

Cleric Fourth Level Spells

Air Walk (Transmutation)

Sphere: Elemental (Air)
Level: 4
Range: Touch
Components: V, S
Duration: 10 minutes/level
Casting Time: 1 Action
Area of Effect: Creature touched
Saving Throw: None
Spell Resistance: Yes

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the air walker's normal speed.

A strong wind (21+ mph) can push the subject along or hold it back. At the end of its turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled, but not if it is negated by an antimagic field.

You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk (counts as a trick; see Handle Animal skill) with one week of work and a DC 25 Handle Animal check.

Animal Summoning I (Conjuration, Summoning)

Sphere: Animal, Summoning
Level: 4
Range: 1 mi. radius
Components: V, S
Duration: Special
Casting Time: 1 Action
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

By means of this spell, the caster calls up to eight animals that have 4 Hit Dice or less, of whatever sort the caster names when the summoning is made. Only animals appropriate to the terrain and climate at the time the spell is cast will come. The Spell will produce animals. They will arrive in 1d4 turns after being summoned. The animals summoned aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no chimerae, dragons, gorgons, manticores, etc.).



Aura of Fear (Conjuration/Summoning)

Sphere: Charm
Level: 4
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 Action
Area of Effect: 1 creature
Saving Throw: Neg.
Spell Resistance: Yes

Aura of fear, empowers a single creature touched to radiate a personal aura of fear out to a 30-foot radius, at will, up to four times. All other characters and creatures within this aura must roll successful saving throws vs. spell or run away in panic for 2d8 rounds. Affected individuals may or may not drop items, at the DM's option.

The spell has no effect upon undead of any sort. The effect can be used four times, and the spell expires after eight hours if not brought down sooner. Members of the recipient's party are not immune to the effects of the spell.

The material component is the tail feathers of a vulture or chicken.

Call Woodland Beings (Conjuration/Summoning)

Sphere: Summoning
Level: 4
Range: 300'/level
Components: V, S, M
Duration: Special
Casting Time: Special
Area of Effect: Special
Saving Throw: Will Neg.
Spell Resistance: Yes

By means of this spell, the caster is able to summon certain woodland creatures to his location. Naturally, this spell works only outdoors, but not necessarily only in wooded areas. The caster begins the incantation and continues uninterrupted until some called creature appears or two turns have elapsed. (The verbalization and somatic gesturing are easy, so this is not particularly exhausting to the spellcaster.) Only one type of the following sorts of beings can be summoned by the spell. They come only if they are within the range of the call.

The caster can call three times, for a different type each time. Once a call is successful, no other type can be called without another casting of the spell. (The DM will consult his outdoor map or base the probability of any such creature being within spell range upon the nature of the area the caster is in at the time of spellcasting.)

The creature(s) called by the spell are entitled to a saving throw vs. Will (with a -4 penalty) to avoid the summons. Any woodland beings answering the call are favorably disposed to the spellcaster and are willing to listen to the caster, and aid if they can. However, if the caller or members of the caller's party ask the creatures to perform an act against the ethics of that creature(s) they will depart with all due haste. They are by no means compelled to stay. If the actions requested are sufficiently repulsive (DM's call) to the creature(s) they will return with reinforcements and attack the caster and his party, or if they feel they are of sufficient strength they will attack then and there. If the caster requests that the

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summoned creatures engage in combat on his behalf, they will do so only if the creatures to be fought are of a dangerous nature to the summon creature(s). Under no circumstances will the creature(s) fight their own or an allied kind.

If the caster personally knows a certain individual woodland being, that being can be summoned at double the normal range. If this is done, no other woodland creatures are affected.

If a percentage chance is given in the accompanying table, priests of the Vala add 1% per level of the caster.

The material components of this spell are a pine cone and eight holly berries.

Creature Type Called	-----Type of Woodlands-----		
	Light	Moderate/Sylvan	Dense/Virgin
2d8 brownies	30%	20%	10%
1d4 centaurs	5%	30%	5%
1 dryad	1%	25%	15%
1d8 pixies	10%	20%	10%
1d4 satyrs	1%	30%	10%
1d6 sprites	0%	5%	25%
1 treant	--	5%	25%
1 unicorn	--	15%	20%

Cloak of Bravery (Conjuration/Summoning)

Sphere: Charm

Level: 4

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 1 Action

Area of Effect: 1 to 4 creatures

Saving Throw: Neg.

Spell Resistance: Yes

The *cloak of bravery* spell can be cast upon any willing creature. The protected individual gains an immunity to any form of fear encountered (but not awe, an ability of some lesser and greater powers). When cast, the spell can affect one to four creatures. The magic of the *cloak of bravery* spell works up to four times and then the spell ends, protecting the affected creature against up to four incidents of fear causing. The affected creatures are immune to any fear that creature might cause in that encounter. The number of fear "incidents" that cloak of bravery will protect against depends on the number of creatures it is cast on. One creature gains 4 free saves, two creatures 2 each, 3 or 4 get one each. The spell ends after eight hours if no fearful effect is encountered before then.

The material component for the *cloak of bravery* spell is the feather of an eagle or hawk.



Control Temperature (Alteration)

Sphere: Weather

Level: 4

Range: 0

Components: V, S, M

Duration: 40 minutes + 10 minutes/level

Casting Time: 1 Action

Area of Effect: 10-ft. radius

Saving Throw: None

Spell Resistance: No

The temperature surrounding the caster can be altered by 10°F., either upward or downward, per level of experience of the spellcaster. Thus, a 10th-level caster could raise or lower the surrounding temperature from 1 to 100 degrees. The spell can be used to ensure the comfort of the caster and those with him in extreme weather conditions. The party could stand about in shirt sleeves during the worst blizzard (although it would be raining on them) or make ice for their drinks during a scorching heat wave.

The spell also provides protection from intense normal and magical attacks. If the extreme of temperature is beyond what could be affected by the spell (a searing blast of a fireball or the icy chill of a white dragon), the spell reduces the damage caused by 5 points for every level of the caster. Normal saving throws are still allowed, and the reduction is taken after the saving throw is made or failed. Once struck by such an attack, the spell immediately collapses.

The material component for this spell is a strip of willow bark (to lower temperatures) or raspberry leaves (to raise temperatures).

Cure Serious Wounds (Necromancy)

Sphere: Healing

Level: 4

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 1 Action

Area of Effect: 1 creature

Saving Throw: None

Spell Resistance: Yes

This spell is a more potent version of the *cure light wounds* spell. When laying his hand upon a creature, the priest heals 4d8+1 per level of the caster (max +15) points of wound or other injury damage to the creature's body. This healing cannot affect noncorporeal, nonliving, or extraplanar creatures.

Detect Lie (Divination)

Sphere: Divination

Level: 4

Range: 90'

Components: V, S

Duration: 3 turns +1 turn/level

Casting Time: 1 Action

Area of Effect: 1 creature

Saving Throw: Will Neg.

Spell Resistance: Yes

A priest who casts this spell is immediately able to determine if the subject creature deliberately and knowingly speaks a lie. It does not reveal the truth, uncover unintentional inaccuracies, or

necessarily reveal evasions. The subject receives a saving throw vs. Will. In the case of this spell double the caster's wisdom bonus is added to the spell DC.

Death Ward (Necromancy)

Sphere: Protection
 Level: 4
 Range: Touch
 Components: V, S
 Duration: 1 minute/level
 Casting Time: 1 Action
 Area of Effect: 1 creature
 Saving Throw: Will negates (harmless)
 Spell Resistance: Yes

The subject is immune to all death spells, magical death effects, energy drain, and any negative energy effects.

This spell doesn't remove negative levels that the subject has already gained, nor does it affect the saving throw necessary 24 hours after gaining a negative level.

Death ward does not protect against other sorts of attacks even if those attacks might be lethal.

Dimensional Anchor (Abjuration)

Sphere: Summoning
 Level: 4
 Range: Medium (100 ft. + 10 ft./level)
 Components: V, S, M
 Duration: 1 minute/level
 Casting Time: 1 Action
 Area of Effect: 1 creature
 Saving Throw: None
 Spell Resistance: Yes

A blue ray springs from the caster's outstretched hand. They must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering sapphire field that completely blocks extra-dimensional travel. The forms of movement barred by a dimensional anchor include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like or psionic abilities. The spell also prevents the use of a *gate* or *teleportation circle* for the duration of the spell.

A dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extra-dimensional perception or attack forms. Also, dimensional anchor does not prevent summoned creatures from disappearing at the end of a summoning spell.



Dismissal (Abjuration)

Sphere: Summoning
 Level: 4
 Range: Close (25 ft. + 5 ft./2 levels)
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1 Action
 Area of Effect: 1 extra planar creature
 Saving Throw: Special
 Spell Resistance: Yes

This spell can send an extraplanar creature back to its own plane of existence if the creature fails a special Will save (DC = spell's normal DC - creature's HD + your caster level). The spell instantly fails against any primal being. Any spell resistance of the subject must be overcome, or the spell fails as well.

If the spell is successful, the creature is instantly hurled back to its own plane. The caster has no control over where in the creature's plane the dismissed creature arrives.

This spell can be cast on any creature not on its home plane. Those from the Prime Material visiting the other planes can also be subject to dismissal.

Divination (Divination)

Sphere: Divination
 Level: 4
 Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: Special
 Spell Resistance: No

A *divination* spell is used to garner a useful piece of advice concerning a specific goal, event, or activity that will occur within a one-week period. This can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. Unlike the *augury* spell, this gives a specific piece of advice.

For example, if the question is "Will we do well if we venture to the third level?" and a terrible troll guarding 10,000 gp and a *shield +1* lurks near the entrance to the level (the DM estimates the party could beat the troll after a hard fight), the divination response might be: "Ready oil and open flame light your way to wealth." In all cases, the DM controls what information is received and whether additional divination will supply additional information. Note that if the information is not acted upon, the conditions probably change so that the information is no longer useful (in the example, the troll might move away and take the treasure with it).

The base chance is Will save against a DC of 15. The base for the spell level without the priest's Wisdom bonus. The DM can make adjustments to this base chance considering the actions being divined (if, for example, unusual precautions against the spell have been taken). If the roll is failed, the caster knows the spell failed, unless there is magic yielding false information work.

The material components of the *divination* spell are a sacrificial offering, incense, and the holy symbol of the priest. If an unusually important *divination* is attempted, sacrifice of particularly valuable gems, jewelry, or magical items may be required.

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Divine Power (Evocation)

Sphere: Combat
Level: 4
Range: Personal
Components: V, S
Duration: 1 round/level
Casting Time: 1 Action
Area of Effect: Self
Saving Throw: None
Spell Resistance: No

Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. Your base attack bonus becomes equal to your character level (which may give you additional attacks), you gain a +6 enhancement bonus to Strength, and you gain 1 temporary hit point per caster level.

Feather's to Birds (Transmutation)

Sphere: Animal
Level: 4
Range: 90'
Components: V, S, M
Duration: 2 minutes/level
Casting Time: 1 Action
Area of Effect: 1d4 sticks + 1 stick/level in a 10-ft. cube
Saving Throw: Fortitude negates (Object)
Spell Resistance: Yes

The caster can change 1d4 feathers, plus one feather per experience level, into birds; thus, a 9th-level priest can change 10-13 feathers into an equal number of birds. These birds attack as commanded by the priest. There must, of course, be feathers to turn into birds. Feathers held by creatures are allowed a will saving throw equal to that of the possessor. Magical items are not affected by the spell, nor are feathers still on birds. Only feathers within the area of effect are changed.

The type of bird created is a small hawk., Hit Points 4, Armor Class 17, a movement rate of 60 (fly), and Attacks at +5 for 1d2+2 points of damage. The spell lasts for two minutes for each experience level of the caster.

The spell also changes normal-sized birds to feathers for the same duration, or it negates the *sticks to snakes* or like spells according to the level of the priest countering the spell (for example, a 10th-level priest casting the reverse spell can turn 11-14 snakes back into sticks).

Free Action (Abjuration, Enchantment)

Sphere: Charm
Level: 4
Range: Touch
Components: V, S, M
Duration: 10 minutes/level
Casting Time: 1 action
Area of Effect: 1 creature
Saving Throw: None
Spell Resistance: Yes

This spell enables the creature touched to move and attack normally for the duration of the spell, even under the influence of magic that impedes movement (such as *web* or *slow* spells) or while under water. It even negates or prevents the effects of

paralysis and *hold* spells. Under water, the individual moves at normal (surface) speed and inflicts full damage, even with such cutting weapons as axes and swords and with such smashing weapons as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The *free action* spell does not, however, allow *water breathing* without further appropriate magic.

The material component is a leather thong, bound around the arm or similar appendage, which disintegrates when the spell expires.

Giant Vermin (Transmutation)

Sphere: Animal
Level: 4
Range: Close (25 ft. + 5 ft./2 levels)
Components: V, S
Duration: 1 minute/level
Casting Time: 1 Action
Area of Effect: Up to three vermin, no two of which can be more than 30 ft. apart
Saving Throw: None
Spell Resistance: Yes

You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion into larger forms. Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider), and all must be grown to the same size. The size to which the vermin can be grown depends on your level; see the table.

Priest's Level	Maximum Size
9 or lower	Medium
10-13	Large
14-17	Huge
18-19	Gargantuan
20+	Colossal

Any giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands ("Attack," "Defend," "Stop," and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whoever or whatever is near them.

The spell will shrink giant vermin of the same types into normal sized versions for the same duration, or cancel the effect of another *giant vermin* spell.

Hallucinatory Forest (Illusion/Phantasm)

Sphere: Plant
Level: 4
Range: 240'
Components: V, S
Duration: Permanent
Casting Time: 1 Action
Area of Effect: 40-ft. sq./level
Saving Throw: None
Spell Resistance: No

When this spell is cast, a hallucinatory forest comes into existence. The illusionary forest appears to be perfectly natural and

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is indistinguishable from a real forest. Priests attuned to the woodlands, as well as such creatures as centaurs, dryads, green dragons, nymphs, satyrs, and treants, recognize the forest for what it is. All other creatures believe it is there, and movement and order of march are affected accordingly. Touching the illusory growth neither affects the magic nor reveals its nature. The hallucinatory forest remains until it is magically dispelled by a reverse of the spell or a *dispel magic* spell. The area shape is either roughly rectangular or square, in general, and at least 40 feet deep, in whatever location the caster desires. The forest can be of less than maximum area if the caster wishes. One of its edges can appear up to 240 feet away from the caster.

Hold Plant (Enchantment/Charm)

Sphere: Plant

Level: 4

Range: 240'

Components: V, S

Duration: 1 rd./level

Casting Time: 1 action

Area of Effect: 1d4 plants in 40-ft. sq.

Saving Throw: Fort Neg.

Spell Resistance: Yes

The *hold plant* spell affects vegetable matter as follows:

- 1) it causes ambulatory vegetation to cease moving;
- 2) it prevents vegetable matter from entwining, grasping, closing, or growing;
- 3) it prevents vegetable matter from making any sound or movement that is not caused by wind.

The spell effects apply to all forms of vegetation, including parasitic and fungoid types, and those magically animated or otherwise magically empowered. It affects such monsters as green slime, molds of any sort, shambling mounds, shriekers, treants, etc. The duration of a *hold plant* spell is one round per level of experience of the caster. It affects 1d4 plants in a 40-foot x 40-foot area, or a square 10 to 50 feet on a side of small ground growth such as grass or mold. If only one plant (or 10 foot square) is chosen as the target for the spell by the caster, the saving throw of the plant (or area of plant growth) is made with a -4 penalty to the die roll; if two plants (or 20 foot square) are the target, saving throws suffer a -2 penalty; if three plants (or 35 foot square) are the target, saving throws suffer a -1 penalty; and if the maximum of four plants (or 50 foot square) are the target, saving throws are unmodified.

Imbue With Spell Ability (Enchantment)

Sphere: Charm

Level: 4

Range: Touch

Components: V, S, M

Duration: Until used

Casting Time: 1 turn

Area of Effect: Person touched

Saving Throw: None

Spell Resistance: Yes

The priest can transfer a limited number and selection of his spells, and the ability to cast them, to another person. Only non-spellcasters (including can receive this bestowal; the *imbue with spell ability* enchantment does not function for those belonging to

spellcasting classes, for unintelligent monsters, nor for any individual with less than 1 full Hit Die. In addition, the person thus imbued must have a Wisdom score of 9 or higher. Only priest spells of an informational or defensive nature or a *cure wounds* spell can be transferred. Transferring any other spell type negates the entire attempt, including any allowable spells that were chosen. Higher level persons can receive more than one spell at the priest's option:

Level of Recipient	Spells Imbued
1	One 1st-level spell
3	Two 1st-level spells
5+	Two 1st- and one 2nd-level spells

The transferred spell's variable characteristics (range, duration, area of effect, etc.) function according to the level of the priest originally imbuing the spell.

A priest who casts *imbue with spell ability* upon another character loses the number of 1st- and 2nd-level spells he has imbued until the recipient uses the transferred spells or is slain. For example, a 7th-level priest with five 1st and four 2nd-level spells imbues a 10th-level fighter with a *cure light wounds* spell and a *slow poison* spell. The cleric now can cast only four 1st-level spells until the cure is cast and only three 2nd level spells until the *slow poison* is cast, or until the fighter is killed. In the meantime, the priest remains responsible to his ethos for the use to which the spell is put.

The material components for this spell are the priest's holy symbol, plus some minor item from the recipient that is symbolic of his profession (a lockpick for a thief, etc.). This item, and any material component for the imbued spell, is consumed when the *imbue with spell ability* spell is cast.

Inflict Heavy Wounds (Necromancy)

Sphere: Healing

Level: 4

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 1 Action

Area of Effect: Creature touched

Saving Throw: None

Spell Resistance: Yes

Inflict *heavy wounds*, causes 4d8 +1 point per level of the priest (Maximum of +15 points of damage.) If a creature is avoiding this touch, an attack roll is needed to determine the hit vs touch AC.

Inflicted wounds will heal, or can be cured, just as any normal injury.



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Invisible Forest (Illusion/Phantasm)

Sphere: Plant
Level: 4
Range: 240'
Components: V, S
Duration: Permanent
Casting Time: 1 Action
Area of Effect: 40-ft. sq./level
Saving Throw: None
Spell Resistance: No

When cast, a forested or otherwise natural terrain appear barren and worthless. Priests attuned to the woodlands, as well as such creatures as centaurs, dryads, green dragons, nymphs, satyrs, and treants, recognize the forest for what it is. All other creatures believe it is absent and movement and order of march are affected accordingly. Touching the illuso doesnot reveal it. The invisible forest remains until it is magically dispelled. The area shape is either roughly rectangular or square, in general, and at least 40 feet deep, in whatever location the caster desires. The area can be of less than maximum area if the caster wishes. One of its edges can appear up to 240 feet away from the caster.

Lower/Raise Water (Alteration)

Sphere: Elemental (Water)
Level: 4
Range: 120 yds.
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

The *lower water* spell causes water or similar fluid in the area of effect to sink away to a minimum depth of 1 inch. The depth can be lowered by up to 2 feet for every experience level of the priest. The water is lowered within a square area whose sides are 10 feet long per caster level. Thus, an 8th-level priest affects a volume up to 16 feet x 80 feet x 80 feet, a 9th-level caster affects a volume up to 18 feet x 90 feet x 90 feet, and so on. In extremely large and deep bodies of water, such as deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell: The creature moves at half speed and makes half its usual number of attacks each round. The spell has no effect on other creatures.

The spell can also be used to cause water or similar fluids to return to their highest natural level: spring flood, high tide, etc. This can make fords impassable, float grounded ships, and may even sweep away bridges at the DM's option.



Magic Weapon; Greater (Transmutation)

Sphere: Combat
Level: 4
Range: Close (25 ft. + 5 ft./2 levels)
Components: V, S
Duration: 1 hour/level
Casting Time: 1 Action
Area of Effect: One weapon or fifty projectiles
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes

This spell functions like magic weapon, except that it gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5).

Alternatively, you can affect as many as fifty arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons, lose their transmutation when used. (Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this spell.)

Neutralize Poison (Necromancy)

Sphere: Healing
Level: 4
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 Action
Area of Effect: 1 creature or 1 cu. ft. of substance/2 levels
Saving Throw: None
Spell Resistance: Yes

By means of a *neutralize poison* spell, the priest detoxifies any sort of venom in the creature or substance touched. Note that an opponent, such as a poisonous reptile or snake (or even an envenomed weapon of an opponent) unwilling to be so touched requires the priest to roll a successful attack in combat. This spell can prevent death or damage in a poisoned creature if cast before death or damage occurs. The effects of the spell are permanent only with respect to poison existing in the touched creature at the time of the touch; thus, creatures (and objects) that generate new poison are not permanently detoxified.

The reversed spell, *poison*, likewise requires a successful attack roll, and the victim is allowed a Fort saving throw. If the latter is unsuccessful, the victim is hit with 1d8 Con damage and a second save must be made one turn later or 2d8 Con Damage is suffered unless the poison is magically neutralized or slowed.

Plant Door (Alteration)

Sphere: Plant
Level: 4
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 Action
Area of Effect: Special
Saving Throw: None

The *plant door* spell opens a magical portal or passageway through trees, undergrowth, thickets, or any similar growth, even growth of a magical nature. The plant door is open to the caster

who cast the spell, casters of a higher level, or dryads; others must be shown the location of the door. The door even enables the caster to enter a solid tree trunk and remain hidden there until the spell ends. The spell also enables the passage or hiding of any man-sized or smaller creature; hiding is subject to space considerations. If the tree is cut down or burned, those within must leave before the tree falls or is consumed, or else they are killed also. The duration of the spell is one turn per level of experience of the caster. If the caster opts to stay within an oak, the spell lasts nine times longer than normal; if within an ash tree, it lasts three times longer. The path created by the spell is up to 4 feet wide, 8 feet high, and 12 feet long per level of experience of the caster. This spell does not function on plant-based monsters (shambling mounds, molds, slimes, treants, etc.).

The material components for this spell are a piece of charcoal and the caster's holy symbol.

Poison (Necromancy)

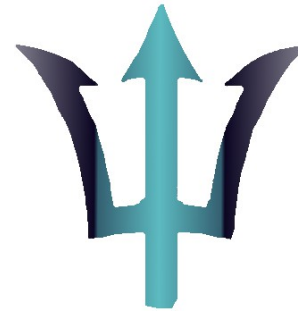
Sphere: Combat
 Level: 4
 Range: Touch
 Components: V, S
 Duration: Permanent
 Casting Time: 1 Action
 Area of Effect: 1 creature
 Saving Throw: None
 Spell Resistance: Yes

The spell requires a successful attack roll, and the victim is allowed a Fort saving throw. If the latter is unsuccessful. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction. unless the poison is magically neutralized or slowed.

Produce Fire (Alteration)

Sphere: Elemental (Fire)
 Level: 4
 Range: 120'
 Components: V, S, M
 Duration: 1 round
 Casting Time: 1 Action
 Area of Effect: 10-ft. sq.
 Saving Throw: None
 Spell Resistance: No

The caster creates a common fire of up to 12 feet per side in area. Though it lasts only a single round (unless it ignites additional flammable material), the fire produced by the spell inflicts 1d4 points of damage +1 point per caster level (1d4 + 1/level) upon creatures within its area. It ignites combustible materials, such as cloth, oil, paper, parchment, wood, and the like, so as to cause continued burning.



Protection From Elemental Attack (Abjuration)

Sphere: Protection, Weather
 Level: 4
 Range: Touch
 Components: V, S, M
 Duration: Special
 Casting Time: 1 Action
 Area of Effect: 1 creature
 Saving Throw: None
 Spell Resistance: Yes

The effect of a *protection from elemental attack* confers complete invulnerability to one type of elemental attack, fire, electrical, acid, cold or sonic. The caster must choose the element protected against when the spell is cast. No more than one *protection from elemental attack* spell can be placed on a creature at one time. A second casting over any element will cancel the first casting.

Attack such as dragon breath, or magic spells such as *elemental ball*, *shocking grasp*, spell like abilities, etc., until the spell has absorbed 10 points of damage per level of the caster, at which time the spell is negated. The affected creature is still entitled to the normal saving throw against the attack (breath weapon, spell etc.) and the damage is removed from the lower total if the save is made.

The caster's holy symbol is the material component.

Protection From Evil, 10' Radius (Abjuration)

Sphere: Protection
 Level: 4
 Range: Touch
 Components: V, S, M
 Duration: 10 minutes/level
 Casting Time: 1 Action
 Area of Effect: 10-ft. radius
 Saving Throw: None
 Spell Resistance: No

The globe of protection of this spell is identical in all respects to that of a *protection from evil* spell, except that it encompasses a much larger area and its duration is greater. The effect is centered on and moves with the creature touched. Any protected creature within the circle will break the warding against enchanted/summoned monsters if he attacks those monsters. A creature unable to fit completely into the area of effect (for example, a 21-foot-tall titan) remains partially exposed and subject to whatever penalties the DM decides. If such a creature is the recipient of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

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Protection From Good, 10' Radius (Abjuration)

Sphere: Protection
Level: 4
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 Action
Area of Effect: 10-ft. radius
Saving Throw: None
Spell Resistance: No

The globe of protection of this spell is identical in all respects to that of a *protection from good* spell, except that it encompasses a much larger area and its duration is greater. The effect is centered on and moves with the creature touched. Any protected creature within the circle will break the warding against enchanted/summoned monsters if he attacks those monsters. A creature unable to fit completely into the area of effect (for example, a 21-foot-tall titan) remains partially exposed and subject to whatever penalties the DM decides. If such a creature is the recipient of the spell, the spell acts as a normal *protection from good* spell for that creature only.

Quench Fire (Alteration)

Sphere: Elemental (Fire)
Level: 4
Range: 120'
Components: V, S, M
Duration: 1 round
Casting Time: 1 Action
Area of Effect: 10-ft. sq.
Saving Throw: None
Spell Resistance: No

The caster extinguishes any normal fire (coals, oil, tallow, wax, wood, etc.) within the area of effect.

Repel Vermin (Abjuration)

Sphere: Animal, Protection
Level: 4
Range: 0
Components: V, S
Duration: 10 minutes/level
Casting Time: 1 round
Area of Effect: 10-ft. radius
Saving Throw: Will: Special
Spell Resistance: No

When this spell is cast, the priest creates an invisible barrier to all sorts of "vermin", normal insects, arachnids, myriapods, and similar creatures do not approach within 10 feet of the caster while the spell is in effect. Giant vermin with Hit Dice less than 1/3 of the caster's experience level are also repelled (for example, 2 Hit Dice for 7th to 9th-level casters, 3 Hit Dice at 10th through 12th level, etc.). Vermin with more Hit Dice can enter the protected area if the vermin is especially aggressive and, in addition, rolls a successful saving throw vs. Will. Those that do sustain 1d6 points of damage from passing through the magical barrier.

Restoration (Conjuration)

Sphere: Healing
Level: 4
Range: Touch
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 turn
Area of Effect: Person touched
Saving Throw: None
Spell Resistance: Yes

This spell functions like lesser restoration, except that it also dispels negative levels. Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target.

Material Component: Diamond dust worth 100 gp that is sprinkled over the target.

Sending (Evocation)

Sphere: All
Level: 4
Range: See text
Components: V, S
Duration: 1 round
Casting Time: 10 minutes
Area of Effect: One creature
Saving Throw: None
Spell Resistance: No

You contact a particular creature with which you are familiar and send a short message of twenty-five words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence score. Even if the sending is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the sending does not arrive. (Local conditions on other planes may worsen this chance considerably.)

Speak With Plants (Alteration)

Sphere: Plant
Level: 4
Range: 0
Components: V, S
Duration: 1 minute/level
Casting Time: 1 Action
Area of Effect: 30-ft. radius
Saving Throw: None
Spell Resistance: No

When cast, a *Speak with plants* spell enables the priest to converse, in very rudimentary terms, with all sorts of living vegetables (including fungi, molds, and plantlike monsters, such as shambling mounds) and to exercise limited control over normal plants (i.e., not monsters or plantlike creatures). Thus, the caster can question plants as to whether or not creatures have passed through them, cause thickets to part to enable easy passage, require

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vines to entangle pursuers, and command similar services. The spell does not enable plants to uproot themselves and move about, but any movements within the plants' normal capabilities are possible. Creatures entangled by the 1st-level spell of that name can be released. The power of the spell lasts for one minute for each experience level of the casting priest. All vegetation within the area of effect is affected by the spell.

Spell Immunity (Abjuration)

Sphere: Protection
Level: 4
Range: Touch
Components: V, S
Duration: Special
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: None
Spell Resistance: Yes

The priest renders a creature touched immune to the effects of a specified spell of 4th level or lower. It protects against spells, spell-like effects of magical items, and innate spell-like abilities of creatures. It does not protect against breath weapons or gaze attacks of any type.

The spell has several additional limitations. First, the spell cannot affect a creature already magically protected by another protective spell. Second, only a particular spell can be protected against, not a certain sphere of spells or a group of spells that are similar in effect; thus, a creature given immunity to the *lightning bolt* spell is still vulnerable to a *shocking grasp* spell.

The protection lasts until the recipient is hit by the named spell or 24 hours has passed. When the named spell is cast at the recipient, they are totally unaffected by it even if the spell has an area effect. At that point the protection is lost, and any further casting of that spell will have the full effects.

Sticks to Snakes (Alteration)

Sphere: Plant
Level: 4
Range: 90'
Components: V, S, M
Duration: 2 minutes/level
Casting Time: 1 Action
Area of Effect: 1d4 sticks + 1 stick/level in a 10-ft. cube
Saving Throw: None
Spell Resistance: No

The caster can change 1d4 sticks, plus one stick per experience level, into snakes; thus, a 9th-level priest can change 10-13 sticks into an equal number of snakes. These snakes attack as commanded by the priest. There must, of course, be sticks or similar pieces of wood (such as torches, spears, etc.) to turn into snakes. Such a stick cannot be larger than a staff. Sticks held by creatures are allowed a saving throw equal to that of the possessor (i.e., a spear held by an orc must roll the orc's saving throw vs. Fortitude). Magical items, such as staves and enchanted spears, are not affected by the spell. Only sticks within the area of effect are changed.

The type of snake created varies, but a typical specimen has 2 Hit Dice, Armor Class 14, a movement rate of 20, and either constricts for 1d4+1 points of damage per round or bites for 1

point plus poison (if any). The chance of a snake thus changed being venomous is 5% per caster level, if the spellcaster desires. Thus, an 11th-level priest has a maximum 55% chance that any snake created by the spell is poisonous. The spell lasts for two minutes for each experience level of the spellcaster.

The spell also changes normal-sized snakes to sticks for the same duration, or it negates the *sticks to snakes* or like spells according to the level of the priest countering the spell

Summon Monster 4 (Conjuration/Summoning)

Sphere: Summoning
Level: 4
Range: Close (25 ft. + 5 ft./2 levels)
Components: V, S
Duration: 4 rounds +1 round per level
Casting Time: 1 Action
Area of Effect: One or more summoned creatures
Saving Throw: None
Spell Resistance: No

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures one creature from the 4th-level list, [1d3](#) creatures of the same kind from the 2nd-level list, or [1d4+1](#) creatures of the same kind from a lower level list.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them.

Teeth to Rats (Alteration)

Reversible
Sphere: Plant
Level: 4
Range: 30 yds.
Components: V, S, M
Duration: 2 minutes/level
Casting Time: 1 Action
Area of Effect: 1d4 rat's teeth +1 tooth/level in a 10-ft. cube
Saving Throw: None

The caster can change 1d4 rat teeth, plus one stick per experience level, into rats; thus, a 9th-level priest can change 10-13 teeth into an equal number of rats. These rats attack as commanded by the priest. There must, of course, be rat's teeth to turn into rats. Teeth held by creatures are allowed a saving throw equal to that of the possessor. Magical items are not affected, nor are teeth still in rats. Only teeth within the area of effect are changed.

The type of rat created conforms to the monstrous giant rat. The spell lasts for two minutes for each experience level of the spellcaster.

The spell also changes giant rats into teeth or normal rats on a 5 to one ratio to teeth for the same duration, or it negates the *sticks to snakes* or like spell according to the level of the priest countering the spell (for example, a 10th-level priest casting the reverse spell can turn 11-14 snakes back into sticks).

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Whiskers to Weasels (Alteration)

Sphere: Plant

Level: 4

Range: 30 yds.

Components: V, S, M

Duration: 2 minutes/level

Casting Time: 1 Action

Area of Effect: 1d4 whiskers +1 whisker/level in a 10-ft. cube

Saving Throw: None

By means of this spell, the caster can change 1d4 whiskers, plus one whisker per experience level, into weasels; thus, a 9th-level priest can change 10-13 whiskers into an equal number of

weasels. These weasels attack as commanded by the priest. There must, of course, be whiskers to turn into weasels. Whiskers held by creatures are allowed a saving throw equal to that of the possessor. Magical items are not affected by the spell, nor are whiskers still on weasels. Only whiskers within the area of effect are changed.

The type of weasel created conforms to the giant weasel. The spell lasts for two minutes for each experience level of the spellcaster.

The spell also changes giant weasels or normal-sized weasels at a five to one ratio into whiskers for the same duration, or it negates the *sticks to snakes* and like spells according to the level of the priest countering the spell.

