

# Cleric Fifth Level Spells

## **Animal Growth** (Alteration)

Sphere: Animal

Level: 5

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

Components: V, S

Duration: 10 minutes/level

Casting Time: 1 Action

Area of Effect: 1 animal

Saving Throw: fort neg

Spell Resistance: Yes

The target animal grows to twice its normal size and eight times its normal weight. This alteration changes the animal's size category to the next largest, grants it a +8 size bonus to Strength and a +4 size bonus to Constitution (and thus an extra 2 hit points per HD), and imposes a -2 size penalty to Dexterity. The creature's existing natural armor bonus increases by 2. The size change also affects the animal's modifier to AC, attack rolls, and its base damage. The animal's space and reach change as appropriate to the new size, but its speed does not change. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it--the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by the animal is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment.

Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size.

The spell gives no means of command over an enlarged animal.

Multiple magical effects that increase size do not stack.

## **Animal Summoning II** (Conjuration/Summoning)

Sphere: Animal, Summoning

Level: 5

Range: 180'

Components: V, S

Duration: Special

Casting Time: 1 Action

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

The caster calls up to six animals of 8 Hit Dice or less, or 12 animals of 4 Hit Dice or less, of whatever sort the caster names. 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 10 to 40 minutes 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.).



## **Anti-Plant Shell** (Abjuration)

Sphere: Plant, Protection

Level: 5

Range: 0

Components: V, S

Duration: 10 minutes/level

Casting Time: 1 Action

Area of Effect: 15-ft. diameter

Saving Throw: None

Spell Resistance: No

The *anti-plant shell* spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacking plants or vegetable creatures such as shambling mounds or treants. Any attempt to force the barrier against such creatures shatters the barrier immediately. The spell lasts for one turn for each experience level of the caster.

## **Break Enchantment** (Abjuration)

Sphere: All

Level: 5

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

Components: V, S

Duration: Instantaneous

Casting Time: 1 minute

Area of Effect: Up to one creature per level, all within 30 ft. of each other

Saving Throw: See text

Spell Resistance: No

This spell frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is 25.

If the spell is one that cannot be dispelled by dispel magic, break enchantment works only if that spell is 5th level or lower.

If the effect comes from some permanent magic item break enchantment does not remove the curse from the item, but it does free the victim from the item's effects.

## **Ceremony III** (Invocation)

Sphere: All

Level: 5

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 10 minutes to 1 hour

Area of Effect: Special

Saving Throw: Special

Spell Resistance: No

*Ceremony* has a number of applications in the religious organization. the various ceremonies giving the official blessing (or curse) of the religion's god or gods on the rites performed. The *Ceremony* spell does not leave an aura of magic, but might leave an aura of good or evil. The Ceremonies can vary from religion to religion, but the common ceremonies are: *Anathematize Attonement, Consecrate Ground, Ordination*

In every case but one a religious rite is cast on a willing being

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or an inanimate object. Therefore no save is given for these spells. If a *Ceremony* spell should be cast on an unwilling person it will automatically fail, except for the one exception.

**Anathematize:** This rite is the only ceremony that gives a saving throw, and spell 5esistance, as the recipient is usually not willing. This spell is used to excommunicate a follower of a religion for crimes of a religious nature, heresy, blasphemy, etc. The offender is branded on the cheek or forehead by the hand of the casting priest. A mark that is seen and understood only by dedicated members of that religion's congregation. the "recipient" is entitled to a save vs Will at -4 to avoid the brand, but not the loss of any benefit from that religion. If the recipient is not deserving of the *anathematize* it will fail utterly, and the casting priest will be aware of it. Should malicious intent be involved, the god will punish the abusing member of the clergy.

A successful *atonement* spell will cause the brand to fade and even vanish, depending on the deed and the nature of the atonement done.

**Atonement:** This spell is used by the priest to remove the burden of unwilling or unknown deeds from the person who is the subject of the atonement. The person seeking the *atonement* spell must first be a sworn follower of the casters religion. A cleric cannot cast an *atonement* for anyone that does not accept the dictates of his religion. Second the person must either be truly repentant or not have been in command of his own will when the acts to be atoned for were committed. The DM will judge this spell in this regard, noting any past instances of its use upon the person. Deliberate misdeeds and acts of knowing and willful nature cannot be atoned for with this spell (see the *quest* spell). A character who refuses to accept an atonement, and is in need of it, is automatically considered to have committed a willful misdeed.

The affect of the will vary depending on the nature of the misdeed and the nature of the mis-doer. Paladins and priests that require an *atonement* will receive the stiffest penance. Normal lay followers less so for the same offenses. Once the spell is cast, and the required penance done, the *atonement* is complete, and the deed or deeds purged from the record of the soul

The priest needs his religious symbol, prayer beads or wheel or book, and burning incense.

**Consecrate Ground:** This rite must be cast on any area of land that is to be used for a holy structure such as a temple, shrine or monastery. It must be cast before the site is altered in any manner, construction materials brought on site etc. If cast as an after thought it will not work. It can be cast on an existing structure to make it a holy site, again, before any alteration is performed by the members of the religion.

If the spell is not properly cast the structure will fall into disrepair no matter what efforts are made to keep it up. It has a 1% per year cumulative chance of actuality collapsing.

The spell can also be used to prepare an area of land for the internment of the dead. Again, it must be the first thing done. When used in this matter the cemetery will actually turn undead each round as a 3rd level cleric. It will become a place of peace and comfort.

Most religions regard this as so important that it is renewed every year on all holy places on a special holiday.

**Ordination:** This is the ceremony that is the final end of the priest-to-be's long years of training. His induction into the clergy of his god. Once done he can go forth and serve the god as a full priest. Other priests of the religion will know him for what he is, as will priests of other religions.

Some religions have further stages of this ceremony as the priest progresses in rank, the last being performed by the god themselves to chose the leader of the religion.

The components will vary from religion to religion. Some types will have costs for the recipient, again varying depending on the religion. the suggested amounts are:

<i>Anathematize</i>	Always free 1-25gp in materials are required.
<i>Atonement</i>	1-25gp in materials are required.
<i>Consecrate Ground</i>	100-600gp. depending on the size of the area, purpose, and level of the casting cleric.
<i>Ordination</i>	1-25gp in materials are require. usually supplied by the religion.

### **Command, greater** (Divination)

Sphere: Divination

Level: 5

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

Components: V

Duration: Special

Casting Time: 1 Action

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

Saving Throw: Will negates

Spell Resistance: Yes

The caster gives the subjects a single command, which they obeys to the best of its ability at its earliest opportunity. At the start of each commanded creature's action after the first, it gets another Will save to attempt to break free from the spell. one creature per level may be affected. Each creature must receive the same command.

You may select from the following options.

**Approach** -- On its turn, the subject moves toward you as quickly and directly as possible for the duration of the spell.. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

**Drop** -- On its turn, the subject drops whatever it is holding. It can't pick up any dropped item for the duration of the spell..

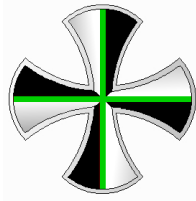
**Fall** - On its turn, the subject falls to the ground and remains prone for the duration of the spell. It may act normally while prone but takes any appropriate penalties.

**Flee** -- On its turn, the subject moves away from you as quickly as possible for the duration of the spell. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

**Halt** -- The subject stands in place for 1 round. It may not take any actions but is not considered helpless.



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**Commune** (Divination)  
Sphere: Divination  
Level: 5  
Range: 0  
Components: V, S, M  
Duration: Special  
Casting Time: 10 minutes  
Area of Effect: Special  
Saving Throw: None  
Spell Resistance: No

The priest is able to contact his deity, or agents thereof, and request information in the form of questions that can be answered by a single sentence. The priest is allowed one such question for every three experience levels he has attained above the minimum necessary to cast the spell. One question at 9th level, two at 12th, level, three at 15th level, and so forth, up to a limit of one third the caster's wisdom. The answers given are correct within the limits of the entity's knowledge. "I don't know" is a legitimate answer, as powerful outer planar beings are not necessarily omniscient. The spell will, at best, provide information to aid character decisions. Entities communed with structure their answers to further their own purposes. The *commune* spell can only be used once per week, for the greater powers dislike frequent interruptions. Likewise, if the caster lags, discusses the answers, or goes off to do anything else, the spell immediately ends.

The material components necessary for a *commune* spell are the priest's religious symbol, holy water, and incense. If a particularly potent commune is needed, a sacrifice proportionate with the difficulty of obtaining the information is required. If the offering is insufficient, no information or only partial information is gained.

**Commune With Nature** (Divination)  
Sphere: Divination, Elemental  
Level: 5  
Range: 0  
Components: V, S  
Duration: Special  
Casting Time: 10 minutes  
Area of Effect: Special  
Saving Throw: None  
Spell Resistance: No

This spell enables the caster to become one with nature, thus being empowered with knowledge of the surrounding territory. For each level of experience of the caster, he can "know" one fact--ahead, left, or right, about the following subjects: the ground, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, etc. The presence of powerful unnatural creatures also can be detected, as can the general state of the natural setting. The spell is most effective in outdoor settings, operating in a radius of one-half mile for each level of the caster. In natural underground settings--caves, cavern, etc.--the range is limited to 10 yards per caster level. In constructed settings (dungeons and towns), the spell will not function.

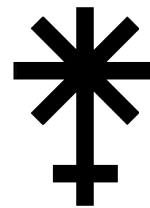
**Control Winds** (Alteration)  
Sphere: Weather  
Level: 5  
Range: 0  
Components: V, S  
Duration: 1 turn/level  
Casting Time: 1 Action  
Area of Effect: 40-ft./level radius  
Saving Throw: None  
Spell Resistance: No

With a *control winds* spell, the caster is able to alter wind force in the area of effect. For every three levels of experience, the caster can increase or decrease wind force by one level of strength. Wind strengths are as follows:

Wind Force	Miles Per Hour
Light Breeze	2-7
Moderate Breeze	8-18
Strong Breeze	19-31
Gale	32-54
Storm	55-72
Hurricane	73-176

Winds in excess of 19 miles per hour drive small flying creatures, those eagle-sized and under, from the skies, severely affect missile accuracy, and make sailing difficult. Winds in excess of 32 miles per hour drive even man-sized flying creatures from the skies and cause minor ship damage. Winds in excess of 55 miles per hour drive all flying creatures from the skies, uproot small trees, knock down wooden structures, tear off roofs, and endanger ships. Winds in excess of 73 miles per hour are of hurricane force.

An "eye" of 40-foot radius, in which the wind is calm, exists around the caster. Note that while the spell can be used underground, if the spell is cast in an area smaller than the area of effect, the eye shrinks 1 foot for every foot of confinement. For example, if the area of effect is a 360-foot area, the eye shrinks by 10 feet to a 30-foot radius; a space under 320 feet in a radius would eliminate the eye and subject the spellcaster to the effects of the wind. Once the spell is cast, the wind force increases or decreases by 3 miles per hour per minute until the maximum or minimum speed is attained. The caster, with one round of complete concentration, can stabilize the wind at its current strength, or set it to increase or decrease. However, the rate of the change cannot be altered. The spell remains in force for one turn for each level of experience of the caster. When the spell is exhausted, the force of the wind wanes or waxes at the same rate, until it reaches the level it was at before the spell took effect. Another caster can use a *control winds* spell to counter the effects of a like spell up to the limits of his own ability.



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### **Cure Critical Wounds** (Necromancy)

Sphere: Healing  
Level: 5  
Range: Touch  
Components: V, S  
Duration: Permanent  
Casting Time: 1 Action  
Area of Effect: 1 creature  
Saving Throw: None  
Spell Resistance: Yes

The *cure critical wounds* spell is a very potent version of the *cure light wounds* spell. The priest lays his hand upon a creature and heals 4d8++1 per level of the caster (max +20) points of damage from wounds or other damage. The spell does not affect creatures without corporeal bodies or those not living.

### **Cure Light Wounds, Mass** (Conjuration)

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

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

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

### **Dispel Evil** (Abjuration)

Sphere: Protection, Summoning  
Level: 5  
Range: Touch  
Components: V, S, M  
Duration: 1 rd./level  
Casting Time: 1 Action  
Area of Effect: 1 creature  
Saving Throw: None  
Spell Resistance: Yes

The priest using this spell causes a summoned creature of evil nature, an evil creature from another plane, or a creature summoned by an evil caster, to return to its own plane or place when the caster successfully strikes it in melee combat. Examples of such creatures are aerial servants, djinn, efreet, elementals, and invisible stalkers. An evil enchantment (such as a *charm* spell cast by an evil creature) that is subject to a normal *dispel magic* spell can be automatically dispelled by the *dispel evil* spell. This spell lasts for a maximum of one round for each experience level of the caster, or until expended. While the spell is in effect, all creatures that could be affected by it fight with a -7 penalty to their attack rolls when engaging the spellcaster.

The material components for this spell are the priest's religious object and holy water.

### **Dispel Good** (Abjuration)

Sphere: Protection, Summoning  
Level: 5  
Range: Touch  
Components: V, S, M  
Duration: 1 rd./level  
Casting Time: 1 Action  
Area of Effect: 1 creature  
Saving Throw: None  
Spell Resistance: Yes

The priest using this spell causes a summoned creature of good nature, a good creature from another plane, or a creature summoned by a good caster, to return to its own plane or place when the caster successfully strikes it in melee combat. Examples of such creatures are aerial servants, djinn, efreet, elementals, and invisible stalkers. An enchantment (such as a *charm* spell cast by a good creature) that is subject to a normal *dispel magic* spell can be automatically dispelled by the *dispel good* spell. This spell lasts for a maximum of one round for each experience level of the caster, or until expended. While the spell is in effect, all creatures that could be affected by it fight with a -7 penalty to their attack rolls when engaging the spellcaster.

The material components for this spell are the priest's religious object and holy water.

### **Disrupting Weapon** (Transmutation)

Sphere: Combat  
Level: 5  
Range: Touch  
Components: V, S  
Duration: 1 rd./level  
Casting Time: 1 Action  
Area of Effect: 1 weapon  
Saving Throw: Will negates (harmless, object); see text  
Spell Resistance: No

This spell makes a melee weapon deadly to undead. Any undead creature with HD equal to or less than your caster level must succeed on a Will save or be destroyed utterly if struck in combat with this weapon. Spell resistance does not apply against the destruction effect.

### **Flame Strike** (Evocation)

Sphere: Combat  
Level: 5  
Range: 60 yds.  
Components: V, S  
Duration: Instantaneous  
Casting Time: 1 Action  
Area of Effect: 5 ft. radius x 30 ft. column  
Saving Throw: Reflex (half)  
Spell Resistance: Yes

When the priest evokes a *flame strike* spell, a vertical column of fire roars downward in the location called for by the caster. Any creatures within the area of effect must roll a saving throw vs. Reflex. Failure means the creature sustains 6d8 points of damage; otherwise, the damage is halved.

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### **Inflct Critical Wounds** (Necromancy)

Sphere: Healing  
Level: 5  
Range: Touch  
Components: V, S  
Duration: Permanent  
Casting Time: 1 Action  
Area of Effect: 1 creature  
Saving Throw: None  
Spell Resistance: Yes

The priest lays his hand upon a creature and inflicts 4d8+1 per level of the caster (max +20) points of damage. An attack vs the target's touch AC is required if they resist being touched. The spell does not affect creatures without corporeal bodies or those not living.

### **Inflct Light Wounds, Mass** (Conjuration)

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

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

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

### **Insect Plague** (Conjuration/Summoning)

Sphere: Combat  
Level: 5  
Range: 360'  
Components: V, S  
Duration: 2 rds./level  
Casting Time: 1 turn  
Area of Effect: 180 ft. x 60 ft. cloud  
Saving Throw: None  
Spell Resistance: No

This spell causes a horde of creeping, hopping, and flying insects gather and swarm in a thick cloud. In an environment free of normal insects, the spell fails. The insects obscure vision, limiting it to 10 feet. Spellcasting within the cloud is impossible. Creatures in the insect plague, regardless of Armor Class, sustain 1 point of damage for each round they remain within, due to the bites and stings of the insects. Invisibility is no protection. All creatures with 2 or fewer Hit Dice will automatically move at their fastest possible speed in a random direction until they are more than 240 yards away from the insects. Creatures with fewer than 5 Hit Dice must check morale; failure means they run as described above.

Heavy smoke drives off insects within its bounds. Fire also

drives insects away. For example, a wall of fire in a ring shape keeps a subsequently cast *insect plague* outside its confines, but a *fireball* spell simply clears insects from its blast area for one round. A single torch is ineffective against this vast horde of insects. Lightning, cold, or ice are likewise ineffective, while a strong wind that covers the entire plague area disperses the insects and ends the spell. The plague lasts two rounds for each level of the caster, and thereafter the insects disperse. The insects swarm in an area that centers around a summoning point determined by the spellcaster. The point can be up to 120 yards away from the priest. The insect plague does not move thereafter for as long as it lasts. Note that the spell can be countered by a *dispel magic* spell.

### **Lightning Strike** (Evocation)

Sphere: Combat  
Level: 5  
Range: 180'  
Components: V, S  
Duration: Instantaneous  
Casting Time: 1 Action  
Area of Effect: 5 ft. radius x 30 ft. column  
Saving Throw: ½Reflex 1/2

When the priest evokes a *lightning strike* spell, a vertical bolt of lightning thunders downward in the location called for by the caster. Any creatures within the area of effect must roll a saving throw vs. Reflex. Failure means the creature sustains 6d8 points of damage; otherwise, the damage is halved.

### **Mark of Justice** (Necromancy)

Sphere: All  
Level: 5  
Range: Touch  
Components: V, S, DF  
Duration: Permanent; see text  
Casting Time: 10 minutes  
Area of Effect: Creature Touched  
Saving Throw: None  
Spell Resistance: Yes

You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of *curse*.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained.

Like the effect of *curse*, a mark of justice cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. *Remove curse* works only if its caster level is equal to or higher than your mark of justice caster level. These restrictions apply regardless of whether the mark has activated.



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### **Minor Awe** (School: Illusion/ Charm)

Sphere: Charm

Level: 5

Range: Touch

Components: V, S, M

Duration: 1 turn plus 1 turn/level

Casting Time: 1 round

Area of Effect: line of sight (100 yards)

Saveing Throw: Will Neg.

Spell Resistance: Yes

The *minor awe* spell temporarily raises the Charisma of the recipient to a score of 31. A light will shine down from the heavens to cast a halo about their head and their voice will take on an other-worldly depth and volume. Any possibly hostile person viewing this spectacle must make a will save or stand in awe of the recipient. They will remain predisposed to like the recipient even after the effect of divine favor has worn off. Should they save against the spell they will fall under the effect during the duration of the spell, but know that they have been influenced after the duration has worn off. Persons loyal to the recipient will rally to him. Those with broken moral will regain heart and the stable will not need moral checks as long as the recipient is in sight. Enemy troops that see the effect must make the Will save or rout immediately. Persons over 6th level will save at +2.

### **Moonbeam** (Evocation, Alteration)

Sphere: Sun

Level: 5

Range: 180' + 30'/level

Components: V, S

Duration: 1 minute/level

Casting Time: 1 Action

Area of Effect: 5 ft. radius + special

Saving Throw: None

Spell Resistance: No

The caster is able to cause a beam of soft, pale light to strike down from overhead and illuminate whatever area he is pointing at. The light is exactly the same as moonlight, so that colors are muted. The spellcaster can easily make the moonbeam move to any area that he can see and point to. This makes the spell an effective way to spotlight something, an opponent, for example. While the *moonbeam* spell does not eliminate all shadows, a creature centered in a moonbeam is most certainly visible. The reflected light from this spell enables dim visual perception 30 feet beyond the area of effect, but it does not shed a telltale glow that would negate surprise. The light does not adversely affect infravision. The caster can dim the beam to near darkness if desired. The beam has, in addition, all the properties of true moonlight and can induce a lycanthropic change (of a creature in the beam), unless the DM rules otherwise.



### **Pass Plant** (Alteration)

Sphere: Plant

Level: 5

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 1 Action

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

The caster is able to enter a tree and move from inside it to inside another tree. The second tree must lie in approximately the direction desired by the spell user and must be within the range shown in the following table.

Type of Tree	Range of Area of Effect
Oak	600 yards
Ash	540 yards
Yew	480 yards
Elm	420 yards
Linden	360 yards
other deciduous	300 yards
other coniferous	240 yards

The tree entered and that receiving the caster must be of the same type, must both be living, and of girth at least equal to that of the caster. Note that if the caster enters a tree, an ash, for example, and wishes to pass north as far as possible (540 yards), but the only appropriate ash in range is to the south, the caster will pass to the ash in the south. The *pass plant* spell functions so that the movement takes only one round. The caster can, at his option, remain within the receiving tree for a maximum of one round per level of experience. Otherwise, he can step forth immediately. Should no like tree be in range, the caster simply remains within the first tree, does not pass elsewhere, and must step forth in the appropriate number of rounds. If the occupied tree is chopped down or burned, the caster is slain if he does not exit before the process is complete.

### **Plane Shift** (Alteration)

Sphere: Astral

Level: 5

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 Action

Area of Effect: 1 creature (special)

Saving Throw: Will Neg.

Spell Resistance: Yes

The priest moves himself or some other creature to another plane of existence. The recipient of the spell remains in the new plane until sent forth by some like means. If several persons link hands in a circle, up to eight can be affected by the plane shift at the same time.

The material component of this spell is a small, forked metal rod. The size and metal type dictates to which plane of existence, including sub-planes and alternate dimensions, the spell sends the affected creatures. The DM will determine specifics regarding how and what planes are reached.

An unwilling victim must be touched (successful attack roll) to

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be sent. In addition, the creature is also allowed a saving throw. If the saving throw is successful, the effect of the spell is negated. Note that pinpoint accuracy is rarely achieved; arriving at a random distance from an intended destination is common.

The metal rod is not expended when the spell is cast. Forked rods keyed to certain planes may be difficult to come by.

### **Prismatic Bridge** (Evocation, Alteration)

Sphere: Weather, Sun

Level: 5

Range: 120 yds.

Components: V, S, M

Duration: 1 minute/level

Casting Time: 1 Action

Area of Effect: Special

Saving Throw: None

Spell Resistance: No

To cast this spell, the priest must be in sight of a rainbow, or have a special component (see below).

The caster causes the rainbow to form a seven-hued bridge up to 3 feet wide per level of the caster. It must be at least 20 feet long and can be as long as 360 feet, according to the caster's desire. It lasts as long as the spell's duration or until ordered out of existence by the caster.

The components for this spell are the priest's holy symbol and a vial of holy water. If no rainbow is in the vicinity, the caster can create a rainbow with a prism of not less than 100 gp value, specially prepared with *cleanse* and *bless* spells. The holy water disappears when the spell is cast, the prism is not consumed

### **Quest** (Enchantment/Charm)

Sphere: Charm

Level: 5

Range: 60 yds.

Components: V, S, M

Duration: Until fulfilled

Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: Will Neg

Spell Resistance: Yes

The *quest* spell enables the priest to require the affected creature to perform a service and return to the priest with proof that the deed was accomplished. The quest can, for example, require that the creature locate and return some important or valuable object, rescue a notable person, release some creature, capture a stronghold, slay a person, deliver some item, and so forth. The task quested must be possible for a mortal to accomplish. Stealing artifacts from the hands of gods is right out. Stealing them from a temple, while very dangerous, is possible. If the quest is not properly followed, due to disregard, delay, or perversion, the creature affected by the spell loses 1 from its Constitution for each week of such action. The week need not be concurrent, for every 7 days the quest if willfully delayed the penalty will be applied. This penalty is not removed until the quest is properly pursued or the priest cancels it. There are certain circumstances that will temporarily suspend a quest, and others that will discharge or cancel it. The DM will give you appropriate information as the need to know arises.

If cast upon an unwilling subject, the victim is allowed a saving

throw. However, if the person quested agrees to a task, even if the agreement is gained by force or trickery, no saving throw is allowed. If a quest is just and deserved, a creature sworn into the priest's religion cannot avoid it. If the *quest* is one that would cause the creature to break a solemn vow, the creature gains a +4 to the save, and an additional save before the vow is broken should they fail the first. A priest cannot unwillingly *quest* any creature that opposes his religion in such a way as to be considered an enemy of the faith. Such creatures can be quested if they agree to the task however. The restriction against vow breaking does not apply if the creature knowingly agrees to the task. A quest cannot be dispelled, but it can be removed by a priest of the same religion or of higher level than the caster. Some artifacts and relics might negate the spell, as can direct intervention by a deity. Likewise, an unjust or undeserved quest grants bonuses to saving throws, or might even automatically fail.

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

### **Rain-bow** (Evocation, Alteration)

Sphere: Weather, Sun

Level: 5

Range: Touch

Components: V, S, M

Duration: 1 rd./level

Casting Time: 1 Action

Area of Effect: creature touched

Saving Throw: None

Spell Resistance: Yes

To cast this spell, the priest must be in sight of a rainbow, or have a special component (see below).

The spell creates a shimmering, multi-layered short composite bow of rainbow hues. It is light and easy to pull, so that any character can use it without penalty for non-proficiency. It is magical: Each of its shimmering missiles is the equivalent of a +2 weapon, including attack and damage bonuses. Spell resistance can negate the effect of any missile fired from the bow. The bow fires seven missiles before disappearing. It can be fired up to two times per round. Each time a missile is fired, one hue leaves the bow, corresponding to the color of arrow that is released. Each color of arrow has the ability to cause double damage to certain creatures, as follows:

**Red** -- fire dwellers/users and fire elementals

**Orange** -- creatures or constructs of clay, sand, earth, stone or similar materials, and earth elementals

**Yellow** -- vegetable opponents (including fungus creatures, shambling mounds, treants, etc.)

**Green** -- aquatic creatures, water elementals

**Blue** -- aerial creatures, electricity-using creatures, and air elementals

**Indigo** -- acid-using or poison-using creatures

**Violet** -- metallic or regenerating creatures

When the bow is drawn, an arrow of the appropriate color magically appears, nocked and ready. If no color is requested, or a color that has already been used is asked for, then the next arrow (in the order of the spectrum) appears. The recipient of the *rain-bow* cannot pass the weapon to someone else, and if they are slain before the spell is used up, the remainder of the spell is lost.

The components for this spell are the priest's holy symbol and a

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vial of holy water. If no rainbow is in the vicinity, the caster can create a rainbow with a prism of not less than 100gp value, specially prepared with *cleanse* and *bless* spells. The holy water disappears when the spell is cast, the prism is not consumed

### **Raise Dead** (Necromancy)

Sphere: Necromantic  
Level: 5  
Range: 30 yds.  
Components: V, S, M  
Duration: Permanent  
Casting Time: 1 turn  
Area of Effect: 1 person  
Saving Throw: Special  
Spell Resistance: No

When the priest casts a *raise dead* spell, he can restore life to any sentient creature. The length of time that the person has been dead is of importance, as the priest can raise persons dead only up to a limit of one day for each experience level of the priest (i.e., a 9th-level priest can raise a person who has been dead for up to nine days).

Note that the all parts of the body of the person must be present, and attached in some manner, or otherwise missing parts are still missing when the person is brought back to life. The creature's head must be reasonably intact. No more than 25% of the skull can be missing or the *raise dead* will not be successful. Likewise, other ills, such as poison and disease, are not negated. If any of the skull is missing the raised person must roll a successful Fortitude save against DC 15 to survive the ordeal and loses 1 point of Constitution. The creature will have 1 hit point when raised. Further, the raised person is weak and helpless, needing a minimum of one full day of rest in bed for each day or fraction he was dead. The person has full hit points when the period of rest is over. If they attempt to engage in any activity before the required rest period is finished they will have what percentage of their hit points they have gained from the rest, and will not recover any more from the *raise dead* spell.

A character's starting Constitution is an absolute limit to the number of times he can be revived by this means.

The material components is 5000 gp of powdered gems, the priest's holy symbol and what ever manner of anointment favored by his religion, holy water, oil, mistletoe, etc.

### **Reduce Animal** (Alteration)

Sphere: Animal  
Level: 5  
Range: medium (100 ft. + 10 ft./level)  
Components: V, S  
Duration: 10 minutes/level  
Casting Time: 1 Action  
Area of Effect: 1 animal  
Saving Throw: fort neg  
Spell Resistance: Yes

The target animal shrinks to half its normal size and an eighth its normal weight. This alteration changes the animal's size category to the next smallest, gives it a -4 size penalty to Strength and a -2 size penalty to Constitution (and thus one less hit point per HD), and gives a +2 size bonus to Dexterity. The creature's existing natural armor bonus increases by 2. The size change also

affects the animal's modifier to AC, attack rolls, and its base damage. The animal's space and reach change as appropriate to the new size, but its speed does not change.

All equipment worn or carried by the animal is similarly reduced by the spell, though this change has no effect on the magical properties of any such equipment.

Any reduced item that leaves the reduced creature's possession instantly returns to its normal size.

The spell gives no means of command over a reduced animal. Multiple magical effects that reduce size do not stack.

### **Reincarnation** (Necromancy)

Sphere: Necromantic  
Level: 5  
Range: 30 yds.  
Components: V, S, M  
Duration: Permanent  
Casting Time: 1 turn  
Area of Effect: 1 person  
Saving Throw: None  
Spell Resistance: No

The priest can return the dead to a new life when the body of the deceased is either not suitable for raising, or the religion of the priest prevents it.

A *reincarnation* spell can be cast on any sentient being. The length of time that the person has been dead is of importance, as the priest can reincarnate persons dead only up to a limit of one day for each experience level of the priest (i.e., a 9th-level priest can reincarnate a person who has been dead for up to nine days).

The body, or what ever is left of it, even ashes, of the soul to be reincarnated must be present, and is consumed in the casting of the spell. It must be anointed in the manner familiar to the religion, and the spell spoken over it. Once finished the remains will vanish in mist and the new incarnation of the soul will appear in 1-4 turns.

The new body will be of the same general age as the old one. It can differ in race and even gender from the old body. Characters that are reincarnated must re-roll STR, CON, and DEX. If the roll does not give the minimum for the race rolled the ability score will be the minimum needed. Sex is determined with a percent roll; 01-75 same sex as before, 76-00 other sex. Race is rolled on the following table:

#### Reincarnation Table

01-52 Same species	77-79 Leoman
53-55 Human	80-82 Sauroi
56-58 Elf <sup>D</sup>	83-85 Foxfolk
59-61 Dwarf	86-88 Faun
62-64 Hobbit	89-91 Half Avian <sup>E</sup>
65-67 Gnome	92-94 Half Centaur
68-70 Half-Elf	95-97 Other Humanoid <sup>F</sup>
71-73 Centaur	98-00 DMs Choice
74-76 Avian <sup>E</sup>	

01-20 D)	High Elf	E) Phoenix	F) Orc
21-40	Wood Elf	Glacian	Goblin
41-60	Grey Elf	Aviard	Hobgoblin
61-80	Drow Elf	Auroran	Ogre
81-00	Fire Elf	Darklin	Gnoll



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The creature's class, if any remains the same. Should the character's new ability scores not meet the minimums for their class, the score will be raised to the minimum plus 1d6, not to exceed 18. The creature will possess all memories and skills from his old body, although if the change is drastic, they might not be able to use them. Additionally the creature will possess any knowledge they require to function in the new body. I. E. If they have gained wings, they will know how to fly. They do not gain a knowledge of any culture usually associated with the race or form.

In time memories of the old form will fade into a distant shadow. The changes, if any will cease to feel strange, and will become natural, as they should be. The minimum period of adjustment will be 20 months minus the wisdom score of the creature (which remains unchanged). The DM might add additional time if the change involves a change in the type or number of limbs, and can as much as double it for a change in sex.

If the casting of the spell can be delayed until an altar sacred to the priest is reached the priest, for an expenditure of 3000 gp in the proper anointing oils and incense, will be able to control one aspect of the *reincarnation*, keeping it as it was before death. They can control the gender, the species, or the physical abilities (stats) of the creature. No changes can be specified, only that the one aspect of the being not suffer change.

### **Righteous Might** (Transmutation)

Sphere: Combat  
Level: 5  
Range: Personal  
Components: V, S  
Duration: 1 round/level  
Casting Time: 1 Action  
Area of Effect: Self  
Saving Throw: None  
Spell Resistance: No

This spell causes you to grow, doubling your height and multiplying your weight by 8. This increase changes your size category to the next larger one, and you gain a +4 size bonus to Strength and a +2 size bonus to Constitution. You gain a +2 enhancement bonus to your natural armor. You gain damage reduction 3/evil (if you normally channel positive energy) or damage reduction 3/good (if you normally channel negative energy). At 12th level this damage reduction becomes 6/evil or 6/good, and at 15th level it becomes 9/evil or 9/good (the maximum). Your size modifier for AC and attacks changes as appropriate to your new size category. This spell doesn't change your speed. Determine space and reach as appropriate to your new size.

If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you—the spell cannot crush you by increasing your size.

All equipment you wear or carry is similarly enlarged by the spell. Melee and projectile weapons deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that increase size do not stack.

### **Scrying** (Divination)

Sphere: Divination  
Level: 5  
Range: See Text  
Components: V, S, DF  
Duration: 1 minute/level  
Casting Time: 1 minute  
Area of Effect: Magical sensor  
Saving Throw: Will negates  
Spell Resistance: Yes

You can see and hear some place, object or creature, which may be at any distance.

**Place** -- A place receives no saving throw. The caster must at least be aware of it. Success is determined by a spellcraft check the DC determined by the casters familiarity with the location.

<b>Knowledge</b>	<b>Spellcraft DC</b>
None -- no knowledge of the location	30
Secondhand -- has heard of the place from someone else	25
Firsthand -- has seen the place or been there.	20
Familiar -- Goes to the place frequently.	15

On a successful spellcraft check you have a point of view on the place in question. You can see to the limits of your visual acuity. You can rotate your point of view. Changing the location of your point of view requires another spellcraft check. at "firsthand knowledge" or better.

Any failure of the spellcraft check ends the spell.

**Object** -- Similar to scrying a place, unless the object falls under the control of a creature, in which case it is scrying the creature.

**Creature** -- If the subject succeeds on a Will save, the scrying attempt simply fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

<b>Knowledge</b>	<b>Will Save Modifier</b>
None <sup>1</sup>	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

### **Connection**

<b>Connection</b>	<b>Will Save Modifier</b>
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10
1: You must have some sort of connection to a creature you have no knowledge of.	

If the save fails, you can see and hear the subject and the subject's immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

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As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: *detect evil*, *detect good*, *detect magic*, and *message*.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

**Divine Focus** -- A consecrated holy water font or a natural pool of water. depending on the religion.

### *Slay Living* (Necromancy)

Sphere: Death

Level: 5

Range: Touch

Components: V, S

Duration: Instantaneous

Casting Time: 1 Action

Area of Effect: Creature touched

Saving Throw: Fortitude partial

Spell Resistance: Yes

You can slay any one living creature. You must succeed on a melee touch attack to touch the subject, and it can avoid death with a successful Fortitude save. If it succeeds, it instead takes 5d6 points of damage +1 point per caster level.

### *Spike Stones* (Alteration, Enchantment)

Sphere: Elemental (Earth)

Level: 5

Range: 30 yds.

Components: V, S, M

Duration: 3d4 turns +1/level

Casting Time: 1 Action

Area of Effect: 10 ft. Sq./level, 1 spike/sq. ft.

Saving Throw: None

Spell Resistance: No

The *spike stones* spell causes rock to shape itself into long, sharp points that 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 spell's area of effect suffer 1d4 points of damage per round. The success of each attack is 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 for each round spent in the area thereafter. The initial step enables the individual to become aware of some problem only if the initial attack succeeds; otherwise movement continues and the spike stones remain unnoticed until damage occurs. Charging or running victims suffer two attacks per round.

Those falling into pits affected by spike stones suffer six such attacks for every 10 feet fallen, each attack having a +2 bonus to the attack roll. In addition, the damage inflicted by each attack increases by +2 for every 10 feet fallen. Finally, the creatures also suffer normal falling damage.



### *Spell Resistance* (Abjuration)

Sphere: Protection

Level: 5

Range: Touch

Components: V, S

Duration: 1 minutes/level

Casting Time: 1 Action

Area of Effect: Creature Touched

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

The creature gains spell resistance equal to 12 + your caster level.

### *Summon Monster 5* (Conjuration/Summoning)

Sphere: Summoning

Level: 5

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 5th-level list, 1d3 creatures of the same kind from the 4th-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.

### *Sundered Earth* (Evocation)

Sphere: Combat

Level: 5

Range: 180'

Components: V, S

Duration: Instantaneous

Casting Time: 1 Action

Area of Effect: 5 ft. radius

Saving Throw: ½Reflex 1/2

When the priest evokes a *sundered earth* spell, an explosion of earth occurs in the in the location called for by the caster. Any creatures within the area of effect must roll a saving throw vs. Reflex. Failure means the creature sustains 6d8 points of damage; otherwise, the damage is halved.

## Cleric Fifth Level Spells

### *Symbol of Pain* (Evocation)

Sphere: Combat  
Level: 5  
Range: See text  
Components: V, S, M  
Duration: See text  
Casting Time: 10 minutes  
Area of Effect: 5 ft. radius  
Saving Throw: Fortitude negates  
Spell Resistance: Yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a symbol of pain causes pain to one or more creatures within 60 feet of the symbol (treat as a burst). Each creature within the radius of a symbol of pain suffers wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks. These effects last for 1 hour after the creature moves farther than 60 feet from the symbol. Once triggered, the symbol becomes active and glows, lasting for 10 minutes per caster level. Any creature that enters the area while the symbol of pain is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the symbol only once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again.

Until it is triggered, the symbol of pain is inactive (though visible and legible at a distance of 60 feet). To be effective, a symbol of pain must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the symbol of pain ineffective, unless a creature removes the covering, in which case the symbol of pain works normally.

As a default, a symbol of pain is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a symbol of pain can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a symbol of pain's triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a symbol of pain to render it inoperative triggers it if the symbol reacts to touch. You can't use a symbol of pain offensively; for instance, a touch-triggered symbol of pain remains untriggered if an item bearing the symbol of pain is used to touch a creature. Likewise, a symbol of pain cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a symbol of pain can be based on a creature's name, identity, or religion, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify.

When scribing a symbol of pain, you can specify a password or phrase that prevents a creature using it from triggering the effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the symbol of pain, but doing this can extend the casting time. Attuning one or

two creatures takes negligible time, and attuning a small group (as many as ten creatures) extends the casting time to 1 hour. Attuning a large group (as many as twenty-five creatures) takes 24 hours. Attuning larger groups takes proportionately longer. Any creature attuned to a symbol of pain cannot trigger it and is immune to its effects, even if within its radius when triggered. You are automatically considered attuned to your own symbols of pain, and thus always ignore the effects and cannot inadvertently trigger them.

*Read magic* allows you to identify a symbol of pain with a DC 15 Spellcraft check. Of course, if the symbol of pain is set to be triggered by reading it, this will trigger the symbol.

A symbol of pain can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a symbol of pain. Destruction of the surface where a symbol of pain is inscribed destroys the symbol but also triggers it.

Symbol of pain can be made permanent with a permanency spell. A permanent symbol of pain that is disabled or that has become active becomes inactive for 10 minutes, then can be triggered again as normal.

Note: Magic traps such as symbol of pain are hard to detect and disable. A rogue (only) can use the Search skill to find a symbol of pain and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for symbol of pain.

**Material Component** Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 500 gp

### *Symbol of Sleep* (Enchantment)

Sphere: Combat  
Level: 5  
Range: See text  
Components: V, S, M  
Duration: See text  
Casting Time: 10 minutes  
Area of Effect: 5 ft. radius  
Saving Throw: Fortitude negates  
Spell Resistance: Yes

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a symbol of sleep causes sleep to all creatures within 60 feet of the symbol (treat as a burst). All creatures of 10 HD or less within 60 feet of the symbol of sleep instead fall into a catatonic slumber for 3d6×10 minutes. Unlike with the sleep spell, sleeping creatures cannot be awakened by nonmagical means before this time expires. Once triggered, the symbol becomes active and glows, lasting for 10 minutes per caster level. Any creature that enters the area while the symbol of sleep is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the symbol only once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again.

Until it is triggered, the symbol of sleep is inactive (though visible and legible at a distance of 60 feet). To be effective, a symbol of sleep must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the symbol of sleep ineffective, unless a creature removes the covering, in which case the symbol of sleep works normally.

As a default, a symbol of sleep is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or

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passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a symbol of sleep can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a symbol of sleep's triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a symbol of sleep to render it inoperative triggers it if the symbol reacts to touch. You can't use a symbol of sleep offensively; for instance, a touch-triggered symbol of sleep remains untriggered if an item bearing the symbol of sleep is used to touch a creature. Likewise, a symbol of sleep cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a symbol of sleep can be based on a creature's name, identity, or religion, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify.

When scribing a symbol of sleep, you can specify a password or phrase that prevents a creature using it from triggering the effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the symbol of sleep, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as ten creatures) extends the casting time to 1 hour. Attuning a large group (as many as twenty-five creatures) takes 24 hours. Attuning larger groups takes proportionately longer. Any creature attuned to a symbol of sleep cannot trigger it and is immune to its effects, even if within its radius when triggered. You are automatically considered attuned to your own symbols of sleep, and thus always ignore the effects and cannot inadvertently trigger them.

*Read magic* allows you to identify a symbol of sleep with a DC 15 Spellcraft check. Of course, if the symbol of sleep is set to be triggered by reading it, this will trigger the symbol.

A symbol of sleep can be removed by a successful *dispel magic* targeted solely on the rune. An *erase* spell has no effect on a symbol of sleep. Destruction of the surface where a symbol of sleep is inscribed destroys the symbol but also triggers it.

Symbol of sleep can be made permanent with a permanency spell. A permanent symbol of sleep that is disabled or that has become active becomes inactive for 10 minutes, then can be triggered again as normal.

Note: Magic traps such as symbol of sleep are hard to detect and disable. A rogue (only) can use the Search skill to find a symbol of sleep and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for symbol of sleep.

**Material Component** Mercury and phosphorus, plus powdered diamond and opal with a total value of at least 500 gp



### **Transmute Mud to Rock** (Alteration)

Sphere: Elemental (Earth, Water)

Level: 5

Range: 160 yds.

Components: V, S, M

Duration: Special

Casting Time: 1 Action

Area of Effect: 20-ft. cube/level

Saving Throw: None

Spell Resistance: No

This spell hardens normal mud or quicksand into soft stone (sandstone or similar mineral) permanently unless magically changed. Creatures in the mud are allowed a saving throw (Reflex) to escape before the area is hardened to stone. Dry sand is unaffected.

### **Transmute Rock to Mud** (Alteration)

Reversible

Sphere: Elemental (Earth, Water)

Level: 5

Range: 160 yds.

Components: V, S, M

Duration: Special

Casting Time: 1 Action

Area of Effect: 20-ft. cube/level

Saving Throw: None

Spell Resistance: No

This spell turns natural rock of any sort into an equal volume of mud. If it is cast upon a stone, for example, the stone affected collapses into mud. Magical or enchanted stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. Creatures unable to levitate, fly, or otherwise free themselves from the mud sink at the rate of 1/3 of their height per round and eventually suffocate, save for lightweight creatures that could normally pass across such ground. Brush thrown atop the mud can support creatures able to climb on top of it, with the amount required decided by the DM. Creatures large enough to walk on the bottom can move through the area at a rate of 10 feet per round.

The mud remains until a successful *dispel magic* or *transmute mud to rock* spell restores its substance, but not necessarily its form. Evaporation turns the mud to normal dirt at a rate of 1d6 days per 10 cubic feet. The exact time depends on exposure to the sun, wind, and normal drainage.

### **True Seeing** (Divination)

Sphere: Divination

Level: 5

Range: Touch

Components: V, S, M

Duration: 1 minute/level

Casting Time: 1 Action

Area of Effect: 1 creature

Saving Throw: None

Spell Resistance: Yes

With this spell, the priset confers upon the recipient the ability to see all things as they actually are. The spell penetrates normal and magical darkness. Secret doors become plain. The exact

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location of displaced things is obvious. Invisible things become quite visible. Illusions and apparitions are seen through. Polymorphed, changed, or enchanted things are apparent. Further, the recipient can focus his vision to see into the Ethereal plane or the bordering areas of adjacent planes. The range of vision conferred is 120 feet. *true seeing*, however, does not penetrate solid objects; it in no way confers X-ray vision or its equivalent. In addition, the spell effects cannot be further enhanced with known magic.

### **Wall of Fire** (Conjuration/Summoning)

Sphere: Elemental (Fire)

Level: 5

Range: 240'

Components: V, S

Duration: Special

Casting Time: 1 Action

Area of Effect: Special

Saving Throw: None

Spell Resistance: Yes

The *wall of fire* spell brings forth an immobile, blazing curtain of magical fire of shimmering color, yellow-green or amber (different from the 4<sup>th</sup> level wizard version). The spell creates an opaque sheet of flame up to one 20-foot square per level of the spellcaster, or a ring with a radius of up to 10 feet + 5 feet for every two levels of experience of the priest, and 20 feet high.

The wall of fire must be cast so that it is vertical with respect to the caster. One side of the wall, selected by the caster, sends forth waves of heat, inflicting 2d4 points of damage upon creatures within 10 feet and 1d4 points of damage upon those within 20 feet. In addition, the wall inflicts 4d4 points of damage, plus 1 point of damage per level of the spellcaster, to any creature passing through it. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Note that attempting to directly catch moving creatures with a newly created wall of fire is difficult. A successful Reflex save enables the creature to avoid the wall, while its rate and direction of movement determine which side of the created wall it is on. The wall of fire lasts as long as the priest concentrates on maintaining it, or one round per level of experience of the priest in the event he does not wish to concentrate upon it.

### **Wall of Stone** (Conjuration)

Sphere: Elemental (Earth)

Level: 5

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

Components: V, S

Duration: Instantaneous

Casting Time: 1 Action

Area of Effect: Stone wall whose area is up to one 5-ft. square/level (S)

Saving Throw: See text

Spell Resistance: No

This spell creates a wall of rock that merges into adjoining rock surfaces. A wall of stone is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a wall of iron, you can create a wall of stone in almost any shape you desire. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise reducing the area.

Like any other stone wall, this one can be destroyed by a disintegrate spell or by normal means such as breaking and chipping. Each 5-foot square of the wall has 15 hit points per inch of thickness and hardness 8. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a wall of stone, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.



*Cleric Fifth Level Spells*



