

Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
<i>Ceremony</i>	Aid	<i>Cloudburst</i>	Abjure	Air Walk	<i>Forbiddance</i>
<i>Combine</i>	** <i>Detect Life</i> **	<i>Death's Door</i>	Cloak of Fear	Animate Dead Monsters	Heroes' Feast
Endure Cold/Heat	Dust Devil	Flame Walk	<i>Giant Insect</i>	** <i>Golem</i> **	
Invisibility to Undead	Enthral	Meld Into Stone	Spell Immunity	Magic Font	
<i>Magic Stone</i>	<i>Holy/unholy Symbol</i>	Negative Plane Protection	Spike Growth	Spike Stones	
<i>Detect Disguise</i>	Messenger	Remove Paralysis			Level 7
** <i>Portent</i> **	Withdraw	Water Walk			Exaction
<i>Precipitation</i>	Wyvern Watch				Succor
** <i>these spells still need work</i> **					

1st Level Clerical Spells

Ceremony (Invocation)

Level: 1
Range: Touch
Duration: Permanent
Area of Effect: One creature, one item, or area (see below)

Components: V, S, M
Casting Time: 1 hour
Saving Throw: Special

Explanation/Description: *Ceremony* has a number of applications in the religious organization, depending on the level of the cleric. The effect of a *ceremony* spell does not leave behind an aura of magic, although in some cases an aura of good or evil might be present (and thus detectable). The specific *ceremony* spells can vary from religion to religion, but usually encompass these:

- 1st-level cleric: *coming of age, burial, marriage*
- 3rd-level cleric: *dedication, investiture, consecrate item*
- 5th-level cleric: *ordination, special vows*
- 7th-level cleric: *consecrate ground*
- 9th-level cleric: *anathematize*

Each of these varieties of the ceremony spell requires a cleric of the indicated level or a higher one, with additional restrictions as described below. For all *ceremony* spells except *anathematize* (see below), no saving throw is called for, since the recipient is either inanimate or presumed to be willing to be affected by the magic; any version of the spell except for *anathematize* will simply fail if it is cast on a person who (for some reason) is unwilling to receive the benefit. Briefly, the *ceremonies* listed do the following things:

Coming of age -- is a limited form of *bless* spell which is cast upon a young man (and in some cultures a young woman) at some point relatively early in life, often the age of 12. A young person who receives this spell gets a + 1 bonus to any single saving throw, which can be taken at any time after the *coming of age ceremony* is completed. In some cultures, the *coming of age ceremony* has a symbolic significance, such that an adolescent must receive this blessing before he or she can enjoy the rights and privileges of adulthood.

Burial -- magically protects a corpse, and bestows it with the blessing of the religious organization. The body is shielded for one week as if by a *protection from evil* spell, and anyone trying to disinter the corpse within that time must make a saving throw versus spell or stop and flee in fear for one turn.

Marriage -- has no tangible after-effect (i.e., it does not guarantee happiness or harmony), but it usually carries a moral or legal significance, not dissimilar in nature to the various rites of marriage which are performed in our real world.

Dedication -- allows the recipient of the spell to be taken into the ranks of the casting cleric's religion, making that person a sanctioned worshiper of the cleric's deity. The effect of a *dedication* is permanent, unless the worshiper demonstrates a desire to change allegiance to a different deity. In such a case, the earlier *dedication* can be overridden by a new *dedication*.

The rite of -- *investiture* -- must be performed on any aspiring cleric before that character can achieve the status of a first-level cleric.

Consecrate item -- must be performed on any object to be placed on an altar or in some other location within a religious edifice. To prevent it from losing its potency, holy/unholy water must be kept in a properly consecrated container.

Ordination -- must be performed on a cleric before the character can become the priest of a congregation or assume similar sorts of duties, and even an adventuring cleric must be *ordained* before he or she can gain followers and establish a following or other sort of group. In all cases, the cleric performing the *ordination* must be of higher level than the recipient; this *ceremony* is often conducted as part of the training a cleric receives in order to advance from second to third level.

Special vows -- can be received by a would-be cavalier or paladin before that character embarks upon a career in the desired profession. The effects of this spell persist for as long as it takes the character to accumulate enough experience points to rise to the upper limit of his or her current level. The *special vows* can then be renewed as part of the character's training between levels, or at any time during advancement through the next higher level. A cavalier or paladin who has received *special vows* is immune to the effects of *bestow curse* spells (but not cursed items) for as long as the *special vows* remain in effect. Additionally, this *ceremony* renders the subject more susceptible (-4 on saving throw) to any *quest* spell cast upon him or her by a cleric of the same alignment as the caster of the *special vows*.

Consecrate ground -- should be performed upon an area before any holy/unholy structure is built on the site. A religious edifice constructed on ground that has not been *consecrated* will slowly but irrevocably fall into a state of disrepair and has a 1% chance per year, cumulative, of actually collapsing as a result of this oversight. This spell must be cast before the area in question is altered in any way (e.g., landscaping) and before any construction materials are brought to the site; it will have no effect if it is done as an afterthought. *Consecrate ground* can also be used on a plot of land destined for use as a graveyard, and in such a case the graveyard itself automatically *turns undead* each round with the same effectiveness as a 3rd-level cleric. Or, if the *consecration* of a would-be graveyard is performed by an evil cleric, any undead creatures occupying the area are treated as if they were being protected and controlled by an evil cleric of 3rd level.

Anathematize -- is a form of excommunication by means of which the offender is literally branded on the cheek, forehead, arm, or hand with a symbol, sigil, or sign that identifies the subject (to those who understand the symbol) as someone who has committed a serious offense in the eyes of his or her deity. An unwilling subject of this spell is allowed a saving throw versus spell, at -4, to escape its effects. If the recipient is not truly deserving of the telling brand, the spell fails when cast. A successful *atonement* causes the brand to fade, and possibly vanish. If the offending actions were caused magically or by some other external force, the brand utterly disappears. If the offending actions were natural, the brand cannot be completely removed.

The components for the various *ceremony* spells vary from religion to religion, but the material component always involves the use of the cleric's holy/unholy symbol in one way or another. Standard costs for the casting of these spells are as follows: *coming of age*, 5-15 sp; *burial*, 5-50 gp; *marriage*, 1-20 gp; *dedication*, 1-10 sp (or sometimes free); *investiture*, 1-100 gp (or sometimes free); *item consecration*, usually free; *ordination*, usually free put possibly as much as 200 gp; *special vows*, 1-100 gp (or sometimes free); *consecrate ground*, 100-600 gp depending on the size of the area to be affected and the level of the cleric performing the spell; and *anathematize* is always performed at no charge, since the casting of this spell is always deemed to be in the best interests of the clerics' religion.

Combine (Evocation)

Level: 1

Range: Touch

Duration: Special

Area of Effect: The circle of clerics

Components: V, S

Casting Time: 1 round

Saving Throw: None

Explanation/Description: This spell enables two to five clerics to *combine* their abilities and thereby empower one of their number to cast a spell or *turn undead* with greater efficacy. One of the clerics of the group stands, while the other clerics join hands in a surrounding circle. All the participating clerics then cast the *combine* spell each. The central cleric temporarily functions as if of higher level, gaining one level for each *combining* cleric.

The maximum gain is four levels, and the maximum duration is 3 turns. The increase applies to the cleric's effective level for determining the results of attempts to *turn undead*, and to spell details which vary by the level of the caster. The central cleric gains no additional spells, and is limited to his currently memorized spells.

The encircling clerics must concentrate on maintaining the *combine* effect. They gain no armor class bonuses from shield or dexterity, and their attackers gain +4 bonus on all "to hit" rolls. If one of them has his concentration broken, that cleric's participation in the *combination* ends immediately.

Detect Disguise (Divination)

Level: 1

Range: 12"

Duration: 1 round

Area of Effect: One individual

Components: V, S

Casting Time: 2 rounds

Saving Throw: Neg.

Explanation/Description: By means of this spell, the cleric is empowered to see through a disguise composed solely of makeup or altered clothing (i.e., non-magical in nature). The cleric cannot identify what class or profession the disguised figure actually belongs to, nor the true appearance of the figure; the spell merely points out that the target figure is posing as someone or something else. The spell does not detect actual rank or status and cannot reveal an illusion for what it is, but it can detect whether a figure is the object of a *friends* spell. The spell cannot detect any deception involving alignment. The target of the spell is allowed a saving throw versus spell, and if this saving throw is made, the disguise will be enhanced in the eyes of the cleric, so that the caster becomes convinced that the target figure actually is what he claims to be. Being under the effect of a *bless* spell, wearing magic armor, or using a magic item of *protection* (such as a *cloak* or *ring*) will give the target an appropriate bonus to the saving throw.

Endure Cold/Heat (Alteration)

Level: 1

Range: Touch

Duration: 9 turns/level

Area of Effect: One creature

Components: V, S

Casting Time: 1 round

Saving Throw: None

Explanation/Description: The recipient of this spell is provided with protection from normal extremes of cold or heat (depending on which application is used). He or she can stand otherwise unprotected in temperatures as low as -30 F or as high as 130 F (depending on application) with no ill effect. A temperature beyond either of those limits will cause 1 hit point of exposure damage per hour for every degree above or below those limits. The spell will last for the prescribed duration, or until the recipient is affected by any form of magical cold (including white dragon breath) or magical heat. The cancellation of the spell will occur regardless of which application was used and regardless of which type of magical effect hits the character (e.g., *endure cold* will be cancelled by magical heat or fire as well as by magical cold). The recipient of the spell will not suffer the first 10 points of damage from the magical heat or cold during the round in which the spell is broken. The spell will be cancelled instantly if either *resist fire* or *resist cold* is cast upon the recipient.

Invisibility to Undead (Abjuration)

Level: 1

Range: Touch

Duration: 6 rounds

Area of Effect: One individual

Components: V, S, M

Casting Time: 4 segments

Saving Throw: Neg.

Explanation/Description: This spell is quite similar to *sanctuary*, but only affects undead of 4 or fewer hit dice. A saving throw versus spell is made for each type of undead within 30 feet of the caster, and if failed, all undead of that type will ignore the caster completely for the duration of the spell. If the caster is of neutral morals (with respect to good and evil), the undead save at -2. The effect of this spell ends if the caster attacks or attempts to *turn undead*. The material component is the cleric's holy/unholy symbol.

Magic Stone (Enchantment)

Level: 1

Range: 2"

Duration: 6 rounds or until used

Area of Effect: One small stone or pebble

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

Explanation/Description: To use this spell, the cleric picks up a small stone or pebble and then (via the casting process) places a magical aura on it. The spell cannot affect stones that are already magical. The *magic stone* can be thrown at a target up to 4" distant (assuming no intervening obstacles and sufficient head room). It is considered a +1 weapon for determining if a creature can be struck (those struck only by magical weapons, for instance), although it does not have an attack or damage bonus. If a hit is scored the stone will do 1d3 points of damage. Ranges are 2"/3"/4", with standard modifications. The magic in each *stone* lasts only for 6 rounds, or until used.

Any target which succeeds in its magic resistance check cannot be affected by the *stone*. A *shield* spell will protect a target from a *magic stone*, as will a *brooch of shielding*, a *protection from normal missiles* spell, a *minor globe of invulnerability*, or any similar (more powerful) magic. A cleric of 6th through 10th level can enchant 2 stones with this spell, one of 11th through 15th level can use it on 3 stones, and an additional stone is allowed for every five levels of experience the caster has gained beyond the 11th (i.e., 4 stones at 16th level, 5 stones at 21st level, etc.). It is possible for a cleric to give an enchanted *stone* to another character to throw or fire from a sling.

The material components are the cleric's holy/unholy symbol and the stones or pebbles to be enchanted, unworked by tools or magic of any type.

Precipitation (Alteration)

Level: 1

Range: 1"/level

Duration: 1 segment/level

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

Components: V, S, M

Casting Time: 3 segments

Saving Throw: None

Explanation/Description: When this spell is cast, all water vapor in the atmosphere within the area of effect is *precipitated* in the form of a light rain. (Note that low-level spell casters will certainly be within the area of effect of the spell.) The rain will continue for only as many segments of time as the spell caster has levels of experience. Since only some 1/100 of an inch of *precipitation* falls during the course of a segment, the spell will have only the following general effects:

Thin, light material will become damp in 1 segment and thoroughly wet thereafter.

Twigs and heavy material such as canvas will be damp in 2 segments and wet thereafter.

Flat, relatively non-porous surfaces, such as stone floors, rock, painted wood, etc., will be damp in 1 segment and filmed with water thereafter.

Semi-porous surfaces and materials will become damp on the surface in 2 segments, and thereafter the damp area will progress downward/inward, until after 5 segments the surface or material will be thoroughly wet.

Porous surfaces and materials will simply absorb the rain up to the limit of their capacity -- which probably extends well beyond the duration of the spell.

Small flames, such as those of candles, will be extinguished by 1 segment of *precipitation*. Small fires will slow and become smoky for 1 round after *precipitation* has ceased. Large fires will not be materially affected by the spell.

Note that if the temperature is above 90 degrees F, the duration of the spell will be extended to double normal except in arid regions. Also, where the temperature ranges between 33 and 31 degrees F., the *precipitation* will fall in the form of sleet. At 30 degrees F. and below, the *precipitation* will fall as rather thick snow, and most dampness/wetness effects will be negated or postponed until the snow melts. If magical heat of large area (i.e., a

wall of fire, fireball, flame strike, etc.) is applied to *precipitation*, a cloud of warm fog of double the area of the *precipitation* effect will be formed. If magical cold is applied to the spell or the water which remains thereafter, normal ice will be formed. The material component of the spell is a pinch of silver dust.

2nd Level Clerical Spells

Aid (Necromancy, Conjunction)

Level: 2

Range: Touch

Duration: 1 round + 1/level

Area of Effect: One person

Components: V, S, M

Casting Time: 4 segments

Saving Throw: None

Explanation/Description: The recipient of this spell gains the benefit of a *bless* spell (+1 to attack rolls and saving throws) and a special bonus of 1-8 additional hit points for the duration of the spell. The *aid* allows a character to actually have more hit points than the character's full normal total. Any damage taken by the recipient while the *aid* spell is in effect is taken off the 1-8 additional hit points before regular ones are lost. Hit points bestowed by an *aid* spell and then lost cannot be regained by curative magic. Example: A 1st-level fighter has 8 hit points, takes 2 points of damage, and then receives an *aid* spell which gives 6 additional hit points. The fighter now has 12 hit points, 6 of which are temporary. If he is then hit for 7 points of damage, 1 regular point and all 6 of the temporary points are lost. (Note that the operation of the spell is unaffected by permanent hit point losses due to energy drain, Hit Die losses, the loss of a familiar, or the operation of certain artifacts; the temporary hit point gain is figured from the new, lower total.) The material components of this spell are a tiny strip of white cloth with a sticky substance (such as tree sap) on the ends, plus the cleric's holy/unholy symbol.

X Detect Life (Divination) [needs rewording]

Level: 2

Range: 10'/level

Duration: 5 rounds

Area of Effect: One creature

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

Explanation/Description: By the use of this spell, a cleric can tell if a target creature is alive. The magic will *detect life* in the recipient of a *feign death* spell, or someone in a coma, deathlike trance, or state of suspended animation. If cast upon the body of a creature that is engaged in astral travel, it will reveal that the creature is alive. The spell works on plants and plant creatures as well as animals. The spell's range is diminished if more than a one-inch thickness of wood or stone lies between the cleric and the subject. Each inch of thickness of a wood or stone barrier is treated as 10 feet of open space. A barrier of metal of any thickness will cause the spell to fail and be ruined. Any form of mental protection, including those of psionic or magical nature, will likewise ruin the spell without anything being detected. The spell will detect the first living creature that lies along the cleric's line of sight (and within range), or else the first creature that crosses the line-of-sight path before the duration expires.

Dust Devil (Conjunction/Summoning)

Level: 2

Range: 3"

Duration: 1 round/level

Area of Effect: Special

Components: V, S

Casting Time: 3 rounds

Saving Throw: None

Explanation/Description: This spell enables a cleric to conjure up a weak air elemental -- a *dust devil* of AC 4, 2 HD, MV 18", 1 attack for 1-4 points of damage, which can be hit by normal weapons. The *dust devil* appears as a small whirlwind 5 feet in diameter at its base, 15 feet tall, and 10 feet across at the top. It will move as directed by the cleric, but will be dispelled if ordered to go farther than 3" away from the spell caster. The winds of the *dust devil* can hold a gas cloud or a creature in gaseous form at bay or push it away from the caster (though it cannot damage or dispel such a cloud). Its winds are sufficient to put out torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. If skimming along the ground in an area of loose dust, sand or ash,

the *dust devil* will pick up those particles and disperse them in a cloud 30 feet in diameter centered around the *dust devil*. Normal vision is not possible through the cloud, and creatures caught in the cloud will be effectively blinded until one round after they are free of it. A spellcaster caught in the *dust devil* or its cloud while casting must make a saving throw vs. spell to keep his concentration, or the spell is ruined. Any creature native to the Elemental Plane of Air -- even another *dust devil* -- can dismiss a *dust devil* at will from a distance of 3" or less. It is automatically dispelled if it contacts any creature with innate magic resistance -- but not until after it gets a chance to hit and do damage.

Enthral (Enchantment/Charm)

Level: 2

Range: 0

Duration: Special

Area of Effect: 3" radius

Components: V, S

Casting Time: 1 round

Saving Throw: Neg.

Explanation/Description: A cleric who uses this spell can bind and *enthral* an audience that can fully understand his or her language. Listeners of the same race as the cleric are allowed a saving throw versus spell; those of a different race which is generally unfriendly to the cleric's race save at +4. It is impossible to *enthral* a character or creature with more than 4 levels or hit dice, or one with a wisdom score greater than 15.

To effect the spell, the caster must speak without interruption for a full round. Thereafter, the enchantment lasts for as long as the cleric keeps speaking, to a maximum of 6 turns. Those who fail their saving throw will stand and listen to the cleric's words, but will not act on them as if a suggestion had been cast. When the cleric stops talking, the spell is broken and the listeners regain control of their own minds. Any form of attack (i.e., a successful hit or the casting of a spell) against the cleric will instantly cancel the *enthral* spell, as will any attempt by the cleric to cast a different spell or perform some other action. Members of the audience who make a successful saving throw may (50% chance) hoot and jeer, possibly allowing a new saving throw for others listening. If the cleric tries to take undue advantage of the spell by preaching about a religion or alignment opposed to that to which the members of the audience subscribe, each "offended" listener is allowed a new saving throw at +5. If the audience is attacked, the spell ends and the audience reacts immediately.

Holy/Unholy Symbol (Conjuration/Summoning)

Level: 2

Range: Touch

Duration: Permanent

Area of Effect: One object

Components: V, S, M

Casting Time: 1 turn

Saving Throw: None

Explanation/Description: This spell is used to prepare a cleric's *holy/unholy symbol*, or to create a *new symbol* to replace a lost or damaged one. The new symbol-to-be must be crafted of appropriate material depending on the religion/deity in question, and must be of the proper shape and design -- a cleric cannot pick up just any item and make it into a *holy/unholy symbol*. No cleric can create a *holy/unholy symbol* related to a religion or deity other than the one that he or she worships. The *holy/unholy symbol* of a good or evil cleric will radiate a faint aura of good or evil, but is not a magical object per se. The *holy/unholy symbol* of a cleric who is of neutral morals (with respect to good and evil) will have no such aura.

Messenger (Enchantment/Charm)

Level: 2

Range: 2"/level

Duration: 1 hour/level

Area of Effect: One creature

Components: V, S, M

Casting Time: 1 round

Saving Throw: Neg.

Explanation/Description: This spell enables the cleric to call upon a small (size S) creature of at least animal intelligence to act as his or her *messenger*. The spell does not affect creatures that are "giant" types, and it will not work on creatures with an intelligence score of 5 or higher, or with a rating of low intelligence or better. If the creature is within range, the cleric, using some type of food desirable to the animal as a lure, can call the animal to

come. The animal is allowed a saving throw versus spell, and if this succeeds the spell fails. If the saving throw is failed, the animal will advance toward the cleric and await his or her bidding. The cleric can communicate with the animal in a crude fashion, telling it to go to a certain place, but directions must be simple. The spell caster can attach some small item or note to the animal. If so instructed, the animal will then wait at that location until the duration of the spell expires. (Note that unless the intended recipient of a *message* is expecting a messenger in the form of a small animal or bird, the carrier may be ignored.) When the spell's duration expires, the animal or bird will return to its normal activities. The intended receiver of a *message* gains no communication ability.

Withdraw (Alteration)

Level: 2

Range: 0

Duration: Special

Area of Effect: The caster

Components: V, S, M

Casting Time: 3 segments

Saving Throw: None

Explanation/Description: By means of a *withdraw* spell, the cleric effectively alters the flow of time with regard to himself or herself. While but 1 segment of time passes for those not affected by the spell, the cleric is able to spend 1 round of time in contemplation. The base spell duration is 2 segments (2 rounds, from the cleric's point of view), and the cleric adds 1 additional increment of time for each level of experience he or she possesses. Thus, at the 5th level of experience, the spell caster could spend up to 6 rounds cogitating on some matter while but 6 segments of time passed for all others. Note that while affected by the *withdraw* spell, the cleric can perform only these particular acts: the casting of an *augury* spell, any *curing* or *healing* spells, or any informational spells -- and all such spells can only be cast upon the cleric himself or herself. The casting of any of these spells in a different fashion (e.g., a *cure light wounds* bestowed upon a companion) will cause the magic of the *withdraw* spell to cease. Similarly, the cleric who is affected by the *withdraw* spell cannot walk or run, become invisible, or otherwise engage in actions other than thinking, reading, and the like. The *withdrawn* cleric can be affected by the actions of others while under the influence of this spell, and any attack upon the cleric which succeeds will break the spell.

Wyvern Watch (Evocation)

Level: 2

Range: 3"

Duration: 8 hour or until strike

Area of Effect: 1" diameter radius

Components: V, S, M

Casting Time: 5 segments

Saving Throw: Neg.

Explanation/Description: This spell is known as *wyvern watch* because of the insubstantial haze brought forth by its casting, which vaguely resembles a wyvern. It is typically used to guard some area against intrusion. Any creature that approaches within 1" of the area in question is subject to attack from the spell force. The "wyvern" will strike, and any creature so attacked must make its saving throw versus spell or else stand paralyzed for 1 round per level of the caster, or until freed by the spell caster, by a *dispel magic* spell, or by a *remove paralysis* spell. A successful saving throw indicates that the target creature was missed by the attack of the wyvern-form, and the spell remains in place. As soon as a target creature is successfully struck by the wyvern-form, the paralysis takes effect and the force of the spell itself is dissipated. The spell force will likewise dissipate if no intruder is struck by the wyvern-form for 8 hours after the spell is cast. Any creature approaching the space being guarded by the wyvern-form may be able to detect its presence before coming close enough to be attacked; this chance of detection is 90% in bright light, 30% in twilight conditions, and 0% in darkness. The material component is the cleric's holy/unholy symbol.

3rd Level Clerical Spells

Cloudburst (Alteration)

Level: 3

Range: 1"/level

Duration: 1 round

Area of Effect: 3" diam. cylinder up to 6" high

Components: V, S, M

Casting Time: 5 segments

Saving Throw: None (special).

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

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

Spells such as *produce fire* and *burning hands* will be negated. Large-area spells such as *fireball*, *flame strike*, *wall of fire*, etc., will, in the course of being extinguished, vaporize the rain into a cloud of steam covering an area four times as large as the spell's area of effect (i.e., a cylinder of up to 12" in diameter and as much as 24" high). This steam will inflict 1-3 points of damage per round on normal creatures within its area, and will do twice that damage to cold-dwelling or cold-using creatures. The cloud of steam will persist for 2-5 rounds, half that if a breeze is blowing, or only 1 round if a strong wind is blowing.

In arid regions, the *cloudburst* will act only as a double-strength *precipitation* spell. In hot and humid areas, the duration of the spell will be extended to 2 rounds. In areas with a temperature between 33 and 31 degrees F. inclusive, sleet rather than rain will fall, with ice and slush being formed when it accumulates. In temperatures of 30 degrees F. and lower, the *cloudburst* becomes a snowburst, with one inch of snow per segment falling. The material components for the spell are powdered silver and powdered iodine crystals, plus the cleric's holy/unholy symbol.

Deaths' Door (Necromantic)

Level: 3

Range: Touch

Duration: 1 hour/level

Area of Effect: One human or demi-human

Components: V, S, M

Casting Time: 5 segments

Saving Throw: None

Explanation/Description: When a cleric employs this spell, he or she touches a human or demi-human who is unconscious and "at death's door" (-1 to -9 hit points). The spell immediately brings the individual to 0 hit points. While the individual remains unconscious, bleeding and deterioration are stopped for the duration of the *death's door spell*. The subject, because of being treated by the spell and now being at 0 hit points, can be brought to consciousness, and have hit points restored, by means of *cure light wounds*, *cure serious wounds*, etc., potions such as *healing* or *extra-healing*, or clerical or other items which magically restore lost hit points. The material components of the spell are the cleric's holy/unholy symbol, a bit of white linen, and any form of unguent.

Flame Walk (Alteration)

Level: 3

Range: Touch

Duration: 1 turn + 1/level

Area of Effect: Special

Components: V, S, M

Casting Time: 5 segments

Saving Throw: None

Explanation/Description: By means of this spell the caster is able to empower himself or herself, or another creature of man-size and comparable mass, to withstand non-magical fires up to temperatures of 2,000 degrees F

(such as that of molten lava). It also confers a +2 bonus to saving throws against magical fires. For every level of experience above the minimum required to create the dweomer (5th), the caster can affect an additional man sized creature. This growing power enables multiple individuals, or one or more of greater than man-size and mass, to be affected by the flame walk spell. For instance, an 11th-level caster could empower both himself or herself and a steed such as a horse to move in molten lava. (Consider a horse to be equivalent to 6 humans for purposes of this spell; conversely, halfling-sized creatures count as 1/2 human apiece, and pixie-sized creatures are considered equivalent to 1/4 human each.) This spell is not cumulative with *resist fire* or similar protections. The material component of the spell is at least 500 gp of powdered ruby and the cleric's holy/unholy symbol.

Meld Into Stone (Alteration)

Level: 3

Range: 0

Duration: 8 rounds + 1-8

Area of Effect: The caster

Components: V, S, M

Casting Time: 7 segments

Saving Throw: None

Explanation/Description: The magic of this spell allows the cleric to *meld* his or her body and possessions into a large stone. To effect the spell, the cleric stands next to the stone to be *melded* into (which must be large enough to accommodate the cleric's body in all three dimensions) while holding a small sample of the same type of stone (the spell's material component). When casting is complete, the cleric and up to 100 pounds of his or her non-living gear blend into the stone. Magical artifacts and relics are not affected by the spell. If the dimensions of the stone are not sufficient, or if the cleric is wearing and carrying more than 100 pounds of gear, the spell will fail and be wasted. The magic lasts for 9-16 (1d8 + 8) rounds, the variable part of the duration rolled secretly by the DM. At any time before the duration expires, the cleric can step out of the stone along the same surface that he or she used to enter it (i.e., the spell does not allow movement through the stone such as would a *passwall* or *phase door* spell). If the duration runs out before the cleric exits the stone, then he or she will be expelled from the stone and take 4-32 (4d8) points of damage and each piece of gear affected must save versus petrification or turn to stone. While in the stone, the cleric is aware of the passage of time; however, he or she cannot see or hear anything that may be going on around the stone. The following spells will harm the cleric if cast upon the stone that he or she is occupying: *stone to flesh* will expel the cleric and inflict 4-32 points of damage, but items carried need not save; *stone shape* will cause 4-16 (4d4) points of damage, but will not expel the cleric; *transmute rock to mud* expels the cleric and will slay the victim instantly unless he or she makes a successful saving throw versus spell; and *passwall* expels the priest without damage.

Negative Plane Protection (Abjuration)

Level: 3

Range: Touch

Duration: 1 turn/level

Area of Effect: One Prime Material Plane creature

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

Explanation/Description: This spell enables the caster or any other eligible creature touched to be partially protected from an undead monster that has an existence on the Negative Material Plane (such as a shadow, wight, wraith, spectre, or vampire) and certain weapons and spells that drain energy levels. The dweomer of the spell opens a channel to the Positive Material Plane, the energy from which helps to offset the effect of the negative energy attack. The recipient is allowed a saving throw versus death magic if he or she is touched (attacked) by an undead creature. Success indicates that the recipient takes normal hit-point damage from the attack, but does not suffer the drain of experience or Strength, regardless of the number of levels the attack would have drained. In addition, if the attacker is an undead creature, it takes 2-12 (2d6) hit points of damage from the Positive Plane energy. The magic is only proof against one such attack, and dissipates after that attack whether or not the saving throw is successful. If the saving throw versus death magic is failed, the recipient of the spell takes double the usual physical damage in addition to the loss of experience that normally occurs. The contact between the Positive and Negative Planes that this spell brings about will cause a bright flash of light and a sound like that of a thunderclap, but these phenomena do not cause damage in any event. The *protection* will last for 1 turn per level of the cleric casting the spell, or until the recipient is struck by a negative energy attack. This spell cannot be cast

on the Negative Material Plane.

Remove Paralysis (Abjuration) Reversible

Level: 3

Range: 1"/level

Duration: Permanent

Area of Effect: Up to 4 creatures in a 2" x 2" area

Components: V, S

Casting Time: 6 segments

Saving Throw: None

Explanation/Description: By the use of this spell, the cleric can free the subject creature(s) from the effects of paralyzation or similar forces (such as a ghoulish touch, or a *hold* or *slow* spell). By casting this spell and then either touching the recipient or pointing his or her finger in the proper direction, the cleric can *remove paralysis* from as many as 4 creatures that are within range and within the area of effect. There must be no physical or magical barrier between the caster and the creature(s) to be affected, or else the spell will fail and be wasted. If used on one creature who is touched, the paralyzation is automatically negated. Otherwise, each target of the spell obtains a new saving throw versus paralyzation, at a +3 bonus if only one creature is involved, +2 if two creatures are to be affected, and +1 if three or four creatures are the target.

The reverse of the spell, *cause paralysis*, can affect only one target, which must be touched by the cleric (successful roll "to hit") using his or her holy/unholy symbol. If the victim fails a saving throw versus spell, *paralyzation* will set in for a duration of 1-6 rounds plus 1 round per level of the caster.

Water Walk (Alteration)

Level: 3

Range: Touch

Duration: 1 turn + 1/level

Area of Effect: Special

Components: V, S, M

Casting Time: 6 segments

Saving Throw: None

Explanation/Description: By means of this spell, the caster is able to empower himself or herself or another creature of man-size and comparable mass to tread upon water as if it were firm, grassy ground (cf. *ring of water walking*). For every level of the caster above the minimum required to create the dweomer (5th level), he or she can affect an additional man-sized creature. This growing power enables multiple individuals, or one or more of greater size and mass, to be affected by the water walk spell. For instance, an 11th-level caster could additionally affect a horse, so that he or she could move atop the waves while mounted. (Consider a horse to be equivalent to 6 humans for purposes of this spell.) The material components for this spell are a piece of cork and the cleric's holy/unholy symbol.

4th Level Clerical Spells

Abjure (Abjuration) Reversible (Conjuration/Summoning)

Level: 4

Range: 1"

Duration: Permanent

Area of Effect: One creature

Components: V, S, M

Casting Time: 1 round

Saving Throw: Neg. (see below)

Explanation/Description: When a cleric employs a spell of this sort, he or she is attempting to return a creature from another plane of existence to its own plane. The exact name of the type of creature to be affected by the *abjure* spell must be known. If the creature also has a specific (proper) name, then that too must be known and used. The naming cleric then compares his or her level against the level or hit dice of the creature under *abjuration*, in the same way that the success of a *dispel magic* spell is determined (base 50% chance of success, plus or minus the level/HD difference between the caster and the creature to be affected). The percent chance for success is then compared to a percentile dice roll. If the roll is equal to or less than the chance to *abjure*, the creature is instantly sent back to its own plane. In all other cases the spell fails. (The creature might not wish to remain on the caster's plane, and in such a case it could be appreciative of the cleric's attempt to return it to its home.) The caster has no control over where in the creature's plane the *abjured* creature arrives. If the attempt

fails, the cleric must gain another level before another attempt can be made on that particular creature.

The reverse of this spell, *implore*, entreats some like-aligned creature from another plane to come to the cleric casting the spell. Success must be determined just as if *abjure* had been cast. In like vein, the spell caster must know the exact name of the type of creature as well as its given name, if any. If the *implore* spell succeeds, the cleric has absolutely no guarantee that the creature summoned from another plane will be favorably disposed to him or her. Neither version of the spell will function upon deities, but might affect servants or minions thereof.

The material components for an *abjure* spell are a holy/unholy symbol, holy/unholy water, and often some material inimical to the creature. In reversed form, the material components are the same except for the last, which must be something that the implored creature craves or respects.

Cloak of Fear (Illusion/Phantasm) Reversible

Level: 4

Range: 0

Duration: 1 turn/level

Area of Effect: The caster

Components: V, S, M

Casting Time: 6 segments

Saving Throw: Neg.

Explanation/Description: The casting of this spell empowers the cleric to radiate a personal aura of fear, at will, out to a 3' radius. Any character or creature that intrudes upon this aura must save versus spell or run away in fear for 6 rounds (cf. 3rd-level magic-user spell *fear*). The spell will only remain in effect until one creature fails to save, whereupon the dweomer of the spell is dissipated. The spell has no effect upon creatures that themselves radiate fear, or upon undead creatures of any sort, and it is not dissipated upon contact by such creatures. It likewise remains in effect if an intruder makes a successful saving throw, but will expire after a duration of 1 turn per level of the cleric if not brought down earlier. Note that members of the cleric's party are not immune to the effects of the spell. The cleric may cancel the aura at any time before the duration ends if desired.

The reverse of the spell, *cloak of bravery*, can be cast upon the cleric or upon another creature which is a willing recipient. A character or creature protected by a *cloak of bravery* gains a +3 bonus to the saving throw against any form of magical fear encountered. The magic of the *cloak of bravery* works only once and only upon a single figure, and is dispelled whether or not the recipient succeeds on his or her saving throw. The magic does not negate or otherwise affect the innate ability of a creature (such as a devil) to radiate *fear*, so that the creature can still affect others in the vicinity.

The material component for a *cloak of fear* is the tail feathers of a vulture or chicken; for a *cloak of bravery*, the feather of an eagle or hawk.

Giant Insect (Alteration)

Level: 4

Range: 2"

Duration: 2 rounds/level

Area of Effect: One or more insects

Components: V, S, M

Casting Time: Special

Saving Throw: None

Explanation/Description: By means of this spell, the cleric can turn one or more normal-sized insects into larger forms which resemble the "giant" forms of such creatures as described in the *Monster Manual* books or the *FIEND FOLIO Tome*. The number of insects that can be affected is dependent upon the cleric's level: one at 7th-9th level, two at 10th or 11th level, three at 12th or 13th level, and four at 14th or higher level. The total hit dice of all giant insects created is 3 HD at 7th-9th level, 4 HD at 10th or 11th, 5 HD at 12th or 13th, and 6 HD at 14th or higher level.

Caster's Level	Max. No. of Insects	Total Hit Dice
7-9	1	3
10-11	2	4
12-13	3	5
14+	4	6

The magic only works upon one type of insect at one time; i.e., a cleric cannot use the same casting of the spell to affect both an ant and a fly. The casting time for a *giant insect* spell is one round per hit die of the resulting giant creature(s); if the casting is interrupted for any reason, the subject insect(s) will die and the spell will be ruined. A monster created by this spell will have as many attacks per round as its namesake, but will not do full damage unless the created form has as many hit dice as the usual giant version of the same insect. Although it may have more hit dice than a standard giant form, the created insect can never exceed the damage figures given in the books. Example: A cleric of 14th level can use the *giant insect* spell to enlarge a normal wasp to one having 6 HD (instead of the usual 4 HD for a giant wasp; see *Monster Manual*), but the creature would still do damage of 2-8/1-4. Conversely, a 7th-level cleric can use this spell to create a giant wasp of 3 HD, and such a creature would have reduced damage figures of 2-6/1-3 -- three-fourths of the damage potential of a "real" giant wasp, since it only has three fourths of the usual number of hit dice for such a creature.

The spell will only work on actual insects. Arachnids, crustaceans, and other types of small creatures are not affected. The giant insects created will not have any special attacks or defenses possessed by the standard giant forms; however, armor class, movement rate, and other physical characteristics are as described in the creature's book listing. Any giant insects created by this spell will not attempt to harm the cleric, but the cleric's control of such creatures is limited. He or she could give them simple commands such as "attack", "defend", "guard" and so forth, but could not instruct them to attack a certain creature or guard against a particular occurrence. Unless commanded to do otherwise, the *giant insects* will attempt to attack whomever or whatever is near them. The material component for the spell is the cleric's holy/unholy symbol.

Spell Immunity (Abjuration)

Level: 4

Range: Touch

Duration: 1 turn/level

Area of Effect: One individual

Components: V, S, M

Casting Time: 1 round

Saving Throw: None

Explanation/Description: By means of this spell, the cleric or any creature touched is made immune to the effects of a specified spell of 4th level or lower that the cleric has directly experienced. For instance, if the cleric has been hit by a *fireball* spell at some time, then this spell can be used to protect someone from the effect of a *fireball*. This spell cannot affect an intended recipient who is already magically protected by a spell or other temporary effect. The magic of this spell will only protect against actual cast spells, not against effects of magic items or a creature's innate spell-like abilities, but immunity lasts for the full duration of the spell. Only one *spell immunity* can be in effect upon a single creature at one time; any applications subsequent to the first have no effect. Only a particular spell can be protected against, not a certain class of spells or a group of spells which are similar in effect; thus, someone given immunity from *lightning bolt* spells would still be vulnerable to a *shocking grasp*. The material component for *spell immunity* is the same (if any) as for the spell to be protected against.

Spike Growth (Alteration/Enchantment)

Level: 4

Range: 6"

Duration: 1-6 turns + 1/level

Area of Effect: 10' square per level of caster

Components: V, S, M

Casting Time: 7 segments

Saving Throw: None

Explanation/Description: Wherever any sort of plant growth of moderate size or density is found, this spell is of service. It enables the caster to cause ground-covering vegetation and/or roots and rootlets to become very hard and sharply pointed. In effect the ground cover, while appearing to be unchanged, acts as if the area were strewn with caltrops. In areas of bare ground or earthen pits, roots and rootlets will act in the same way. Without the use of a spell such as *true seeing*, similar magical aids, or some other special means of detection (such as *detect traps*), an area affected by *spike growth* is absolutely undetectable as such until a victim enters the area and takes damage. Even then, the creature will not be able to determine the extent of the perilous area unless some means of magical detection is used. For each 1" of movement through the area, a victim will incur 2 "attacks" from the spike growth. Hit probability is as if the caster of the spell were making an attack, and any successful hit causes 1-4 points of damage. Spells which control or harm vegetation, or a *dispel magic* spell, will negate the area of the dweomer.

The components for this spell are the cleric's holy/unholy symbol plus either seven sharp thorns or seven small twigs, each sharpened to a point.

5th Level Clerical Spells

Air Walk (Alteration)

Level: 5

Range: Touch

Duration: 6 turns + 1/level

Area of Effect: One creature

Components: V, S, M

Casting Time: 8 segments

Saving Throw: None

Explanation/Description: This spell enables the cleric to tread upon air just as if it were solid ground. Moving upward is similar to walking up a hill, and the more steep the ascent, the slower the rate of movement: Ascending at a 45 degree angle is done at one-half normal movement, a 60 degree angle reduces movement to one-fourth of normal, and traveling straight upward can be done at one-eighth the normal rate. Similarly, rapid descent is possible, almost as if the cleric were running downhill; invert the above proportions, so that traveling straight downward can be done at eight times the normal movement rate (or, of course, at any slower rate the traveler desires). An *air walking* creature is always in control of his or her movement rate; someone traveling straight down at a rapid rate can "stop on a copper piece" to avoid crashing into the ground or some other solid object. Someone attempting to air walk while a *gust of wind* spell is in effect in the same area will move at one-half the usual rate if going into the *gust*, or twice the usual rate if traveling in the same direction. The spell can be placed upon any creature touched, up to and including one of giant size. For example, the caster could place the spell upon a trained horse and ride it through the air. Of course, an animal not accustomed to such movement would panic, so the steed would certainly need careful and lengthy training. The material components for the spell are the cleric's holy/unholy symbol and a bit of thistledown.

Animate Dead Monsters (Necromantic)

Level: 5

Range: 1"

Duration: Permanent

Area of Effect: Special

Components: V, S, M

Casting Time: 7 segments

Saving Throw: None

Explanation/Description: This spell enables the caster to animate 1 humanoid or semi-humanoid skeleton or corpse for every 2 levels of experience which he or she has attained. The dweomer animates the remains and empowers the caster to give commands. Direct commands or instructions of up to about 12 words in length will be obeyed by the skeletons or zombies animated (cf. animate dead spell). Monster types which can be animated by this spell include but are not limited to: apes (carnivorous and giant), bugbears, ettins, giants (all varieties), ogres, and trolls (all varieties). In general, the remains must be of bipedal monsters of more than 3 hit dice and with endoskeletons similar to those of humans, except in size (which must be greater than 7' height). Corpses animated by this spell are treated either as monster zombies (see *Monster Manual II*), or else as normal (living) creatures of the same form if that creature type normally has less than 6 hit dice. Skeletons animated by this spell are treated as monsters of half the hit dice (rounded up) of the normal sort. Animated monsters of either type receive their normal physical attacks, but have no special attacks or defenses other than those typically possessed by monster zombies or skeletons. The material components for the spell are the cleric's holy/unholy symbol and a small specimen of the type of creature which is to be animated.

Magic Font (Divination)

Level: 5

Range: Touch

Duration: Special

Area of Effect: Special

Components: V, S, M

Casting Time: 5 turns

Saving Throw: None

Explanation/Description: This spell causes a holy/unholy water font to serve as a scrying device. The spell will

not function unless the cleric is in good standing with his or her deity. The basin of holy/unholy water becomes similar to a *crystal ball* (see *Dungeon Masters Guide*, Miscellaneous Magic Treasure section, under *crystal ball*). For each vial of capacity of the basin of the font, the cleric may scry for 1 round; thus, the duration of the *magic font* spell is directly related to the size of the holy/unholy water receptacle. For the chances of a character being able to detect scrying, see the *crystal ball* description in the *Dungeon Masters Guide* and the text for the magic-user spell *magic mirror* herein. The material components for this spell, the cleric's holy/unholy symbol and the font and its trappings, are not exhausted by the use of the spell.

Spike Stones (Alteration/Enchantment)

Level: 5

Range: 3"

Duration: 3-12 turns + 1/level

Area of Effect: 1" square per level, 1 spike per 1' sq.

Components: V, S, M

Casting Time: 6 segments

Saving Throw: None

Explanation/Description: The *spike stones* spell causes rock to shape itself into long, sharp points which tend to blend into the background. It is effective on both natural rock and worked stone. The *spike stones* serve to impede progress through an area and to inflict damage. If an area is carefully observed, each observer is 25% likely to notice the sharp points of rock. Otherwise, those entering the area of effect of the spell will suffer 1-4 points of damage from each *spike stone* that hits, success of such attacks determined as if the caster of the spell were actually engaging in combat. Those entering the area are subject to attack immediately upon setting foot in the area and upon each step taken therein afterward. The initial step will be sufficient to allow the individual to become aware of some problem only if the initial attack succeeds; otherwise movement will continue and the *spike stones* will remain unnoticed until damage occurs. Charging or running victims will suffer 2 attacks per 1" of movement rate over the area of effect after initial damage is taken before being able to halt. Others will suffer but 1 additional attack-like check. Those falling into pits so affected by *spike stones* will suffer 6 such attack-like checks for each 10' of distance fallen, each made at +2 probability "to hit", and +2 on damage inflicted per 10' distance fallen, in addition to regular falling damage. The material component of this spell is four tiny stalactites.

6th Level Clerical Spells

Forbiddance (Abjuration)

Level: 6

Range: 3"

Duration: Permanent

Area of Effect: 6 cubic "/level

Components: V, S, M

Casting Time: 6 rounds

Saving Throw: Special

Explanation/Description: This spell can be used only to secure a *consecrated* area (cf. *ceremony* spell). The effect on the enchanted area is based on the ethics (law/chaos) and morals (good/evil) of those trying to enter it, relative to the caster's.

Identical morals and ethics: Cannot enter area unless password is known (no saving throw).

Different ethics (law/chaos): Cannot enter area unless password is known (no saving throw). Otherwise, save versus spell to enter the area; if failed, take 2-12 points of damage.

Different morals (good/evil): Cannot enter area unless password is known (no saving throw). Otherwise, save versus spell to enter the area; if failed, take 4-24 points of damage.

Once a saving throw is failed, an intruder can never enter the *forbidden* area until the dweomer ceases. Effects are cumulative, and multiple required saving throws are certainly possible. The caster is immune to the spell's effect. Intruders who enter by making saving throws will feel uneasy and tense, despite their success. In addition to the cleric's holy/unholy symbol, components include holy/unholy water, silver/dung, and iron/sulfur.

Heroes' Feast (Evocation)

Level: 6

Range: 1"

Duration: 6 turns

Area of Effect: One individual per level of caster

Components: V, S, M

Casting Time: 1 turn

Saving Throw: None

Explanation/Description: This special dweomer enables the cleric to bring forth a great *feast* which will serve as many creatures as the cleric has levels of experience. The spell creates a magnificent table, chairs, service, and all the necessary food and drink. Those partaking of the *feast* are cured of all diseases, are immune to poison for 12 hours, and healed of 5-8 points of damage after imbibing the nectarlike beverage which is part of the feast. The ambrosia-like food that is consumed is equal to a *bless* spell that lasts for 12 hours. Also, during this period, the persons who consumed the *feast* are immune to *fear*, *hopelessness*, and *panic*. The *feast* takes one full hour to consume, and the beneficial effects do not set in until after this hour is over. If the *feast* is interrupted for any reason, the spell is ruined and all effects of the dweomer are negated. The material components of the spell are the cleric's holy/unholy symbol and specially fermented honey taken from the cells of bee larvae destined for royal status.

7th Level Clerical Spells

Exaction (Evocation - Alteration)

Level: 6

Range: 1"

Duration: Special

Area of Effect: One creature

Components: V, S, M

Casting Time: 1 round

Saving Throw: Special

Explanation/Description: When this spell is employed, the cleric confronts some powerful creature from another plane (including devas and powerful "name" demons, for instance, but not demigods or deities of any sort) and requires of it some duty or quest. The creature may not be one ethically or morally opposed to the cleric (i.e. not evil if the cleric is good, not chaotic if the cleric is lawful). Note that an absolute (true) neutral creature is in effect greatly opposed to both good and evil, and both law and chaos. The spell caster must know something about the creature to exact service from it, or else he or she must offer some fair trade in return for the service. That is, if the cleric is aware that the creature has received some favor from someone of the cleric's alignment, then the exaction can name this as cause; if no balancing reason for service is known, then some valuable gift or service must be pledged in return for the exaction. The service *exacted* must be reasonable with respect to the past or promised favor or reward, and with the being's effort and risk. The spell then acts as a *quest* upon the creature which is to perform the required service. Immediately upon completion of the service, the subject creature is transported to the vicinity of the cleric, and the cleric must then and there return the promised reward, whether it is irrevocable cancellation of a past debt or the giving of some service or other material reward. Upon so doing, the creature is instantly freed to return to its own plane. Failure to fulfill the promise to the letter results in the cleric being subject to *exaction* by the subject creature or by its master, liege, etc., at the very least. At worst, the creature may attack the reneging cleric without fear of any of his or her spells affecting it, for the failure to live up to the bargain gives the creature total immunity from the spell powers of the cleric so doing. The material components of this spell are the cleric's holy/unholy symbol, some matter or substance from the plane of the creature from whom an *exaction* is to be expected, and knowledge of the creature's nature and/or actions which is written out on a parchment leaf that is burned to seal the bargain.

Succor (Alteration - Enchantment) Reversible

Level: 7

Range: Touch

Duration: Special

Area of Effect: One individual

Components: V, S, M

Casting Time: 1 day

Saving Throw: None

Explanation/Description: By casting this spell, the cleric creates a powerful dweomer in some specially

prepared object -- a string of prayer beads, a small clay tablet, an ivory baton, etc. This object will radiate magic, for it contains the power to instantaneously transport its possessor to the sanctuary of the cleric who created its dweomer. Once the item is magicked, the cleric must give it willingly to an individual, at the same time informing him or her of a command word to be spoken when the item is to be used. To make use of the item, the recipient must speak the command word at the same time that he or she rends or breaks the item. When this is done, the individual and all that he or she is wearing and carrying will be instantly transported to the sanctuary of the cleric just as if the individual were capable of speaking a *word of recall* spell. No other creatures can be affected.

The reversed application of the spell enables the cleric to be transported to the immediate vicinity of the possessor of the dweomered item when it is broken and the command word said. The cleric suddenly gains a general idea of the location and situation of the item's possessor, and can choose not to be affected by this "summons" by making that decision at the instant when the transportation is to take place; but if he or she so chooses, then the opportunity is gone forever and the spell is wasted. The cost of preparing the special item (for either version of the spell) varies from 2,000 to 5,000 gold pieces. The more costly items can transport the subject from one plane of existence to another, if the DM allows. Note that the same factors that can prevent the operation of the *plane shift* and *teleport* spells can also prevent the use of this spell.