically drawn inscription that prevents unauthorized or hostile creatures from passing, entering, or opening a protected place or object. It can be used to guard a narrow bridge, to ward an opening, or as a trap on a chest or vault. The glyph inscribed with the *lesser glyph of warding* spell lasts until its duration expires, or it is triggered. Even if the triggering creature makes its saving throw, the magic of the glyph is expended.

To cast the spell, the priest uses a piece of incense to inscribe a glyph that represents a specific type of force or effect—see “Types of Glyphs” later in this section for all the known types. To protect a 5-foot-square area, the priest traces faintly glowing lines outward from the central glyph to the edge of the area of effect. Once the glyph is inscribed, the glyph and tracery become invisible, although the caster can still see it.

While casting the spell, the priest sets the conditions of the *ward*; typically any creature violating the warded area without speaking the name of the glyph is subject to the magic it stores. A successful saving throw vs. spell enables the creature to escape the effects of the glyph (see damage range below). Glyphs can be set according to physical characteristics, such as creature type, size, and weight. Glyphs can also target good- or evil-aligned beings, or can pass those of die caster’s religion. They cannot be set according to class, HD, or level. Multiple glyphs cannot be cast on the same area, though every drawer in a dresser could be separately warded.

Lesser glyphs with primary effects inflict 1d4 points of damage per two levels attained by the priest appropriate to the glyph inscribed (see “Types of Glyphs”) to a maximum of 5d4 hit points of damage. For example, if a priest inscribed the glyph called *Fah*, the glyph would do 1d4 points of fire damage at 1st or 2nd level, 2d4 points of damage at 3rd or 4th level, 3d4 at 5th, 4d4 at 7th, and a maximum of 5d4 at 9th level. Note that *lesser glyph of warding* cannot be used to cast restricted glyphs of any type. Glyphs inscribed using *lesser glyph of warding* cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled by magic and foiled by high-level thieves using their Find and Remove Traps skill.

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

**Notes:** Granted by Heironeous, the Crusader of Justice, of the Greyhawk setting.

Lifegiving

(Necromantic)

Sphere: Healing

Level: 6

Range: Touch

Components: V, S

Duration: 24 hours (or permanent; see below)

Casting Time: 2

Area of Effect: One Individual

Saving Throw: None

This spell affects an injured, diseased, or otherwise harmed individual in the same manner as if he or she had received the benefits of a *heal* spell.

If cast on a healthy target, the spell preserves the target’s life for a duration of 24 hours. During this period, the spell may counter *one* of the following harms: poison, disease, curses, death by injury, or the effects of *harm* and *slay living* spells. Note that *lifegiving* does not protect against a *destruction* spell.

The *lifegiving* spell protects against death by binding the individual’s spirit to the body. When mortally harmed, the individual collapses, stops breathing, and is—for all intents and purposes—dead. A *detect life* spell or a priest of Eostre can recognize certain signs that say otherwise. As long as the individual’s hit point total is raised above zero through magical healing or with the use of a Healing proficiency check made by a priest of Eostre before the duration expires, death does not actually occur and the victim awakens. Of course, causing extensive bodily harm to the target might make it impossible for the hit point deficit to be recovered.

**Notes:** Granted by Eostre the Goddess of Dawn, of the Anglo-Saxon pantheon. (Updated from *Dragon* magazine #263.)

Lure of the Beast

(Alteration)

Sphere: Animal

Level: 3

Range: 0

Components: V, S

Duration: 1 tum/level

Casting Time: 5

Area of Effect: Caster

Saving Throw: None

This dangerous temptation allows the priest to call forth the raw natural intensity of the animal within buried deep in his own essence. The personal expression of such primal power is heady, but once the spell expires, the memory is tainted with distaste, although an attraction remains to cast the spell once more.

When the spell is cast, the priest’s face and form take on a powerful, if primal, appearance. His Strength score becomes 18/00, his hit points double, and he becomes immune to all types of fear. One downside of the spell (in addition to the flaw shared by all spells learned from the *Penitent Fragments*) is that for the spell’s duration the caster becomes aggressive and combative, and unless he has enemies to smite nearby, runs a 10% chance/turn spent in Inactivity to fly into a berserker rage, attacking the nearest living thing regardless of friendship. While the spell lasts the caster’s Wisdom and Intelligence scores each drop to 5. No Other spells may be cast while this spell remains in effect, and the caster cannot end this spell voluntarily. When the spell’s duration elapses normally (or when it is dispelled), the caster returns to his normal appearance, and is healed 1d12 hit points of damage, if he his hurt.

**Notes:** Secretly granted by the god Hextor to priests of his rival Heironeous in the Greyhawk setting. This spell is found only in the heretical *Penitent Fragments*.

Mantle of Hextor

(Alteration)

Sphere: Combat, Law

Level: 2

Range: 0

Components: V, S, M

Duration: 1 turn + 1 rd./level

Casting Time: 5

Area of Effect: The caster

Saving Throw: None

This spell enshrouds the priest in an ashen aura that leeches all color from the skin and twists his visage into a horrifying skull-like guise with lank hair and red-rimmed eyes.

For the duration of the spell, all opponents in direct melee combat with the priest make morale checks with a –2 penalty. All attempts to command undead are made as if the priest were one level higher. The priest can Hide in Shadows or Move Silently as a thief of the same level (see Table 19 in the DMG), with appropriate armor and racial adjustments. (If the priest is multiclassed as a thief, she receives a +10% bonus to all Hide in Shadows and Move Silently checks instead.) Finally, the priest is inured to magical pain and is not subject to the debilitating effects of spells that induce physical discomfort while cloaked in a *mantle of Hextor*, although damage is suffered normally.

The material components of this spell are the priest’s holy symbol and a handful of paste made from ash and blood that is smeared on the face and arms.

**Notes:** Granted by Hextor, the Scourge of Battle, of the Greyhawk setting.

Masterwork

(Alteration)

Sphere: Creation

Level: 7

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 1d6 months

Area of Effect: 1 forge

Saving Throw: None

The *masterwork* chant represents an enormous effort by a team of smiths, working in shifts for months under the direction of a master smith to create an item of such perfection that it becomes imbued by magical power, as if the *masterwork* item had been enchanted. This chant permits the creation of magical metal items of up to +1 per two extra slots of the relevant nonweapon proficiency of the master smith. Thus, an armorer with only the base proficiency or one extra slot of proficiency cannot create a *masterwork* at all. However, an armorer with three slots (two for the base level of skill, plus one extra) of the armorer proficiency can create a suit of *chain mail +1*, *plate mail +1*, and so on. For items without “pluses,” a *masterwork* can yield an item of 1,000 XP value per two extra slots of the relevant nonweapon proficiency (usually blacksmithing). Magical spells that nullify or destroy a normal magical item (*wand of negation*, *Mordenkainen’s disjunction*, etc.) have no effect on items produced by a *masterwork* chant.

When the months of effort are finished, the master smith must make a nonweapon proficiency check using his blacksmithing, armorer, or weaponsmith proficiency score, as appropriate. If the check succeeds, the *masterwork* is a success; if the check fails, the work is fatally flawed and must be started over. In either case, the attempt is so exhausting that the master smith cannot attempt another *masterwork* chant for 10 years.

The material component for a *masterwork* chant are a miniature hammer and anvil made of mithril (worth 1,000 gp).

**Notes:** Restricted to dwarven priests, uncommon. (Updated from *Dragon* Magazine #245.)

Midwifery

(Necromantic)

Sphere: Healing

Level: 3

Range: Touch

Components: V, M, S

Duration: 1 rd.

Casting Time: 1

Area of Effect: 1 mother and child engaged in childbirth

Saving Throw: None

By casting this spell upon the mother and child at the moment of childbirth, the priest ensures the child is born healthy and that no complications result in the birthing process. Through use of this spell, a priest of Eostre does not need to make the normal Healing check for midwifery purposes.

The spell can also be used to alleviate complications that arise during a birthing. The spell must be cast immediately once the priest is aware of such a complication, such as the round following a roll of 20 on a Midwifery/Healing roll. Use of the spell in this manner removes the complication, but it does not ensure that the rest of the birthing process goes smoothly. In effect, the priest gains a second chance to make a successful Healing proficiency check. Of course, a second casting of the spell negates the need for this roll.

**Notes:** Granted by Eostre the Goddess of Dawn, of the Anglo-Saxon pantheon. (Updated from *Dragon* magazine #263.)

Miracle

(Conjuration/Summoning)

Sphere: Summoning

Level: 7

Range: Special

Components: V

Duration: Special

Casting Time: 1 rd.

Area of Effect: Special

Saving Throw: Special

A *miracle* is an event that is inexplicable by the laws of nature. It is an event that is divine in nature; in fact, it is an personal act of Heironeous. Despite the listed level, a priest of Heironeous cannot attempt to cast this spell until at least of 18th level. *Miracle* may only be cast once per year. If the spell is attempted in advance of this limit, Heironeous would likely smite the offending priest with a *bolt of glory*.

*Miracles* are the ultimate prayer a priest of the Archpaladin can offer up to the god for divine inspiration and aid. Like a wizard’s *wish* spell, *miracle* can alter reality in a variety of ways. Depending on the request of the priest who casts *miracle*, the spell can heal every member of an adventuring company to full health, bring a dead creature back to life, or allow an adventuring party to escape from a life-threatening situation.

The priest can conceivably request other boons of Heironeous; however, the discretion of the DM is necessary to maintain game balance in such instances. For example, asking that Heironeous spontaneously strike an enemy dead is not usually an option, especially if that enemy enjoys the favor of a rival deity. In any event, the taking of life through a divine act trespasses into the ethos and spheres of other deities. In a like manner, the DM must adjudicate all *miracle* spells cast by the priest to be certain they won’t unbalance the campaign. Heironeous doesn’t have to provide a reason why he won’t fulfill a *miracle*.

**Notes:** Granted by Heironeous, the Crusader of Justice, of the Greyhawk setting.

Moltings

(Alteration, Conjuration)

**Sphere: Animal, Creation**

Level: 5

Range: 20 yds.

Components: V, M

Duration: See below

Casting Time: 5

Area of Effect: 1 skin

Saving Throw: None

This is perhaps the most potent of spells for any scaled creature. As sages and rural folk know, reptiles must molt their skins in order to grow, and often these sheddings can be found in the territory if not lair of such animals. When this magic is cast on the shed skin of any reptilian creature, intelligent or otherwise, it causes the molting to animate and come alive under the command of the caster.

A *molting* so created appears as a smaller, lighter version of the creature from which the skin came from. In game terms, the *molting* is one size level down from its parent (i.e., a size G dragon would create a size L *molting*, and a size L rock lizard would yield a size M skin).

To discover the *molting’s* statistics, refer to the chart below:

**Hit Dice:** one-half parent’s

**Hit Points:** one-quarter parent’s

**Move:** twice parent’s (such creatures can even fly!)

**AC:** 7

**THAC0:** Parent’s score –4, minimum of 20

**# of AT:** Same as parent

**Damage/Attack:** **T** size 1d2

**S** size 1d4

**M** size 1d4+1

**L** size 2d4 (Note that a *molting* cannot inflict more damage than its parent creature; in such cases the amount is the same as parent.)

**Special Attacks:** None

**Special Defenses:** As parent

**Alignment:** Neutral

*Moltings* are affected by magic much in the same way as their parent stock, except they are immune to any attempt to *charm* or *beguile*.

The number of *moltings* at any one time created from a parent’s shed skin cannot be more than half the creature’s Hit Dice. A *molting* lasts until it is killed or wanders farther than 10 miles from its creator.

Sometimes these creations are purposely devoured by a hungry or ailing reptilian parent, for doing so heals that creature a number of hit points equal to those the *molting* possessed; in such cases the *molting* passively accepts its fate.

**Notes:** Restricted to reptilian spellcasters, rare. (Updated from *Dragon* Magazine #235.)

Moradin’s Metal

(Conjuration/Summoning)

Sphere: Elemental Earth

Level: 2

Range: 10 yds.

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn/oz.

Area of Effect: 1 oz./level

Saving Throw: None

This chant creates a mass of unworked metal from nothing. The metal appears on top of the forge, and most dwarven smiths believe that the metal is a direct gift from Moradin or Vergadain, the Keeper of Secrets under the Mountain. The chant works only once each year, during the dwarven High Holidays. It is usually employed to create a small quantity of adamantite or mithril, which is used at the dwarfhold during the course of the year. In many dwarfholds, the metal created by this chant is used only to create sacred objects, and it may not be given to outsiders in any form.

The material component is a strand of hair from the beard of the eldest dwarf of the clan.

**Notes:** Restricted to dwarven priests, uncommon. (Updated from *Dragon* Magazine #245.)

Mud in Your Eye — Dwarf

(Abjuration)

Sphere: Combat, Elemental Earth

Level: 1

Range: 10 yds.

Components: V, M

Duration: 1 rd./level

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: Special

With this spell, the dwarven priest can hurl a glob of mud up to 10 yards, striking a target creature in the eyes and temporarily blinding it. An attack roll must be made by the caster, though the dwarven priest does gain a +1 bonus thanks to the dwarven affinity for the earth plus any missile bonus due to Dexterity. A saving throw negates the spell. Dwarves targeted by this spell gain a +1 bonus to their saving throw; all other creatures and races suffer a –1 penalty.

If the spell is cast successfully, the target creature is struck by the mud-glob and effectively blinded a number of rounds equal to the dwarven priest’s level. While blinded, the victim suffers a –4 penalty to his THAC0 and, of course, cannot see where he is going. A determined effort to clear the eyes of mud can halve the remaining spell duration (rounded up); during that rd., however, the affected target cannot attack and suffers a +2 penalty to armor class.

The material component is a small ball of earth or mud that is thrown at the spell’s target.

**Notes:** Rare for dwarven priests. (Updated from *Dragon* Magazine Annual 1998.)

Nature’s Mantilla

(Illusion/Phantasm)

Sphere: Plant

Level: 2

Range: 0

Components: V, S, M

Duration: 1 turn + 1 rd./level

Casting Time: 5

Area of Effect: The caster

Saving Throw: Special

While under the effect of this spell, the caster is rendered virtually undetectable to all natural senses. The caster’s voice is mistaken for the wind through the trees, the caster’s scent for that of flowers. The caster’s appearance goes completely unnoticed. If the caster remains motionless or moves up to half normal movement rate, there is no saving throw. If the caster moves at more than half normal movement rate, nearby creatures can make a successful saving throw vs. spell to detect the caster. If the area is heavily wooded, a –2 penalty is imposed to the saving throw. If the spell is cast in an area lacking dense growth, such as an open field, the saving throw is made at a +2 bonus.

If the caster makes a direct attack, the spell is instantly negated, although the priest gains surprise for that first attack. Casting spells upon oneself or casting subtle spells (such as *trip* or *entangle*) does not disrupt the *mantilla*.

The material component is a handful of leaves thrown over the caster’s head while she mimics the sound of wind. The leaves are consumed in the casting.

**Notes:** Rare for druids and similar priests. (Updated from *Dragon* Magazine #273.)

Nocturne

(Invocation/Evocation)

Sphere: Sun

Level: 2

Range: 0

Components: S, M

Duration: 1d4 hrs. + 1 hr./level

Casting Time: 5

Area of Effect: 50-ft. radius

Saving Throw: None

This spell creates a globe of shadow in a 50-foot-radius around the caster. Illumination within this globe is equivalent to a clear, moonlit night. Any light source brought within this globe has its radius of illumination halved. Creatures of darkness, including ores, drow, and vampires, suffer no penalties while within this sphere.

In addition to a musical instrument, which the priest must play during the casting and is not consumed in the casting, the material component for this spell is a sunflower petal smothered in ink.

**Notes:** Very rare spell. Known to be in *The Midnight Book*.

Our Canticle of Loss — Elf

(Enchantment/Charm)

Sphere: Charm

Level: 3

Range: 0

Components: V

Duration: 3 rds.

Casting Time: 3

Area of Effect: 30 yds.

Saving Throw: Neg.

An elf sings *our canticle of loss* for three rounds to determine whether a stranger can be trusted by the sylvan elf community or the stranger means harm to the homeland.

The song has different effects to different listeners. To the ears of a sylvan elf, druid, or ranger, the lyrics are beautiful but sad as they describe an elven wood’s growth and then destruction. For the spell’s duration and the round following, those who fail a saving throw vs. spells are *enthralled* (as the 2nd-level priest spell) and at the end are left in tears.

Listeners who have committed a wrongful act against any elf (which not only includes assault but also theft and deceit) and fail their saving throw feel compelled to confess the misdeeds through a haze of tears.

Finally, those who have performed acts of wanton destruction to any forest must save; failure indicates that the victim becomes enraged during the song and, depending on his nature, might well attack the caster or others present, at the DM’s or player’s discretion.

Humans, dwarves, and halflings are often deeply affected by *our canticle of loss* and make their savings throws at a –1 penalty. Humanoid races are the ones most often antagonizing the sylvan elves and suffer a –3 penalty to their save. (Few goblins can stand to hear this song without flying into a bloodthirsty rage.)

**Notes:** Granted by the elven deities Fenmarel Mestarine, Rillifane Rallathil, Solonor Thelandira, and Shevarash. (Updated from *Dragon* Magazine #251.)

Peace of Dissolution

(Necromancy)

Sphere: Necromancy

Level: 1

Range: 0

Components: V, S, M

Duration: 1 tum/level

Casting Time: 1

Area of Effect: Caster

Saving Throw: None

For the priest that desires a time of contemplation, and ease from daily cares, this spell offers the utter quiet and certitude that is usually only experienced following death. When the spell is cast, the caster drops as if one dead. In fact, the priest is dead, and repeated use of this spell builds a Negative Energy charge in the caster’s body. Foes or others the caster wishes to escape also perceive the caster to be dead and worth no more trouble. Even spells that allow one to detect life do not override this.

While experiencing the *peace of dissolution*, the priest can choose to allow a single sense to remain active; however, the body doesn’t react to its surroundings in any way while the spell is in effect. Any wounding or mistreatment of the body is not felt and no reaction occurs; damage is only half normal. Paralysis, poison, and energy-level drain cannot affect an individual under the influence of this spell. Poison injected or otherwise introduced into the body takes effect when the spell lapses, although a saving throw is permitted.

The caster cannot choose to end this spell early, and in fact, would be averse to doing so—the perceived peace that this spell offers is a temptation difficult to resist, especially while under the spell’s effect.

**Notes:** Secretly granted by the god Hextor to priests of his rival Heironeous in the Greyhawk setting. This spell is found only in the heretical *Penitent Fragments*.

Pech Chant

(Conjuration/Summoning)

Sphere: Elemental Earth, Summoning

Level: 4

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 2d6 turns

Area of Effect: 1 mine

Saving Throw: None

The chant is favored by miners far more than by smiths, for it summons a group of pech—pale-eyed miners from the Elemental Plane of Earth—into a dwarven mine to assist the workers there. The *pech chant* summons as many pech as there are miners chanting: no more, and no fewer. The pech triple the mine’s output as long as they remain working, and because they are expert miners, no unexpected explosion, flooding, or collapse occurs while the pech assist the dwarves. However, the pech can create a siege tunnel, breach a dam, or engage in combat, if so commanded by the lead cantor. As soon as they finish any destructive stonework, the chant ends and the pech return to the Plane of Earth.

If the pech are asked to perform only peaceful work, the chant only lasts as long as at least one of the dwarven miners is still chanting; as soon as a dwarf stops chanting he falls asleep. The pech remain by the dwarves’ side, working steadily and silently, until the last of the dwarves who chanted them into the mine has fallen asleep. Then they return, unseen, to the Plane of Elemental Earth.

The material component for a *pech chant* is a pick-axe made of finest steel and inscribed with runes of *dark alloy* metal (200 gp).

**Notes:** Restricted to dwarven priests, uncommon. (Updated from *Dragon* Magazine #245.)

Personal Savior

(Conjuration/Summoning)

Sphere: Summoning

Level: 7

Range: 100 ft.

Components: V, S, M

Duration: Special

Casting Time: 10

Area of Effect: Special

Saving Throw: None

Casting *personal savior* is something a priest cannot undertake lightly, for this spell should only be used in the most desperate situation, as it has a chance to call forth an avatar of Heironeous himself! Despite the listed level, a priest cannot attempt to cast this spelt until 18th level. When the spell is cast, there is a base 50% chance that the avatar will choose to respond. The actual chance is modified by the true need of the priest (+/–10%), how the priest’s need bears on the ethos of Heironeous and the church (+/–20%), the nature of those accompanying the priest (+/–5%), and who or what opposes the priest (+/–10%). It falls within the DM’s discretion to assign the final value for the chance that the avatar responds. If the avatar doesn’t respond, the priest is rebuked, and may not use this spell again this generation (30 years).

If the avatar does come, the priest is validated, and if he survives, may attempt to cast this spell again in one year’s time. See the statistics for Heironeous’ avatar earlier in this section. When the avatar comes, it comes with power and might. Few things can stand in the way of the avatar, and thus the spell is aptly named personal savior. In the event that the avatar is truly challenged or defeated, a holy war begins, and the face of the campaign is likely to be significantly altered before all the plots play out.

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

**Notes:** Granted by Heironeous, the Crusader of Justice, of the Greyhawk setting.

Pinespear

(Alteration)

Sphere: Plant

Level: 1

Range: Touch

Components: V, S, M

Duration: 2 rds. + 1 rd./level

Casting Time: 6

Area of Effect: 1 normal spear or staff

Saving Throw: None

Similar to the *shillelagh* spell, *pinespear* turns a normal weapon into a magical one. Once this spell is cast, the priest’s staff grows a pinecone-shaped blade at its tip, essentially making the staff a spear. If cast upon a spear, the cone grows around the metal tip, causing no damage to the weapon. The *pinespear* grants a +1 bonus to attack rolls and inflicts 1d6+1 points of damage against Small or Medium-sized targets, 1d8+1 points to larger foes. (This damage is inflicted in place of the target weapon’s normal damage.) Its wielder ignores medium-range penalties when throwing the weapon.

A *pinespear* inflicts double damage to plantlike creatures, including shambling mounds, needlemen, and treants. Note that a *pinespear* is considered a stake when attacking vampires.

The material component is a piece of pine tree wood and a spear or staff, both of which must be inscribed with magical runes. The pine tree wood is consumed in the casting.

**Notes:** Rare for druids and similar priests. (Updated from *Dragon* Magazine #273.)

Placate Plants

(Alteration)

Sphere: Plant

Level: 4

Range: 10 yds./level

Components: V, S, M

Duration: Special

Casting Time: 7

Area of Effect: Special

Saving Throw: Special

This spell serves two functions: If it is cast in an area with only normal plants, it increases the amount of nutrients found in the soil, allowing the plants to grow faster, bear more fruit, and prosper in otherwise adverse conditions. If the soil is depleted (after several crops, for instance), this spell feeds the plants while the soil recovers its natural nutrients. In this manner, the area of effect is a 40-foot square per level, the duration is one month, and there is no saving throw.

The spell’s other function works on dangerous plants and plantlike creatures. It placates their hunger so they won’t attack. Shambling mounds, choke creepers, mantraps, thornies, and the like remain peaceful for 4 rounds plus 1 round per level of the caster, hi this manner, the spell affects 2 HD per level of the caster, so a 9th-level druid can placate two 8-HD shamblers for 13 rounds. The plants are entitled to a saving throw vs. spell to resist.

Druids generally use this spell in conjunction with speak with plants to establish peaceful relationships with the plant communities near their homes.

**Notes:** Rare for druids and similar priests. (Updated from *Dragon* Magazine #273.)

Precious Affinity — Dwarf

(Divination)

Sphere: Elemental Earth

Level: 1

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 1 rd.

Area of Effect: 10 yds./level

Saving Throw: Special

This minor form of the *locate object* spell relies on the dwarven affinity for precious metals and gems. When cast by the dwarven priest, it can be used to locate the nearest source of a single type of metal or gem.

The material component for *precious affinity* is a coin of the same precious metal or a gem of the type being sought. The spell is cast, and the representative coin or gem is tossed into the air. If there is a source of the sought-after precious metal or gem within the spell’s area of effect, the representative item flies toward the nearest source. If any obstruction is met, such as a wall, the spell is interrupted at that point.

Magical barriers (such as a *wizard-locked* door), other-dimensional spaces (*bag of holding*), or antiscrying preparations effectively shield valuables from this spell. Also, if nearby people carry any form of the metal or gem (such as gold coins in a pouch or the gem-encrusted hilt of a sword), the spell indicates those objects as the closest source. Ore and unmined gems are also viable targets for the spell’s focus.

**Notes:** Rare for dwarven priests. (Updated from *Dragon* Magazine Annual 1998.)

Protomê

(Alteration)

Sphere: Animal

Level: 3

Range: 0

Components: V, S, M

Duration: 1 turn/level

Casting Time: 5

Area of Effect: The caster

Saving Throw: None

This dangerous spell allows a priest to tap the raw natural power of an animal by donning its *protomê*—its head and mane. When the spell works properly, the priest’s Strength score becomes 18/00, his hit points are increased by 20, and he is immune to fear, whether natural or magical. These bonuses apply regardless of the kind of skin donned by the priest.

There are several complications involved in the spell, however. First is the possibility that the priest might undergo an actual physical transformation when he casts the spell. This chance is 10%/daily use of the spell (i.e., 10% the first time the spell is cast in a day, 20% the second time, and so on). When this transformation occurs, the priest actually becomes a large and aggressive specimen of the animal type represented by the *protomê*. The priest has no control over his actions during the transformation and is in a state of bloodlust similar to that found in lycanthropes. The spell still expires at the end of its duration.

The second complication is that the spell lingers in the priest’s memory after it is cast. Each time the spell is cast, there is a 5% chance (non-cumulative) that it remains in the priest’s memory, while another spell of the same level, chosen randomly, is erased from memory—without the priest’s conscious knowledge. After that point, if the priest attempts to cast the spell that was wiped from his memory, he inadvertently casts *protomê* instead. Similarly, once a priest has learned and cast *protomê*, he must make a successful saving throw vs. spells at the beginning of every day if he does not wish to memorize *protomê*. The power that comes from donning the animal skin is dangerously addictive.

If a priest using *protomê* should change to beast form 10 times, then he becomes an actual lycanthrope, similar to the loup du noir (described in the *Monstrous Compendium Annual*, Volume One). His alignment changes to chaotic evil.

The material component of the spell is the head and pelt of any carnivorous animal, such as a lion, a bear, or a wolf.

**Notes:** Very rare spell. Typically granted secretly by evil deities to corrupt good priests. (Updated from *Dragon* Magazine #249.)

Purge of Garyx

(Evocation)

Sphere: Combat, Elemental Fire

Level: 3

Range: 0

Components: V, M

Duration: Instantaneous

Casting Time: 3

Area of Effect: Special

Saving Throw: Special

When this spell is cast, an aura of intense magical heat and fire extends away from the casting dragon to a distance equal to its *fear* aura. Although the dragon is not affected by the energy, everything else in the area of effect is.

Creatures caught within the *purge* suffer 1d8+1 points of damage per age category of the casting dragon. Thus, a *purge of Garyx* cast by a Great Wyrm inflicts 12d8+12 points of damage. Victims may save vs. spells to reduce the damage by half.

Objects within the area of effect, including walls, ceilings, and floors, must save vs. spell at 4 or be utterly destroyed. If the save succeeds, such objects are unharmed.

Note, however, that the effectiveness of this spell is reduced accordingly when used against creatures and objects that possess immunity or resistance to fire and heat. Also note that the *purge* is not an explosive wave of energy like that of a *fireball* or *meteor swarm*; rather, it is merely a sudden presence of extreme magical heat and fire.

The material component for this spell is the dragon’s holy symbol, which is not consumed.

**Notes:** Granted by Garyx, the Chromatic Dragon. (Updated from *Dragon* Magazine #248.)

Purifying Fire

(Abjuration, Alteration)

Sphere: Elemental Fire

Level: 6

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 1d4 hrs.

Area of Effect: 1 item

Saving Throw: None

This chant destroys the magical power of a metal item by bathing it in cleansing flame. The chant alters the color of the forge-fire from orange to an odd mix of orange and purple; this change indicates that the chant has succeeded. No matter how flammable an item might be, it does not burn while held in the *purifying fire*.

The chant functions just as a *dispel magic* does, but it disenchants the affected item completely and without the need for a percentage die roll to determine success. A *purifying fire chant* always removes all charges or enchantments from an item; it cannot selectively remove harmful powers while retaining beneficial ones.

The material components for *purifying fire* are coke and phlogiston (from the Plane of Fire) or fire elemental essence, both of which are consumed as fuel for the spell’s fire.

**Notes:** Restricted to dwarven priests, uncommon. (Updated from *Dragon* Magazine #245.)

Pyroclastic Surge

(Alteration, Conjuration/Summoning)

Sphere: Elemental Earth, Elemental Fire

Level: 7

Range: 1,000 yds./level

Components: V, S, M

Duration: 2–3 rds.

Casting Time: 9

Area of Effect: 150′ radius/level (or wall 3,000 × 1,000 yds., see below)

Saving Throw: Special

This spell creates a pyroclastic surge: an incandescent, ground-hugging cloud of hot dust and pumice that races along the earth’s surface at a movement rate of 36. Anyone in its path must make a successful saving throw vs. death magic or perish. Even those who save successfully suffer 1d8 points of damage per round of exposure. Inside the area of effect, visibility is zero, and the heat is consuming. Anyone who survives the flow must make a successful saving throw vs. poison at a –4 penalty or be rendered unconscious until 1d4 rounds after the surge ends. (Non-oxygen breathers are spared this effect.)

The surge can knock buildings flat and strip land bare. Virtually nothing is left behind but thick layers of ash. Sometimes metal objects can be found in the ruins if temperatures within the surge were not too high (50% chance for each metal object affected). Earthen or mud constructs simply liquefy. Occasionally cloth is left untouched, the hot gases having moved too fast to burn it.

About 25% of pyroclastic surges are gravity-driven pyroclastic flows, where the densest part of the flow hugs the ground and is topped by a dark cloud of fine particles that form a wall. These masses of hot gas and incandescent solid particles are violet-gray and filled with electrical scintillations. Saving throws against these surges are made at a –4 penalty. A reverse gravity spell causes these flows to move in the opposite direction.

The caster can cause the flow to move in any direction initially, but there is a 5% chance/rd. that it changes direction randomly. The caster is vulnerable to the effects of this spell but makes saving throws against it at a +2 bonus. Creatures composed of air suffer only 1d2 points of damage per round of exposure. Protective spells like *stoneskin* still leave the recipient vulnerable to heat damage. These individuals suffer 1d4 points of damage per round.

The material components are a pinch of volcanic ash, an ounce of ground mica and a lodestone, shaken together in a metal container. All of the components are consumed in the casting.

**Notes:** Common for a type of volcanic priest known as earthstokers; very rare druids and priests of earth, fire, mountain, and volcanic deities. (Updated from *Dragon* Magazine #265.)

Refresh

(Necromancy)

Reversible

Sphere: Necromancy

Level: 7

Range: Touch

Components: V, S

Duration: Special

Casting Time: 7

Area of Effect: Target & caster

Saving Throw: Neg.

Sometimes the requirements of justice are extreme (if you believe the *Penitent Fragments*). If one has lived a long life, full of good deeds, is justice done when the perpetrator of such goodness is forced to leave the world due to old age and death? Similarly, is it not a waste vital youths squander their energy in pointless pursuits, possibly even in unjust activities? The *refresh* spell solves both of these inequities, killing two birds with one stone, as it were.

*Refresh* permanently switches the life forces of two creatures (one of which may be the priest). Both recipients must be within range at the time the spell is completed, or it fails automatically. When employed correctly, both creatures are surrounded by a radiant green aura and must save spells at a –6 penalty (if they resist the effect).

The spell takes effect if both recipients fail their saving throws. If only one target of the spell fails the save, the one who made the saving throw is stunned (reeling and unable to take any action) for 1 rd.. Meanwhile, the target who failed the save is stunned for 1d4 rounds.

In the event of a successful transfer, both life forces retain all of their original mental abilities and behavioral patterns, although their physical abilities are limited (or possibly enhances) by their new forms. For instance, if a decrepit priest trades his form for a young warrior’s, the priest gains a vital body while the unfortunate youth finds himself trapped in the withered shell of a dying old man. Targets of the spell who’ve never been previously subject to it are stunned for 1d10+4 rounds following the transfer.

The effects of *refresh* can only be reversed by a full *wish* from a caster 4 levels higher than level at which refresh was cast, or by the reverse of this spell, *revoke life force exchange*, cast at the same or higher level as the original *refresh* was cast. If one of the bodies is slain before reversal takes place, the life force currently inhabiting that body departs. That spirit and its new body are dead just as if the spirit was in the body that actually belonged to it in the first place. The life force originally belonging to the slain body is now irreversibly trapped in its new form.

**Notes:** Secretly granted by the god Hextor to priests of his rival Heironeous in the Greyhawk setting. This spell is found only in the heretical *Penitent Fragments*.

Renew Earth

(Alteration)

Sphere: Elemental Earth, Plant

Level: 3

Range: 1 square mi.

Components: V, S, M

Duration: 1 year

Casting Time: 8

Area of Effect: 10 square yds./level of caster (see below)

Saving Throw: None

When cast in a region devastated by a volcanic eruption, this spell speeds the renewal of plant life by a factor of four. It can also be cast over any area of land to speed normal patterns of growth by the same factor. The spell works by drawing plant and animal life into the affected region. Normally, an area devastated by volcanic activity must depend on vagaries of wind and animal migration to reseed itself with plant life. Renew earth activates minerals in the soil to attract animals and plant life immediately. A barren region produces small hardy plants within a few weeks and tree seedlings within a year.

The material components for this spell are a pinch of volcanic dust and a small piece of fireweed, a plant that thrives in volcanic soil. Both components are consumed in the casting.

**Notes:** Common for a type of volcanic priest known as earthstokers; very rare for priests of elemental earth deities and druids. (Updated from *Dragon* Magazine #265.)

Rooted Wrath

(Alteration)

Sphere: Plant

Level: 5

Range: 10 yds./level

Components: V, S, M

Duration: 1 rd./level

Casting Time: 1 rd.

Area of Effect: 5-ft. radius/level

Saving Throw: None

A more powerful version of *entangle*, this spell imbues the surrounding vegetation with mobility. For every caster level, one 10-foot-long wooden limb grapples and attacks the caster’s foes. Vines, roots, branches, and the like can be affected. Each limb is AC 5, has 10 hit points, THAC0 17, and at the caster’s discretion either causes 1d6 points of damage or grapples the victim, rendering him motionless unless he makes a Bend Bars/Lift Gates check to break free. The limbs suffer only half damage from bludgeoning weapons. Each limb can attack one creature, so up to one creature/caster level can be attacked. Multiple limbs can attack a single victim, requiring multiple Bend Bars/Lift Gates checks from the victim. After the spell fades, the surviving limbs return to their former positions, releasing all foes.

The material component is a drop of the caster’s blood and a small, *blessed* wood carving. Both components are consumed by the spell.

**Notes:** Rare for druids and similar priests. (Updated from *Dragon* Magazine #273.)

Rooting

(Alteration)

Sphere: Plant

Level: 3

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: The caster

Saving Throw: None

When cast, this spell transforms the caster’s bare feet into roots that burrow deep into the ground. By absorbing nutrients from the soil, the caster can go without regular food or drink for one day for every two levels of the caster. Therefore, a 6th-level priest could go without eating for three days. It takes 1 hr. to absorb a day’s worth of nourishment, so that same priest must stay rooted for 3 hours for the spell to work.

This spell goes unnoticed in areas with rich soil (such as forests or swamps), but it severely depletes barren areas (such as scrub plains or savannahs). Therefore, druids use the spell sparingly.

**Notes:** Rare for druids and similar priests. (Updated from *Dragon* Magazine #273.)

Scale Blade

(Alteration, Enchantment)

**Sphere: Animal, Combat**

Level: 4

Range: Touch

Components: V, M

Duration: 1 hr./Hit Die

Casting Time: 1 rd.

Area of Effect: See below

Saving Throw: None

Though this spell is often used by the scaly folk, human wizards and draconian worshipers have rumored to practice such magic. The caster must take a scale (the material component) from a suitable creature’s skin, and from that he creates a magical weapon that looks like it was forged from that single scale and not metal. The length of a *scaleblade* and the sort of damage it delivers is dependent on the size of the creature it came from: a dagger is created from M-sized creatures, a short sword from L-sized, and a long sword from G-sized beasts; no *scaleblade* can be crafted from a creature less than Medium sized.

The weapon is considered magical for combat purposes, but has no bonuses to hit or on damage. If the *scaleblade* is crafted from a dragon, however, then it does possess a magical ability: an aura that reflects the breath weapon of the drake it came from. Thus, a *scaleblade* from a red dragon would burn with fire, while one from a green dragon would leak fetid fumes. This aura inflicts additional damage equal to the Hit Dice of the dragon from which the *scaleblade* was made. A saving throw is allowed vs. breath weapon, and, dependent on what sort of aura is present (fire, cold, poison), bonuses may apply.

This spell can be used on other scaled creatures that possess magical abilities (nagas, remorhaz, etc. in which case the blade may carry a weaker aura), delivering half the creature’s Hit Dice in damage with every blow. Again, the victim is entitled to a saving throw to see whether only half damage from the magical aura is suffered.

At the end of the spell’s duration, the *scaleblade* crumbles to dust.

**Notes:** Rare for reptilian and piscine spellcasters; otherwise, very rare. (Updated from *Dragon* Magazine #235.)

Secrets of Stone

(Divination)

Sphere: Elemental Earth, Summoning

Level: 5

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 3d6 turns

Area of Effect: 1 stone

Saving Throw: None

This spell hastens the slow-moving spirits of the earth to provide information about an underground area.

When chanted successfully, *secrets of stone* allows the cantor(s) to learn who or what has recently passed through a tunnel, pass, or mountain range. Since stone has no concept of time, it cannot relate how recently the creatures have passed, but it can provide complete descriptions and numbers. In areas where the spirits have encountered dwarves before, they pass along their information by covering a nearby wall or stone with dwarven runes describing recent activities. In areas where the spirits have never met dwarves, they form pictures instead of runes.

The spell’s duration is a single day, or until the bound spirits answer three questions, whichever comes first. The material component for secrets of stone is a geode, a type of hollow stone filled with a crystalline lining.

**Notes:** Restricted to dwarven priests, uncommon. (Updated from *Dragon* Magazine #245.)

Seismic Trigger

(Alteration)

Sphere: Elemental Earth, Numbers

Level: 4

Range: 1 square mi.

Components: V, S, M

Duration: 1 hr.

Casting Time: 2

Area of Effect: 1 square mi.

Saving Throw: None

Earthstokers use this spell to release pent-up seismic force points in small doses in a given area, preventing SFPs from reaching a critical level. To determine the number of SFPs released, roll 3d100. To determine what seismic events are triggered by the casting of this spell, consult the consequences of Volcano Magic sidebar. The force released by a single casting of this spell triggers mud-pots, splattercones, solfatara, and sulfurous fumes. Multiple castings of *seismic trigger* on a single area are cumulative, so several careless earthstokers could trigger more dangerous effects.

The number of SFPs returns to normal at a gradual rate of 10 SFPs/day.

The material components for this spell are two lodestones shaken inside a tinder box; these components are not consumed in the casting.

**Notes:** Restricted to a type of volcanic priest known as earthstokers, common. (Updated from *Dragon* Magazine #265.)

Serpent Tail

(Alteration)

**Sphere: Animal**

Level: 2

Range: 0

Components: V

Duration: 1 rd. +1 rd./Hit Die

Casting Time: 2

Area of Effect: 1 creature

Saving Throw: ½

This sinister magic is often used by the yuan-ti. It transforms the ordinary tail of any reptilian creature into the form of a snake, complete with fanged head. A *serpent tail* provides an additional attack. Unless the creature already could threaten with its tail, however, it suffers a –2 penalty to its THAC0 when attacking with the *serpent tail*. The bite of the snake head causes 1d6 hit points of damage and injects a venom that burns like acid in the victim’s veins. On the round after being wounded, the poisoned creature must save vs. poison or suffer 1 hit point of damage for each Hit Die of the attacking creature. A successful saving throw vs. poison indicates that the victim suffers only half damage.

The snake head can do nothing more than hiss and bite. Magic cast upon it affects the host creature and vice versa. Some adventurers have claimed that they have seen a more fearsome version of this spell, one that allows the serpent tail to detach from its caster and attack independently.

**Notes:** Restricted to yuan-ti and other reptilian spellcasters, rare. (Updated from *Dragon* Magazine #235.)

Shape Plant — Dryad

(Alteration)

Sphere: Plant

Level: 1

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 1 minute

Area of Effect: 1 plant

Saving Throw: None

By touching a chosen plant, a dryad can shape its growth pattern into several forms. The dryad can straighten a plant so that it grows tall and true, have it grow low to the ground so as to trip a foe, or make any thorns it possesses sharper and more painful (increasing its normal damage by +2 points). When used before casting the spell *fast growth*, the dryad can make any wooded area defensible. This spell lasts until the plant is destroyed or until someone casts a successful *dispel magic* on it.

**Notes:** Granted by Verenestra, the goddess of dryads, nymphs, and sylphs. (Updated from *Dragon* Magazine #251.)

Sharpen Horns — Satyr

(Alteration)

Sphere: Animal

Level: 1

Range: 0

Components: V, M

Duration: 1 rd. + 1 rd./level (10 maximum)

Casting Time: 1 rd.

Area of Effect: Caster

Saving Throw: None

By stroking a stag’s or antelope’s bone along his horns and calling upon his god for strength, the satyr can sharpen and strengthen his horns so that they cause an additional 1d4 points of damage to a foe upon a successful hit. This spell works only upon satyrs.

**Notes:** Granted by the satyr god Damh. (Updated from *Dragon* Magazine #269.)

Shatter Metal — Dwarf

(Alteration)

Sphere: Combat, Elemental Earth

Level: 3

Range: 10 ft./level

Components: V, S, M

Duration: Instantaneous

Casting Time: 3

Area of Effect: One item

Saving Throw: Negates

This spell relies on the natural affinity that exists between dwarves and metalsmithing. Upon casting *shatter metal*, the dwarven priest creates a special link to any metal item within range. The priest detects any flaws in the item and then channels the magical energy of the spell into these flaws to shatter it beyond repair.

The affected item must be a single piece of metal (like an anvil or a bardiche blade) or one piece of a larger metal construct (a single portcullis bar or one link in an iron chain). A nonmagical item must immediately save vs. crushing blow at –2 or be destroyed.

Magical items are more resistant to this spell. A magical weapon, shield, or suit of armor receives a saving throw bonus equal to the total of its “pluses” (e.g., a suit of *chain mail +3* would receive a +3 bonus to save, while a *long sword +2, +4 vs. fire-based creatures* would receive a +6 bonus to save). Regardless of the modifiers, an item always fails its save on a roll of 1. Other magical items composed partly or entirely of metal receive a standard +2 bonus; artifacts and relics, however, are impervious to this spell.

Metal constructs (e.g., iron golems) struck by this spell must make an unmodified save vs. spell or suffer 1d4 points of damage per caster level.

The material component for this spell is a thin, brittle metal rod that is snapped in half upon casting.

**Notes:** Rare for dwarven priests. (Updated from *Dragon* Magazine Annual 1998.)

Sheltered Form — Elf

(Abjuration)

Sphere: Weather

Level: 2

Range: Touch

Components: V

Duration: 1 hr. + 1 hr./level

Casting Time: 2

Area of Effect: Caster

Saving Throw: None

When *sheltered form* is sung, it prevents bad weather conditions from having adverse effects on the elf. The caster is protected from the effects on nonmagical heat and cold in a range of 10° F to 100° F, with such temperatures feeling as if they were only a mild 70° F. The ward ceases to function in extremes of temperatures beyond the limits mentioned above.

The *sheltered form* does not have a visible aura, yet it also prevents the elf from being hampered by mundane rain, snow, hail, and gusts of wind; the character avoids not only illness brought on from such conditions but also poor visual conditions and bad terrain. To an observer, the elf appears only slightly dampened or hindered by the weather.

The song offers slight protection against magically-generated weather (*dust devil* or *ice storm*), granting the elf a +1 on his saving throw for the duration of the *sheltered form*.

**Notes:** Granted by the elven deities Fenmarel Mestarine, Rillifane Rallathil, Solonor Thelandira, and Shevarash. (Updated from *Dragon* Magazine #251.)

Shield of Heironeous

(Evocation)

Sphere: Protection

Level: 2

Range: Touch

Components: V, S

Duration: 4 rds./level

Casting Time: 5

Area of Effect: 1 target

Saving Throw: None

When this spell is intoned, a shimmering shield inscribed with the symbol of Heironeous appears before the priest. The shield annuls *magic missiles*, and provides a +2 AC bonus to all other attacks. *Shield of Heironeous* moves just enough to allow the priest to attack or cast spells of her own without penalty. In a given round, the shield can only provide protection from one quadrant; however from rd. to rd. it can move to the side or behind the priest if necessary. Unless otherwise engaged in the same round, *shield of Heironeous* automatically swings around to protect a priest from a thief’s sneak backstab ability, negating the rogue’s +4 rear attack bonus.

**Notes:** Granted by Heironeous, the Crusader of Justice, of the Greyhawk setting.

Simple Justice

(Alteration)

Sphere: Animal

Level: 5

Range: 15 ft./level

Components: V, S, M

Duration: Permanent

Casting Time: 5

Area of Effect: 1 human, demihuman, or humanoid

Saving Thrown Neg.

*Simple justice* is a potent spell available to priests who wish to reveal the true nature of an unjust foe. *Simple justice* changes the target creature’s physical form to minor its interior nature and character. Though the form is somewhat arbitrary and not in the priest’s control, the unjust target becomes some variety of brutish beast, both physically and possibly mentally.

To cast *simple justice*, the priest must truly believe that the target is unjust in some significant manner. If this criterion is met, the priest can cast the spell, and a living human, demi-human, or humanoid target must save or take on a form determined by their primary alignment. Though this selection may seem arbitrary, it reflects the personal views of the priest who first formulated the prayer from which this spell was granted. To prevent misuse of this spell, the DM may determine whether the target has truly earned the application of this spell, and if she does not agree that it is appropriate can allow the spell to misfire.

Lawful Good: dog

Chaotic Good: cat

Neutral Good: squirrel

Lawful Neutral: rabbit

Neutral: lizard

Chaotic Neutral: sheep

Lawful Evil: skunk

Neutral Evil: cow

Chaotic Evil: goat

Once the transformation takes effect, the target must make a System Shock roll to see if he survives the change. The target acquires the form and physical abilities of the creature it now resembles, but retains his mind—for the moment. None of the creatures allow the target to vocally communicate. For ease of play, treat each of the creature choices above as having the same stats: (AC 10; MV 9; HD 1; hp 3; THAC0 20; #AT 1; Dmg 1d4 (bite); SA skunk can spray odiferous liquid). None of the forms allow spellcasters to cast spells; however, at the DM’s option, psionicists may still be able to activate their mental discipline.

When a target is transformed, his equipment, if arty, melds into the new form. The target retains his mentality without risk for the first 24 hr. period of transformation. However, every day following the first, the target has a base 100% chance to take on the mental attributes and behavior patterns of the form. For each 1 point of Intelligence possessed by the target, subtract 5% from the base chance. In addition, for every Hit Dice of difference between the target’s original Hit Dice or level and the new form (HD 1), subtract 5%. Thus, a 5th-level target with 10 Intelligence has a 25% chance to lose his mind. Even if a target’s combined Intelligence and HD are high enough to decrease the base chance to 0%, there is a minimum 1% chance of change. The chance for assumption of the personality and mentality of the new form is checked daily until the change lakes place. The target who acquires the mentality of the new form has effectively become the new creature, and can only be recovered by a *wish* or *miracle* spell.

Before the inevitable mind-degeneration occurs, a *dispel magic* changes the target back to its original form, though this requires another System Shock roll for survival.

If slain while still in animal form, the transformed target reverts to original form, though the target is still dead.

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

**Notes:** Granted by Heironeous, the Crusader of Justice, of the Greyhawk setting.

Skin of the Salamander

(Evocation, Alteration)

**Sphere: Elemental Fire, Protection**

Level: 4

Range: 0

Components: V, M

Duration: 2 rds. +1 rd./Hit Die

Casting Time: 4

Area of Effect: The caster

Saving Throw: None

Salamen are first credited with the creation of this spell as a part of their religious ceremonies. Since then, a number of scaly creatures have either stolen or bartered for such knowledge that evokes some of the power from infamous scaled creatures native to the Elemental Plane of Fire.

The spell causes the caster’s body to erupt into pale orange flames. While the duration lasts, the caster and the personal items borne by him are resistant to fire, both magical and mundane, and suffer no damage from any such attack.

Due to this flaming aura, anything the caster touches risks catching fire. Paper, cloth, and volatile liquids are immediately set alight. Wood burns after a full round of exposure (though this time should be adjusted to consider relative thickness). Creatures susceptible to fire suffer 1d10 hit points of damage from contact with the immolated caster.

An interesting bit of news coming out of the northern reaches of the land hints that some ancient white dragons have learned this magic spell, and their use of it comes as a rude awakening to those adventurers who see fire as the means for such beasts’ destruction.

**Notes:** Rare for reptilian and amphibian spellcasters; otherwise very rare. (Updated from *Dragon* Magazine #235.)

Slumber of Nerthus

(Enchantment/Charm)

Sphere: Charm

Level: 4

Range: 10 ft. + 1 ft./level

Components: V, M

Duration: 5d6 days (see below)

Casting Time: 4

Area of Effect: One individual

Saving Throw: None

This spell allows the priest to cause the target to fall into a deep slumber. For the duration of the spell, the target remains unaware of the surroundings and cannot be roused except through the lifting of the enchantment by a priest of Nerthus, or through the dispelling or other disruption of the spell.

The spell duration is a maximum of 5d6 days. The priest may state the specific duration of the spell, up to the maximum rolled.

Note that priests of Nerthus may not use this spell to render an opponent unconscious for the purpose of an easy kill. Their doctrine tells them that recipients of this spell fall under the protection of Nerthus and that they are receiving life-guidance from the wisdom of their goddess while unconscious.

Although the spell has no saving throw, elves and half-elves retain their natural resistance to charm-based spells against the effects of the *slumber of Nerthus*.

**Notes:** Granted by Nerthus the Harvest Queen, of the Anglo-Saxon pantheon. (Updated from *Dragon* magazine #263.)

Spirit Binding

(Necromancy)

Sphere: Necromantic

Level: 4

Range: 20 ft.

Components: V, S, M

Duration: See below

Casting Time: 1 rd.

Area of Effect: 1 undead creature

Saving Throw: See below

*Spirit binding* causes a noncorporeal undead creature to be trapped wherever the spell is cast. The required material component is either a coffin nail or a shard of stone from a crypt or gravesite.

The caster takes the material component and pounds it into the earth while chanting the words to the spell. The undead must make a saving throw. A material component taken from the exact tomb where the creature’s body was interred imposes a –4 penalty to the saving throw. Should the roll fail, the creature cannot travel more than 20 feet from where the nail/shard is embedded, cannot touch the component, and cannot flee to the Astral or Ethereal Plane. A successful save means the undead creature has struggled and succeeded in throwing off the spell but still suffers 2d6 points of damage.

The spell persists for as long as the nail or spike remains embedded in the earth, or until a successful *dispel magic* has been cast upon the site. No undead creature can dig up the hammered nail or shard, though any living being can do so. A natural event such as a minor quake, erosion, or the like might also free the trapped undead.

Only noncorporeal undead are affected by *spirit binding*. As sunlight is an anathema to the undead, a creature held outside most likely perishes come day (DM’s decision) unless it can somehow hide from the sun. Vampires in *gaseous form* are susceptible to this spell.

**Notes:** Very rare spell. (Updated from *Dragon* Magazine #252.)

Spirit’s Reunification

(Enchantment/Charm)

Sphere: Summoning

Level: 4

Range: 10 ft.

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: One mortal and one spirit

Saving Throw: None

This spell, the second rite contained in *The Revelations of the Prince of Twilight*, is believed permits the culmination of spiritual unity between a mortal and his lost spiritual half. Once this is completed, the new being will be glorious and powerful, capable of seizing whatever it desires. In truth, this spell is a sophisticated and subtle soul-trapping spell. It can be cast only by and on someone bound to a spirit by the *conjure sundered soul* spell given above.

The spell requires a gem of at least 1,000 gp value as its material component. When the casting of the spell is complete, the caster’s soul is drawn into the jewel, while the spirit now inhabits the caster’s body. If the spirit had a body (as most fiends and dark fey do), it can switch at will between the mortal’s body and its own, and can likewise switch the mortal’s soul from its original body to the phylactery with but a thought. Bodiless spirits inhabit the mortal’s body until such time as they decide to leave it, and can come back to it unless precautions are taken.

Any spirit can make use of all its powers from within the mortal’s body. While they don’t have access to the victim’s skills or abilities, they have spent much time with the victim before the transfer, and can make a convincing imitation.

These possessing spirits can be driven out through dispel evil or holy word. Once that’s done, placing the gem housing the caster’s soul on the body’s chest is enough to reunify the two. To prevent a second possession by the same spirit, though, the phylactery must be shattered, and the remove curse and *atonement* spells must be cast on the victim, or else the spirit can return and usurp the mortal’s body at will. In addition, many victims freed from this spell slip into depression, believing that they actually were reunited with their “lost half.”

**Notes:** Very rare spell in the Demiplane of Dread; unknown elsewhere. Known to be in *The Revelations of the Prince of Twilight*. (Updated from *Dragon* Magazine #252.)

Stainless

(Abjuration, Enchantment/Charm)

Sphere: Protection

Level: 1

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 3d4 turns

Area of Effect: 1 lb. metal

Saving Throw: None

This chant grants any metal an enduring bright shine (akin to chrome) and protects the metal against corrosion and decay. However, it is rarely used because of its cost. Imbuing metal with a *stainless* chant requires the sacrifice of a weight of platinum equal to the weight of metal to be protected. Thus, a 4 lb. long sword requires the sacrifice of 1,000 gp worth of platinum (100 pp) to protect the blade. Once protected, no rust, acid, or decay, even that produced by a rust monster or black pudding, can destroy the weapon. Even the strange black metals of the drow are rumored to gain greater resistance to sunlight when treated with this chant.

In the Forgotten Realms® setting, this spell is a requirement for the successful application of the *everbright* treatment (*everbright* and other smithing secrets are described in *Volo’s Guide to All Things Magical*), which is a secret of the dwarves of Faerûn. Other races of the Realms have attempted to reproduce the secret but have failed because they lack the secret of dwarven chants.

The use of this chant is generally reserved for clan heirlooms, chieftain’s weapons, and other important metalwork. Naturally, metals not normally subject to corrosion—such as gold, mithril, and platinum—are not treated with this spell.

The material component of the *stainless* chant is simply the sacrificed platinum.

**Notes:** Restricted to dwarven priests, uncommon. (Updated from *Dragon* Magazine #245.)

Statuary

(Abjuration, Enchantment/Charm)

Sphere: Wards

Level: 7

Range: 10 yds.

Components: V, S, M

Duration: Instantaneous

Casting Time: 1 day

Area of Effect: 1 building

Saving Throw: None

By means of the *statuary* spell, the priest can enchant the grotesques (statues such as gargoyles) of any place of worship to form a potent ward against unwanted entry

*Statuary* animates a single, man-sized grotesque per casting, provided the statue decorates a temple or shrine devoted to the caster’s deity. The spell can be cast more than once on a given building, as long as the number of grotesques already guarding the building does not exceed the number of priests residing there.

Once animated, the grotesque can move about freely inside the building and within 30 ft. of it. If removed from this area, the grotesque becomes dormant until returned. Animated grotesques attack anyone not specifically named by the priest upon the casting of the *statuary* spell; individuals can be added to or removed from this list, though the spell must be cast over the grotesque each time this is done. To allow unnamed worshipers access, the priest can order the grotesque dormant at any time, for any duration. At the end of this time, the grotesque returns to its normal behavior. It cannot be made active before the duration expires.

**Notes:** Very rare spell. (Updated from *Dragon* Magazine #248; created by Eric Morton.)

Grotesque: AC 3; MV 9, Jump 15; HD 4; THAC0 17; #AT 2; Dmg 1d6+2/1d6+2; MR 20%; SA Counts as +3 weapon, no attack or damage bonus; SD Can see invisible creatures; immune to Enchantment/Charm and death magic; Int 0 (Non-); XP 650

Steelskin

(Abjuration)

Sphere: Protection

Level: 2

Range: Touch

Components: V, S

Duration: Special

Casting Time: 1d4 turns

Area of Effect: 1 dwarf

Saving Throw: None

When this chant is completed, the affected dwarf gains complete immunity to any normal attack by cut, blow, projectile, or similar impact. Magical weapons and spells still have their normal effect, but all mundane weapons are turned aside.

According to some dwarves, objects can also be protected by *steelskin* chants of longer duration (4d6 hours casting time), but this protection does not apply to an object’s wearer or owner. Armor protected by *steelskin* does not melt in a dragon’s breath or crack under a giant’s blow, but it provides no additional protection to its wearer.

The chant blocks 1d3 attacks, plus one attack/three effective levels of the caster. This limit applies regardless of attack rolls; whether the attack would have hit or not, the spell’s potency is reduced by one for each possible attack in a round. These attacks inflict no damage on the chant’s recipient. The chant’s effects last until the chant’s recipient is attacked and the magic is invoked. No more than a single *steelskin* can ever be active on a single dwarf at the same time; repeated castings have no additional effect.

Repeated rumors that a dwarven armorer somewhere has enchanted armor with *steelskin* have proven false time and again, but the story persists among the gullible. Less scrupulous smiths sometimes sell armor that they claim is protected by this magic. Dwarven priests and smiths seldom employ this chant for the benefit of anyone but dwarves of their own clan.

The material component of this chant is a pouch of steel filings, which must be scattered over the recipient.

**Notes:** Restricted to dwarven priests, uncommon. (Updated from *Dragon* Magazine #245.)

Stoker’s Chant

(Alteration)

Sphere: Elemental Air

Level: 2

Range: 0

Components: V, S, M

Duration: 1 rd./level

Casting Time: 1–3 turns

Area of Effect: 1 dwarf

Saving Throw: None

The *stoker’s chant* is just as often used among smelters as among smiths, but is included here as an example of another type of dwarven chant. The stokers are dwarves who feed the fires that release metal from ore. This chant allows them to double the heat in their smelter, increasing the speed with which they process ore. All functions of the smelter happen twice as quickly.

When used by a cantor of 9th level or higher, the *stoker’s chant* creates a special metal called forge-gold, which a knowledgeable smith can alloy with mithril or even adamantite to make it workable at lower temperatures. Mithril or adamantite alloyed with forge-gold can be worked in an ordinary forge without the need for dragon bellows, silver tongs, or the other specialized tools required for high temperature metalwork.

The material component is a dragon’s fire-sac, the portion of its lungs that generates its breath weapon, shaped into a set of bellows. The component is not consumed by the casting of the chant.

**Notes:** Restricted to dwarven priests, uncommon. (Updated from *Dragon* Magazine #245.)

Stone Shell — Dwarf

(Alteration)

Sphere: Combat, Elemental Earth

Level: 3

Range: Touch

Components: V, S, M

Duration: 1 turn/level

Casting Time: 5

Area of Effect: Dwarf touched

Saving Throw: Special

Under the effects of this spell, a protective layer of rock forms over the dwarf recipient’s skin. Though segmented and slightly pliable, this rock covering still inhibits the recipient’s movement.

The stony, protective layer affords the dwarf a –4 bonus to AC. This is in addition to any other armor or magical effects in place. Movement rate is halved, however, and Dexterity bonuses are ignored, so the final AC reduction could turn out to be less than a –4. The *stone shell* can be destroyed in one round using a *dig*, *transmute rock to mud*, or *stone shape* spell.

The material component for this spell is a small piece of obsidian that may be reused. Dwarves who resist this spell gain their usual saving throw. Accepting the spell indicates automatic success.

**Notes:** Rare for dwarven priests. (Updated from *Dragon* Magazine Annual 1998.)

Stromp’s Dwarven Cleaver — Dwarf

(Invocation)

Sphere: Combat

Level: 4

Range: 30 yds.

Components: V, S, M

Duration: 1 turn

Casting Time: 5

Area of Effect: One target creature

Saving Throw: ½

When a dwarven priest casts this spell, a ghostly battle axe under the priest’s control is called into being. The battle axe hovers over the priest during any rd. in which it is not directed to attack.

The *cleaver* may attack on the round it is summoned and once per round thereafter as the priest desires. It uses up the priest’s attack for the rd. but does not prevent the priest from defending himself or performing other actions that require minimal concentration (such as walking). It strikes using the dwarven priest’s THAC0 as if the priest were proficient with the weapon.

The axe inflicts 2d8 points of damage per hit. For every point of the cleric’s Wisdom above 16, the *cleaver* gains a +1 bonus to THAC0 and a +2 bonus to damage. If the priest is behind the targeted opponent, the *cleaver* also attacks from the rear, gaining all appreciable bonuses and negating any defensive protections based on shields or Dexterity adjustments.

A save vs. spell negates half die damage of any successful strike. The material component of this spell is the dwarven priest’s holy symbol.

**Notes:** Rare for dwarven priests. (Updated from *Dragon* Magazine Annual 1998.)

Suregrip

(Alteration)

Sphere: Guardian

Level: 1

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 3d4 turns

Area of Effect: 1 lb. metal

Saving Throw: None

This chant makes a weapon or shield stick to its wielder’s hand until he voluntarily releases it, making it impossible for the wielder to be disarmed by an opponent or to drop the weapon. Even spells like *fumble* have no effect against a hero using a weapon protected by the *suregrip* chant.

The *suregrip* chant’s material components are a scrap of spiderweb from any sort of spider and a thin ribbon of zinc/tin alloy.

**Notes:** Restricted to dwarven priests, uncommon. (Updated from *Dragon* Magazine #245.)

Swords to Ploughshares

(Alteration)

Reversible

Sphere: Creation

Level: 4

Range: Touch

Components: V, S, M

Duration: 4 rds. + 1 rd./level

Casting Time: 4 rds.

Area of Effect: Items touched

Saving Throw: None

This useful spell allows the priest to permanently transform ordinary nonmagical weapons into common household items. The spell duration determines how many items can be changed. Once the spell is cast, the priest’s hand is outlined with a faint, shimmering field of pale blue. For the duration of the spell, anything he touches is immediately transformed. The better the original item, the better the transformed item; for example, a flawed dagger becomes a shoddily crafted crowbar, and so on. The change cannot be dispelled. Only a spell that actually transforms an object can return it to its original form. Only one item per round can be transformed.

The material component is the caster’s holy symbol.

Equally useful is the reverse, *ploughshares into swords*, which allows the alteration of normal household equipment into weapons of war. This is particularly useful in small towns where defense comes from a militia of farmers and laborers, and no weaponsmith is readily available. The effect is similar, except the shimmering field is a pale red. The size and quality of the original item greatly affects the transformation. For example, crowbars become daggers, shovels become swords, rakes become spears, and hoes become pole arms of the caster’s choosing. Other items, such as smithy hammers, woodsmen’s axes, and kitchen knives take on the weight and edge of the appropriate weapons. Only one item per round can be transformed.

**Notes:** Very rare spell. (Updated from *Dragon* Magazine #248; created by Karen Anderson.)

Tattoo Magic

(Enchantment)

Sphere: All

Level: 3

Range: Touch

Components: V, S, M

Duration: Permanent until discharged

Casting Time: 4 hrs.

Area of Effect: One individual

Saving Throw: None

Use of this spell allows a priest to imbue a specially-created tattoo (known as a spell tattoo) with the energy of a single memorized spell. The bearer of the spell tattoo can then discharge the spell at any time as if he were the casting priest. The magic of the spell tattoo then fades and must be recharged (with the same spell) if it is to be used again.

Widely used only in Vosgaard, this spell has been successfully used, on rare occasions, by priests in Brechtür, Khinasi, and even Rjurik. Anuireans consider the practice both barbaric and sacrilegious.

When casting *tattoo magic* on a target for the first time, the priest must be present during the tattooing of the subject. Once the subject has a spell tattoo inscribed on his body, the priest needs only to pantomime the actions of a tattooist when casting *tattoo magic* to enchant the same inscription.

A spell tattoo can hold only one priest spell of 1st through 3rd level. The spell to be imbued must be cast by the priest near the end of the casting of the *tattoo magic* spell. Once a tattoo is imbued with a spell, that tattoo can hold only subsequent castings of that same spell. Most Vos priests can tell stories of horrible deaths suffered by individuals whose spell tattoos were attempted to be recharged with spells other than the original. A tattoo may be recharged by any priest capable of casting tattoo magic and its corresponding spell.

An individual may receive multiple spell tattoos. The number of tattoos may never exceed half the character’s Constitution score (rounded down) or the casting will result in his death.

The material components include the priest’s holy symbol, special tattoo ink blessed by a priest of the same faith and costing no less than 300 gp vial, and any spell components necessary for the spell imbued into the tattoo. A vial of ink is sufficient to create one tattoo of about a 3-inch radius. The components are consumed in the casting according to the procedure for the imbued spell.

**Notes:** Common among Vosgaard priests in the Birthright setting. Uncommon among other priests of the setting; rare among savage priests; virtually unknown elsewhere. (Updated from *Tribes of the Heartless Wastes*.)

Tempering

(Necromancy)

Sphere: Necromantic

Level: 5

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 1d12 hrs.

Area of Effect: 1 dwarf

Saving Throw: None

This chant tempers the soul of a single dwarf, making him a forge-priest and initiating him into the greater mysteries of the societies among dwarves. The ceremony of the *tempering* chant itself requires a vigil held in a temple of Moradin, and the words must be chanted both by the initiate and by a single master forge-priest; that is, a dwarven priest of 9th-level or higher or a smith with at least nine slots of smithing nonweapon proficiencies. If the saving throw is successful, the tempering succeeds and the initiate becomes a forge-priest. In addition, completion of the chant grants an additional slot of smithing proficiency and a +1 bonus to all saving throws against fiery attacks. If the chant fails, the initiate loses a point of Strength permanently and may not attempt the chant again until at least 10 years have passed.

The material components are a silver axe (100 gp), a flawless iron hammer (25 gp), and a small golden anvil (500 gp), all of which must be melted down during the course of the vigil.

**Notes:** Restricted to dwarven priests, uncommon. (Updated from *Dragon* Magazine #245.)

Thorn Growth

(Alteration)

Sphere: Plant

Level: 3

Range: 0

Components: V, S, M

Duration: 5 rds. + 1 rd./two levels

Casting Time: 6

Area of Effect: The caster

Saving Throw: None

*Thorn growth* is a more powerful version of the *barkskin* spell. When this spell is cast, the priest’s skin assumes the coloration and texture of wood and grows 1-inch-long thorns. For the duration of the spell, the priest has AC 3, inflicts an extra 1d3 points of damage with each unarmed attack (including grapples), and gains a bonus to her saving throws of +1 for every three levels of experience. This bonus does not apply to fire-based attacks.

While affected by this spell, the caster can be the source of a *hail of thorns* spell, which functions normally, although this ends the *thorn growth* spell immediately.

The material component is a blessed thorn, which is consumed in the casting.

**Notes:** Rare for druids and similar priests. (Updated from *Dragon* Magazine #273.)

Token Leaf — Elf

(Abjuration)

Sphere: Protection

Level: 3

Range: 0

Components: V, S, M

Duration: 1 day/level

Casting Time: 1 hr.

Area of Effect: See below

Saving Throw: None

This song requires time and patience, as the elven caster must travel through the forest until he finds a perfect, healthy-leaf to fashion into a protective charm. Through the workings of the woodsong, a fraction of the tree’s properties are bestowed upon the wearer. The following are the powers of only some of the known *token leaves*:

Alder +2 on swimming proficiency checks

Ash +1 on Constitution (Health) checks

Beech +2 on reading/writing proficiency checks

Birch +2 on healing proficiency checks

Elder +1 on saves vs. poison

Fir +2 on awareness proficiency checks

Hawthorn +1 on saves vs. cold

Hazel +2 on weather knowledge proficiency checks

Oak +1 on saves vs. lightning

Rowan +1 on saves vs. Enchantment magic

Should the bearer not possess a proficiency augmented by a *token leaf*, for the duration of the spell, he may make use of that skill on a roll of 8 or less (no additional bonus is gained from the charm). The charm can be removed, forfeiting the protection until it is worn again.

A delicate thing, a *token leaf* can be easily destroyed, especially by fire. The abjurative magic of the *token leaf* fades with the duration. At that time, the leaf shrivels away.

**Notes:** Granted by the elven deities Fenmarel Mestarine, Rillifane Rallathil, Solonor Thelandira, and Shevarash. (Updated from *Dragon* Magazine #251.)

Transmute Gem

(Alteration)

Sphere: Elemental Earth

Level: 3

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 1 rd.

Area of Effect: Gem touched

Saving Throw: Negates

This spell has two possible uses. It can transmute one type of gem into another, of equal value, and it can increase the value of a gem.

When transmuting one type of gem into another, no saving throw is required. The new gem may be of any common gem type desired by the dwarven priest. If the priest has the gemology or appraising nonweapon proficiency, the priest may specify one attribute of the new gem in advance (such as size, color, or purity) so long as the gold piece value of the gem remains unchanged. If purity is increased, for example, size and color typically decrease.

If the dwarven priest attempts to increase the value of a gem using this spell, the gem must make a successful saving throw vs. crushing blow to avoid being ruined in the attempt. Advice from anyone skilled in gemology lends a +1 bonus to the saving throw. Proficiency in gemology by the priest casting the spell offers a +2 bonus. If the saving throw fails, the gem is ruined and drops to a flat base value of 10 gp. If it succeeds, roll percentile dice on the table below to determine the increased value:

**Roll 1d100 Value increases by**

01–50 25%

51–75 50%

80–95 100%

96–00 150%

A gem can be transmuted via this spell only one time. If this spell is ever cast on a gem more than once, it shatters. A faint magical aura of alteration magic remains on any gem that has been transmuted as a warning.

**Notes:** Rare for dwarven priests. (Updated from *Dragon* Magazine Annual 1998.)

Tyche’s Touch

(Abjuration)

Sphere: Combat, Protection

Level: 2

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 5

Area of Effect: 1 living creature

Saving Throw: None

This spell conferred a protection or a curse upon a single living recipient creature that couldn’t be ended by *dispel magic* or other magical effects. It lasted until the death of the recipient creature or until its power was exhausted by use. The positive and negative forms of the *Tyche’s touch* spell automatically canceled each other out if cast on the same creature, regardless of how many saving throws the first spell to be cast had affected.

A priest of Tyche had to physically touch the spell recipient with a bare hand to cast this spell, requiring a successful attack roll if the recipient was in battle or unwilling. *Tyche’s touch* conferred a set of bonuses or penalties upon the saving throws of the recipient it affected; whether the spell’s target was given bonuses or penalties was determined by the casting priest.

The first saving throw made by the recipient after the spell was successfully cast was made at a +4 bonus or –4 penalty, even if it took place later in the same rd. as the spell took effect. The second saving throw after the spell took effect was at a +3 bonus or –3 penalty, the next at a +2 bonus or –2 penalty, and the following one at a +1 bonus or –1 penalty. After the four affected saving throws occurred, the magic was exhausted.

Only one *Tyche’s touch* could be in effect upon a victim at any one time. Additional castings of the same type of *Tyche’s touch* had no effect while one *Tyche’s touch* was still in effect. Castings of the opposite forms on the same being canceled each other out, as mentioned above. In addition, Tyche didn’t allow her touch to be imposed upon the same creature more than once in any day unless there were exceptional circumstances affecting members of her own faith. Any attempt to cast *Tyche’s touch* more than once a day on a nonworshipper of Tyche automatically failed; multiple castings of *Tyche’s touch* on her own faithful are allowed only at the DM’s discretion.

The material component of this spell was the priest’s holy symbol.

**Notes:** Granted by the Olympian goddess of luck, Tyche.

Undead Taboo

(Abjuration)

Sphere: Protection

Level: 3

Range: Touch

Components: V, S

Duration: 1 turn/level

Casting Time: 1 rd.

Area of Effect: 1 character

Saving Throw: None

The recipient of this spell is allowed a Wisdom ability check to resist the effect of any nonphysical attack or special ability of an undead creature, including life energy draining, paralyzation, fear, disease, suggestion, aging, and *magic jar*. The Wisdom check is in addition to any other saving throw that may be permitted and is attempted before the save is rolled.

**Notes:** Known to Knorrman priests on Jakandor; common. Virtually unknown elsewhere. (Updated from *Jakandor: Island of War*.)

Vengeful Fist of Heironeous

(Evocation)

Sphere: Combat

Level: 3

Range: 30 ft. + 30 ft./level

Components: V, S, M

Duration: Instantaneous

Casting Tune: 6

Area of Effect: 20 ft. diameter

Saving Throw: ½

This spell briefly calls forth a shimmering mailed fist, the *vengeful fist of Heironeous*. The *fist* is gargantuan; even clenched, it measures some 20 feet in diameter. The *fist* speeds from its materialization point above the caster to its designated point of impact, delivering damage proportional to the level of the priest who cast it 2d4 hit points + 1 hit point per level of the caster (no maximum) on every creature within the area of effect (20-feet-diameter circle). The *fist* immediately fades after impact.

The *fist* is most effective against creatures that stand firmly on the earth; those who succeed a saving throw vs. paralyza-tion leap away and take half-damage. Flying creatures automatically take only half-damage, and if they save, completely avoid the fist.

Besides causing damage to living targets, friefisi can crush and bend rigid materials that fall beneath the fist: armor, weapons, poles, and other rigid objects must save vs. crushing blow on the Item Saving Throw Table in the DMC.

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

**Notes:** Granted by Heironeous, the Crusader of Justice, of the Greyhawk setting.

Vigilance

(Alteration)

Sphere: Guardian

Level: 2

Range: Touch

Components: V, S, M

Duration: 1 tum/level

Casting Time: 5

Area of Effect 30 ft. + 1 ft./level

Saving Throw: None

*Vigilance* allows the priest or a target she designates to see for a distance of 30 feet plus 1 foot per level of the caster in darkness, fog, silty water, or other vision-impairing medium. Thus, a 6th-level caster could see through fog perfectly in a 36-foot-radius, although his companions would still be hindered by the mist. Furthermore, in magical fog or magical darkness, *vigilance* has the same 30-foot radius of effect; however, the magical resistance wears against the spell, so that the duration falls from 1 turn per level to 1 round per level.

The material components for this spell include a piece of cloth that has been used to wipe the dust from a window.

**Notes:** Granted by Heironeous, the Crusader of Justice, of the Greyhawk setting.

Walk All Paths — Elf

(Alteration)

Sphere: Travellers

Level: 5

Range: 0

Components: V

Duration: Instantaneous

Casting Time: 1 turn

Area of Effect: 10 miles/level of caster

Saving Throw: None

This song helps the elven caster protect any forest. The caster begins the song while walking or running along one forest trail; by the end of the casting time, the caster emerges onto any other known path within the area of effect as long as the new trail is in the same woods. No other time has elapsed, though if the caster emerges into a melee situation he automatically loses initiative that round. This song cannot be used to travel the distance of the same path the caster started on; the destination trail must be a different path that the caster has at least once traveled; otherwise, it is unknown to him and cannot be reached using this song.

For every three levels of ability, the caster may take along with him another elf. Others of the different elven races may accompany the caster, one other elf for every five levels of the caster.

**Notes:** Granted by the elven deities Fenmarel Mestarine, Rillifane Rallathil, Solonor Thelandira, and Shevarash. (Updated from *Dragon* Magazine #251.)

Woodland Party — Satyr

(Conjuration/Summoning)

Sphere: Animal

Level: 2

Range: 50 yds./3 levels (200 yds. maximum)

Components: V, S

Duration: 10 rds.

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: Negates

Originally used to attract denizens of the woodlands for celebrations, this spell can be used by satyrs to summon 1–10 intelligent woodland creatures (to a maximum of 2–20 HD) for a single purpose (such as attacking the caster’s foes). Satyrs must play their pipes and dance for the duration of the spell’s casting time. The creatures show up within 1–3 rounds and can include dryads, other satyrs, sprites, and other creatures of higher than 3 Intelligence that live within the spell’s range. (DMs can use the table under the *call woodland beings* spell if they wish.) Those called forth receive a saving throw to avoid the call, and if one of the satyr’s party is a known despoiler of nature, then they receive another one to see if they can leave. If the caster personally knows a being in the area, then he can double his range for that one being.

The summoned creatures expect a reward of dancing, singing, and eating afterward, however. If the satyr does not provide at least four songs (about 30 minutes) worth of frivolity and joy, the spell will not work for the satyr again until he provides some sort of festivities for the summoned creatures. The party can continue after the satyr leaves if the satyr called forth another satyr (30% chance to do so).

**Notes:** Granted by the satyr god Damh. (Updated from *Dragon* Magazine #269.)

Woodland Ruse Woodland Wile — Elf

(Alteration)

Sphere: Plant

Level: 1

Range: 10 yds.

Components: V

Duration: Instantaneous

Casting Time: 2

Area of Fffect: 2(1 yds.

Saving Throw: See below

This song causes the woods near the elf to rustle as if an animal were hiding in the vegetation or a gust of wind were blowing. *Woodland ruse woodland wile* is used to provide a distraction so that the caster might escape or gain initiative. Anyone within the area of effect must make a saving throw, modified as follows: animals receive a –1 penalty, chaotic targets suffer a –1 penalty, and city dwellers receive a –3 penalty for being unfamiliar with forest environs. These penalties are cumulative, so a chaotic city dweller suffers a –4 penalty.

Should all present fail, the elf gains a +3 to his initiative roll and a +10% bonus to any hide in shadows and move silently skills for the following rd. only. Should only a single target fail, the caster still gains a +1 to its following initiative roll. No benefit is gained if none of the spell’s targets fail.

**Notes:** Granted by the elven deities Fenmarel Mestarine, Rillifane Rallathil, Solonor Thelandira, and Shevarash. (Updated from *Dragon* Magazine #251.)

Glyphs

Glyphs function like keys to unlocking magical power. Each glyph has a unique name and a unique shape, and like keys, each fits a different “keyhole.” Glyphs can only be magically inscribed by *warding* spells, specifically *lesser glyph of warding*, *glyph of warding*, and *greater glyph of warding*. When properly inscribed and triggered by the appropriate stimulus, the glyph channels its particular effect into the specified target.

**Common glyphs** are keyed to an elemental force, and are generally available to most priests who have access to the Guardian sphere. Fire, cold, and lightning are common examples, although other effects can also be brought about by common glyphs. Glyph effects that damage are referred to as primary effects. For example, if the glyph *Cuh* (cold) were inscribed using the *lesser glyph of warding* spell, creatures triggering it would take 1d4 points of cold damage per two levels attained by the caster. If the glyph *Leh* (lightning) were inscribed using *glyph of warding* spell, creatures triggering it would take 1d4 points of lightning damage per two levels of the caster.

Some glyphs cause no damage, but still affect the target creature if it fails a saving throw {targets that make a saving throw are unaffected by secondary effects). Examples include glyphs that paralyze or blind the target. These effects are referred to as secondary effects, and some glyphs with only a secondary effect are also numbered among common glyphs.

**Restricted glyphs** are known only to priests of a particular creed or temple who have spent the appropriate meditation and prayer time to receive enlightenment. Some restricted glyphs possess both primary and secondary effects. When a creature is targeted with a glyph with both primary and secondary effect, only one save is required to escape both effects (those who successfully save vs. glyphs inscribed with *greater glyph of warding* take half damage from the primary effect, but are unaffected by the secondary effect). Generally speaking, the priests of Heironeous know the restricted glyphs presented below; however, glyphs such as *Nuh* are not cast by good-aligned priests.

**Restricted weapon glyphs** are regular glyphs that have been specially modified to be inscribed on weapons dedicated to Heironeous. Restricted weapon glyphs can also be inscribed upon magical items. Restricted weapon glyphs cart only be inscribed by the *greater glyph of warding* spell; thus every weapon glyph has a minimum of ten charges. A weapon glyph affects anyone who is not a priest, cleric, or devout worshiper of the god Heironeous. Thus, an inquisitor, templar, catechist, priest, or even a devout worshiper of Heironeous from a remote country village could safely handle a weapon with an inscribed weapon glyph. However, the moment one who is not a devout follower of Heironeous picks up a warded weapon, the appropriate damage or secondary effect affects the unfortunate wielder, even if he is a lawful good paladin of a good god (saving throws are allows as normal). The target of a weapon, glyph can drop the weapon after the first effect is felt. If the target retains hold on the weapon, another charge burns off the ward, and the wielder is once again subject to its effects. Thus cycle continues until the weapon is dropped or until all the charges burn out of the glyph.

Types of Glyphs

Common Glyphs

**Name Primary Effect Secondary Effect**

*Fah* Fire None.

*Leh* Lightning None.

*Cuh* Cold None.

*Beh* None Target is blinded for 1d6 hours.

*Peh* None Target is paralyzed for 1d6 hours.

*Eh’doh* None Energy drain inflicts –3 penalty on all actions for 1d6 hours.

Restricted Glyphs

**Name Primary Effect Secondary Effect**

*Ayh* None Air blows target 1d20+20 feet in specified direction.

*Urh* None Earth below target’s feet adheres, holding target fast for 1d6 turns.

*Wah* Special Water superhydrates target causing damage as if a primary effect.

*Smah* ½ Fire Target can do nothing but cough for 1d4+1 rounds.

*Uhz* None Targets failing 3 successive saves choke to death on black ooze.

*Mah* ½ Fire Magma adheres to target, inflicting an additional 1d4+2 hits/round for 1d10 rounds.

*Stah* ½ Fire Steam parboils target, penalizing every roll by –2 until magically *healed*.

*Rah* ½ Fire Target is blinded for 1d6 turns.

*Meh* Special Minerals calcify in target’s body causing damages as primary effect.

*Vah* ½ Cold Targets failing 3 successive saves suffocate due to lack of air.

*Sah* Special Salt dehydrates target causing damages as if a primary effect.

*Duh* Special Gritty dust erodes target causing damages as if a primary effect.

*Neh* Cold Target failing save dies and returns as a zombie.

Restricted Beneficial Glyphs

**Name Effect**

*Eha* Energy infuses target, affecting target as a bless spell.

*N’fah* Protects target as *resist fire* spell.

*N’cuh* Protects target as *resist cold* spell.

*N’poh* Target receives *neutralize poison* spell.

*N’neh* Target protected by *negative plane protection* for 1d4+2 hours.

*N’cur* Target receives *remove curse* spell.

*Pah* Energy infuses target, affecting target as *heal* spell.

*Reh* Energy infuses target, affecting target as *restoration*.

*Teh* Target that names glyph is teleported by *word of recall* to predetermined location.

Restricted Weapon Glyphs

(use with greater glyph of warding only)

**Name Primary Effect Secondary Effect**

*W’fah* Fire None

*W’leh* Lightning None

*W’bah* ½ Cold Weapon initiates backbiting attack against wielder with wielder’s THAC0.

*W’freh* None Weapon initiates attack against wielder’s closest companion with wielder’s THAC0.

*W’teh* None Wielder *teleported* 1d100 mi. in random direction—weapon is not *teleported*.

*W’uhz* None Wielder begins to spit up black ooze. If wielder doesn’t drop weapon within 3 rounds, he chokes to death.

*W’jar* None Wielder’s mind sucked into weapon and body dies. Mind becomes a trapped spirit, but may communicate with proper wielder telepathically.

Orisons

Arrow Bides — Elf

(Divination)

Sphere: Combat

Level: 0

Range: 0

Components: V

Duration: 1 turn

Casting Time: 1

Area of Effect: One arrow

Saving Throw: None

This quick verse is sung while the elf shoots a bow. It ensures that, should the arrow miss its mark, it falls to the ground upright and remains intact. Also, should the elf seek out the arrow within the song’s duration, as long as he is within 100 ft. of the shaft, he has no difficulty spotting it.

**Notes:** Granted by the elven deities Fenmarel Mestarine, Rillifane Rallathil, Solonor Thelandira, and Shevarash. (Updated from *Dragon* Magazine #251.)

Hammer

(Invocation/Evocation)

Sphere: All

Level: 0

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: One dwarf

Saving Throw: None

Using this chant, up to seven dwarven priests and/or dwarven blacksmiths, armorers, or weaponsmiths may combine their abilities so that one of them casts other chants at an enhanced level. If no priest is present, the chant may still be completed successfully, but the casting time doubles. The target of the spell is usually the master smith (granting him the power to lead other magical chants) or the highest-ranking priest. All dwarves taking part in the hammer chant must have the Singing non-weapon proficiency.

The highest-ranking priest or master smith stands at the forge, hammering out time on the anvil, while the others work the bellows and tend to other forging tasks. The dwarf who keeps time is the leader of the chant and becomes the focus of the chant’s magic. The leader gains one effective level for each three levels or Hit Dice of the dwarven smiths chanting at their work, to a maximum gain of six levels. While the priest gains no additional memorized priest spells, the priest may gain access to additional chants that were previously unavailable to him. Upon completing the *hammer* chant, the group can immediately begin another chant, which then gains the benefit of the increased effective level provided by the hammer chant.

If a *hammer* chant is attempted during battle, the chanting dwarves lose all Armor Class bonuses for shield or Dexterity while chanting. If any of them loses his concentration (when struck a blow, or distracted by noise or magic), the *hammer* chant ends immediately.

The material components of the *hammer* chant are a hammer, an anvil, and a forge’s fire. *Hammer* chants must be conducted in a forge consecrated to the dwarven gods; human or elven smithies, makeshift forges, and abandoned holdings are unsuited to the successful completion of this chant.

**Notes:** Restricted to dwarven priests, uncommon. (Updated from *Dragon* Magazine #245.)

Miner’s Chant

(Abjuration)

Sphere: Elemental Earth

Level: 0

Range: 0

Components: V, S, M

Duration: 12 hrs.

Casting Time: 1d4 turns

Area of Effect: 1d6 dwarves

Saving Throw: None

While not strictly a smith’s chant, the *miner’s chant* is often conducted at the forge by a forge-priest before a group of miners goes off to the tunnels and begins a day’s work. The chant is an invocation of blessings and protection, but it also hardens and improves the miner’s tools, increasing their effectiveness and decreasing the chance of their becoming blunted. Miners operating under the influence of the miner’s chant can operate without fatigue and dig 50% faster while they do so.

The material component of the *miner’s chant* is a chunk of ore for any metal.

**Notes:** Restricted to dwarven priests, uncommon. (Updated from *Dragon* Magazine #245.)

Seek the Stream — Elf

(Divination)

Sphere: Divination

Level: 0

Range: 0

Components: V, M

Duration: Instantaneous

Casting Time: 2

Area of Effect: See below

Saving Throw: None

An elf sings *seek the stream* when exploring an unknown area or when thirsty and desperate for water. This woodsong immediately leads the elf in the direction of the nearest small body of running water (a stream, brook, even river) and also gives him some mental hint as to how long it takes on foot to reach.

The material component is the elf’s empty waterskin.

**Notes:** Granted by the elven deities Fenmarel Mestarine, Rillifane Rallathil, Solonor Thelandira, and Shevarash. (Updated from *Dragon* Magazine #251.)

Trail Lilt — Elf

(Conjuration/Summoning)

Sphere: Elemental Earth

Level: 0

Range: 0

Components: V, S

Duration: Instantaneous

Casting Time: 5

Area of Effect: See below

Saving Throw: None

This light song is used often by elven woodsmen to improve their chance of tracking. The elf gently sings while leaning down near to the ground. The soil and grass shift about slightly so that the impressions of any animal or individual are more obvious. The singer gains a +1 bonus to the tracking proficiency.

**Notes:** Granted by the elven deities Fenmarel Mestarine, Rillifane Rallathil, Solonor Thelandira, and Shevarash. (Updated from *Dragon* Magazine #251.)

Venery Call — Elf

(Conjuration/Summoning)

Sphere: All

Level: 0

Range: 20 yds.

Components: V

Duration: 2 hrs.

Casting Time: 1 turn

Area of Effect: 1 elf

Saving Throw: None

Using this song, up to five elves may combine their talents so that one of them alone can gain a superior edge in hunting. The target of the spell is usually the highest ranking woodsman. All elves taking part in the venery call song must have the singing nonweapon proficiency.

The *venery call* song is a low tune of many verses. It rustles like leaves in the wind. No animal is ever disturbed by it, so the casting elves surfer no penalties to their chance to surprise a target. When completed, the leader gains a –1 bonus to his THAC0 for every three levels per hit dice of the elves singing, to a maximum gain of a –6 bonus. This bonus applies only to a single bowshot, spear throw, or other attack intended to bring down a game animal. In addition, the leader gains an equivalent bonus to his hunting proficiency check for the entire duration of the woodsong.

Though not its intended purpose, a *venery call* can be used to defend a homeland. The prey in such cases is not an animal but rather the intruder. In such instances, the intruder is permitted a saving throw to hear the song (and perhaps avoid surprise), but the hunt leader still gains the bonus to one attack roll.

**Notes:** Granted by the elven deities Fenmarel Mestarine, Rillifane Rallathil, Solonor Thelandira, and Shevarash. (Updated from *Dragon* Magazine #251.)

Quest Spells

Red Skies Warning

(Alteration, Conjuration/Summoning)

Sphere: Divination, Elemental Air, Weather

Level: Quest

Range: 10 square miles

Components: V, S, M

Duration: 1 year

Casting Time: 8

Area of Effect: 100 square miles/level

Saving Throw: None

Earthstokers use this spell to communicate throughout the world. The image implied by the spell’s name is but one of the spell’s many different manifestations. Material components are colored grains of sand, a lodestone, and a tear from the caster. The DM should feel free to invent effects other than those described below.

**Red skies warning:** This effect imbues sunsets with spectacular color. The air smells of ozone at night, and storms rage across the sky. This effect is strongest near the caster and warns all earthstokers of a great event.

**Golden bow:** After sunset, this effect appears as a golden arc in the sky. This is a great sign for earthstokers; they believe it means that the powers of earth are pleased. The effect guarantees bountiful harvests, and all earthstokers within the area of effect receive an additional +1 to saving throws for the duration of the spell. This benefit is not cumulative with multiple castings of the spell.

**Dry fog:** This fog, which appears as an acidic blue haze, is not dispersed by wind or rain. It causes current temperatures to persist twice as long as normal. For example, cold air lingers and prevents snow from melting, or humidity is trapped in dense fog, making hot days even hotter and more humid. Crop failures and livestock deaths are prevalent. Weather summoning can be used against the fog, halving its duration and area of effect.

**Notes:** Very rare quest spell, typically only granted by volcanic deities. (Updated from *Dragon* Magazine #265.)