

Cleric Seventh Level Spells

Animate Rock (Alteration)

Sphere: Elemental (Earth)
Level: 7
Range: 120'
Components: V, S, M
Duration: 1 rd./level
Casting Time: 1 round
Area of Effect: 2 cu. ft./level
Saving Throw: None
Spell Resistance: No

The caster causes a stone object of up to the indicated size to move (see the 6th level *animate object* spell.). The animated stone object must be separate (not a part of a huge boulder or the like). It follows the desire of the caster, attacking, breaking objects, blocking, while the magic lasts. It has no intelligence or volition of its own, but it follows instructions exactly as spoken. Only one set of instructions for one single action can be given to the animated rock, and the directions must be brief, about a dozen words or so. The rock remains animated for one round per experience level of the caster. The volume of rock that can be animated is also based on the experience level of the caster, 2 cubic feet of stone per level, such as 24 cubic feet, a volume of about 10 men, at 12th level, or a small giant. (The average human has a volume of 2.4 cubic feet.)

While the exact details of the animated rock are decided by the DM, its Armor Class is no worse than 15 a Hardness of at least 8, and it has 1d6 hit points per cubic foot of volume. It uses the attack roll of the caster. The maximum damage it can inflict is 1d2 points per caster level. Thus, a 12th-level caster's rock might inflict 12 to 24 points of damage. Movement for a man-sized rock is 60 feet per round. A rock generally weighs from 100 to 300 pounds per cubic foot.

The material components for the spell are a stone and drop of the caster's blood.

Changestaff (Evocation, Enchantment)

Sphere: Plant, Creation
Level: 7
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 Action
Area of Effect: The caster's staff
Saving Throw: None
Spell Resistance: No

The caster is able to change a specially prepared staff into a treant like creature of the largest size, about 24 feet tall. When the priest plants the end of the staff in the ground and speaks a special command and invocation, the staff turns into a treant like creature with 12 Hit Dice, 60 hit points, and Armor Class 20. It attacks twice per round, inflicting 4d6 points of damage with every successful attack. The staff-treant defends the caster and obeys any spoken commands. However, it is by no means a true treant; it cannot converse with actual treants or control trees. The transformation lasts either for as many minutes as the caster has experience levels, until the caster commands the staff to return to its true form, or until the staff is destroyed, whichever occurs first. If the staff-treant is reduced to 0 hit points or less, it crumbles to a sawdust like powder and the staff is destroyed. Otherwise, the

staff can be used again after 24 hours and the staff-treant is at full strength.

To cast a *changestaff* spell, the caster must have either his holy symbol and leaves (ash, oak, or yew) of the same sort as the staff.

The staff for the *changestaff* spell must be specially prepared. The staff must be a sound limb cut from an ash, oak, or yew tree struck by lightning no more than 24 hours before the limb is cut. The limb must then be cured by sun drying and special smoke for 7 days. Then it must be shaped, carved, and polished about three days work. The finished staff, is then rubbed with the juice of holly berries, and the end of it is thrust into sacred earth while he casts a *speak with plant* spell, calling upon the staff to assist in time of need. The item is then charged with a magic that will last for many changes from staff to treant and back again.

Chariot of Sustarre (Evocation)

Sphere: Elemental (Fire), Creation
Level: 7
Range: 30'
Components: V, S, M
Duration: 12 hours
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: See text
Spell Resistance: No

When this spell is cast, it brings forth a large, flaming chariot pulled by two fiery horses from the elemental plane of Fire. These appear in a clap of thunder amid a cloud of smoke. The vehicle moves at 24 on the ground, 48 flying, and can carry the caster and up to seven other creatures of man-size or less. The passengers must be touched by the caster to protect them from the flames of the chariot. Creatures other than the caster and his designated passengers sustain 2d4 points of fire damage each round if they come within 5 feet of the horses or chariot. Such creatures suffer no damage if they evade the area by rolling successful saving throws vs. Reflex, DC that of the spell.

The caster controls the chariot by verbal command, causing the flaming steeds to stop or go, walk, trot, run or fly, and turn left or right as he desires. Note that the chariot of Sustarre is a physical manifestation and can sustain damage. The vehicle and steeds are DR15/ magic. They are harmed by water (one quart of which inflicts 1 point of damage). They are Armor Class 18, and each requires 30 points of damage to dispel. Naturally, fire has no effect upon either the vehicle or its steeds, but magical fires other than those of the chariot can affect the riders. Other spells, such as a successful *dispel magic* or *holy word*, will force the chariot back to its home plane, without its passengers.

The material components are a small piece of wood, two holly berries, and a fire source at least equal to a torch.



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Confusion (Enchantment/Charm)

Sphere: Charm
 Level: 7
 Range: 240'
 Components: V, S, M
 Duration: 1 rd./level
 Casting Time: 1 round
 Area of Effect: 1d4 creatures in 40-ft. Sq.
 Saving Throw: Special
 Spell Resistance: Yes

This spell causes confusion in one or more creatures within the area, creating indecision and the inability to take effective action. The spell affects 1d4 creatures, plus one creature per two caster levels. Thus, 7 to 10 creatures can be affected by a 12th or 13th-level caster, 8 to 11 by a 14th or 15th-level caster, etc. These creatures are allowed saving throws vs. Will with -2 penalties. Those successfully saving are unaffected by the spell. Confused creatures react as follows (roll 1d10):

| d10 | Reaction |
|-----|---|
| 1 | Wander away (unless prevented) for duration of spell |
| 2-6 | Stand confused one round (then roll again) |
| 7-9 | Attack nearest creature for one round (then roll again) |
| 10 | Act normally for one round (then roll again) |

The spell lasts one round for each level of the caster. Those who fail their saving throws are checked by the DM for actions each round, for the duration of the spell, or until the "wander away for the duration of the spell" result occurs.

Wandering creatures move as far from the caster as possible in their most typical mode of movement (characters walk, fish swim, bats fly, etc.). This is not panicked flight. Wandering creatures also have a 50% chance of using any special innate movement abilities (plane shift, burrowing, flight, etc.). Saving throws and actions are checked at the beginning of each round. Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

The material component of this spell is a set of three nut shells.

Note: If there are many creatures involved, the DM may decide to assume average results. For example, if there are 16 orcs affected and 25% could be expected to successfully roll the saving throw, then four are assumed to have succeeded, one wanders away, four attack the nearest creature, six stand confused and the last acts normally but must check next round. Since the orcs are not near the party, the DM decides that two who are supposed to attack the nearest creature attack each other, one attacks an orc that saved, and one attacks a confused orc, which strikes back. The next round, the base is 11 orcs, since four originally saved and one wandered off. Another one wanders off, five stands confused, four attack, and one acts normally.



Conjure Greater Elemental (Conjuration/Summoning)

Sphere: Elemental (Earth), Summoning
 Level: 7
 Range: 120'
 Components: V, S
 Duration: 1 turn/level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Spell Resistance: No

A caster who performs a *conjure greater elemental* spell summons an elemental of the largest size to do his bidding. The elemental is 60% likely to have 16 Hit Dice, and 40% likely have 21 to 24 Hit Dice (20 + 1d4). Further, the caster needs but to command it, and it does as desired. The elemental regards the caster as a friend to be obeyed. The elemental remains until destroyed, dispelled, sent away by dismissal or a *holy word* spell (see the *conjure fire elemental* spell), or the spell duration expires.

The spell can also dismiss any conjured or summoned elemental of less than 16 hit dice without a save. Elementals of 16 or greater hit dice are entitled to a Will save vs the spell -4 to the roll. The priest can always dismiss an elemental of their own conjuring.

Control Weather (Alteration)

Sphere: Weather
 Level: 7
 Range: 0
 Components: V, S
 Duration: 1/2 hour / level
 Casting Time: 10 minutes
 Area of Effect: Special
 Saving Throw: None
 Spell Resistance: No

Control weather allows the cleric to call any manner of weather, even that which is out of season. The caster can bend the very elements to their will, ordering clouds, rain, and wind to do their bidding. Snow can be brought in mid-summer, tropic breezes in the dead of winter. During the duration of the spell the caster is unaffected by the weather. They can, if they so wish, stand naked in a howling blizzard. While the weather can be raised the caster has no control of the exact behavior. A tornado can be called, but its path cannot be determined.

The time it takes to raise weather is one stage of wind, cloud and temperature every turn. The priest can affect all three or just one of the three elements of weather. From moderate to strong, strong to gale, etc. Tornadoes cannot be produced in less than a thunderstorm, hurricanes in, well, hurricane forces winds. The following chart shows the stages of weather change:

| | |
|--|----------------------------|
| Wind | |
| Calm 1-5 mph | Light winds 5-10 mph |
| Moderate winds 10-15 mph | Strong winds 20-25 mph |
| Severe Storm 25-35 mph | Half gale 35-50 mph |
| Full gale 50-70 mph | Hurricane force 70+ mph |
| Cloud | |
| Clear -- no clouds | Scattered clouds 0 - 20% |
| Partly cloudy -- 20% - 40% | Mostly cloudy -- 40% - 60% |
| Cloudy -- 60% - 80% | Overcast -- 80% - 100% |
| Storm Cells -- thunderstorm conditions | |

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|--|--------------------|
| Super Cells -- tornado building conditions | |
| Precipitation can begin in any conditions beginning with "cloudy" and higher | |
| Temperature | |
| Extreme cold -20 or less | very cold -20 - 0 |
| Cold 0 - 20 | Chilly 20 - 40 |
| Brisk 40 - 60 | Warm 60 - 80 |
| Hot 80- 100 | Very hot 100 - 110 |
| Extreme heat 110 or more | |

In conditions of chilly or less precipitation falls as sleet or snow depending on how cold it is. No precipitation can fall in Extreme Cold

The area of effect will vary according to how strong the weather summoned. The minimum area that will feel the effect of the *control weather* spell is a one mile diameter around the caster. Each step in force from the prevailing conditions, either better or worse doubles the area of effect. A change from calm, to hurricane would cover an area 64 miles across. The center of the effect will always be on the caster, and will move with them if they move. The caster must remain outside at all times or lose the spell. Wind and clouds will return to normal conditions at a rate equal to twice the spell's duration. Unseasonable temperatures will correct themselves in half the spell's duration, if the temperature is not taken out of the normal range for season and climate, it will return to normal at the same rate as clouds and wind, if the caster does not return things to normal by the end of the spell duration.

Cure Serious Wounds, Mass (Conjuration)

Sphere: Healing

Level: 7

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 3d8 points of damage +1 point per caster level (maximum +30) in each selected creature.

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

Creeping Doom (Conjuration/Summoning)

Sphere: Animal, Summoning

Level: 7

Range: 0

Components: V, S

Duration: 4 rds./level

Casting Time: 1 Action

Area of Effect: four swarms of insects

Saving Throw: Fortitude partial, see text;

Spell Resistance: No

This spell summons four massive swarms of biting and stinging insects. These swarms appear adjacent to one another, but can be directed to move independently. Treat these swarms as centipede swarms with the following adjustments. The swarms

have 60 hit points each and deal 4d6 points of damage with their swarm attack. The save to resist their poison (1d4 dex) and distraction effects is equal to the save DC of this spell. Creatures caught in multiple swarms only take damage and make saves once. You may summon the swarms so that they share the area of other creatures. As a standard action, you can command any number of the swarms to move toward any target within 100 feet of you. You cannot command any swarm to move more than 100 feet away from you, and if you move more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (but can be commanded again if you move within 100 feet).

Ethereal Jaunt (transmutation)

Sphere: Planes

Level: 7

Range: Personal

Components: V, S

Duration: 1 round/level

Casting Time: 1 action

Area of Effect: The Caster

Saving Throw: No

Spell Resistance: No

You become ethereal, along with your equipment. For the duration of the spell, you are in the Ethereal Plane, which overlaps the Material Plane. When the spell expires, you return to material existence.

An ethereal creature is invisible, insubstantial, and capable of moving in any direction, even up or down, albeit at half normal speed. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

Force effects and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane.

Treat other ethereal creatures and ethereal objects as if they were material.

If you end the spell and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Exaction (Evocation, Alteration)

Sphere: Charm, Summoning

Level: 7

Range: 10 yds.

Components: V, S, M

Duration: Special

Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: None

Spell Resistance: No

When this spell is employed, the priest confronts some powerful creature from another plane (including devas and other powerful minions, for instance, but not demigods or deities of any

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sort) and requires of it some duty or quest. A creature of an ethos opposed to the priest cannot be ordered around unless it is willing or held in some manner to compel obedience. This is effectively any creature not a servant of the priest's god.

The spellcaster must know something about the creature to exact service from it, or else he must offer some fair trade in return for the service, some valuable gift or service must be pledged in return for the exaction. Creatures familiar to the priest's god require no reward for service that benefits the god's goals. The service exacted must be reasonable with respect to the promised favor or reward, and with the being's effort and risk. The spell then acts, subject to a magic resistance roll, as a *quest* upon the being that is to perform the required service. Immediately upon completion of the service, the being is transported to the vicinity of the priest, and the priest must then and there return the promised reward. After this is done, the creature is instantly freed to return to its own plane.

The DM adjudicates when an equitable arrangement has been reached. If the caster requests too much, the creature is free to depart or to attack the priest (as if the agreement were breached) according to its nature. If circumstances leave the situation unbalanced (for example, the creature dies while achieving a result that was not worth dying for), then this might create a debt owed by the caster to the creature's surviving kith and kin, making the caster vulnerable to a future *exaction* spell from that quarter. Agreeing to a future exaction or release in the event of catastrophic failure or death are common caster pledges in securing an exaction.

Failure to fulfill the promise to the letter results in the priest being subject to exaction by the subject creature or by its master, liege, etc., at the very least. At worst, the creature can attack the reneging priest without fear of any of his spells affecting it, for the priest's failure to live up to the bargain gives the creature immunity from the priest's spell powers.

The material components of this spell are the priest's holy symbol, some matter or substance from the plane of the creature from whom an exaction is expected, and knowledge of the creature's nature or actions that is written out on a parchment that is burned to seal the pledge.

Finger of Death (Transmutation)

Sphere: Necromantic
Level: 7
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 action
Area of Effect: 1 creature
Saving Throw: Fortm, partial
Spell Resistance: Yes

The priest causes the victim of the spell to be instantly dead and turned to dust. A *wish* spell or equivalent is required for recovery. *Finger of Death* requires a touch, either in combat or otherwise. The victim is allowed a Fort saving throw (with a -4 penalty). If the save is successful, the victim receives 8d6 points of damage instead.



Holy Word (Conjuration/Summoning)

Sphere: Combat
Level: 7
Range: 0
Components: V
Duration: Special
Casting Time: Free Action
Area of Effect: 30-ft. radius
Saving Throw: Will partial
Spell Resistance: Yes

Uttering a *holy word* spell creates magic of tremendous power. It drives off creatures hostile to the cleric's and/or his god that come from other planes, forcing them to return to their own planes of existence, provided the speaker is in his home plane. Creatures so banished cannot return for at least a day. The spell further affect all extra-planar creatures in the following manner.

| HD | Effect |
|------------------------|--------------------------------------|
| Equal to caster level | Deafened |
| Up to caster level -1 | Blinded, Deafened |
| Up to caster level -5 | Paralyzed, Blinded, Deafened |
| Up to caster level -10 | Killed, Paralyzed, Blinded, Deafened |

Deafened: The creature is deafened for 1d4 rounds. Save negates.

Blinded: The creature is blinded for 2d4 rounds. Save reduces the blinded effect to 1d4 rounds.

Paralyzed: The creature is paralyzed and helpless for 1d10 minutes. Save reduces the paralyzed effect to 1 round.

Killed: Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage +1 point per caster level (maximum +25).

Affected creatures are those within the 30-foot-radius area of effect, which is centered on the priest casting the spell. The only extra planar beings immune to a *holy word* are those in direct service of the cleric's god, or those of demigod status or higher.

Creatures from the plane of the cleric are unaffected unless they are sworn of the caster's religion, and in need of Atonement, or foresworn. These mortals will suffer all the effects of the *holy word* if they are within the spell's area of effect.

Inflict Serious Wounds, Mass (Conjuration)

Sphere: Healing
Level: 7
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

Inflict serious wounds, mass spreads negative energy out in all directions from the point of origin, dealing 3d8 points of damage +1 point per caster level (maximum +30) to nearby living enemies.

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

Major Awe (Illusion/ Charm)

Sphere: Charm
 Level: 7
 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)
 Saving Throw: See Text
 Spell Resistance: Yes

As in the *minor awe* spell major awe temporarily raises the Charisma of the recipient. In this case to a score of 35. 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 save vs Will 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. Those that make the first save must make a second Will save or flee in fear. Should they save against the spell both times 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. Those that fail their first save will must also save a second time or treat the first words of the recipient as a successful *suggestion* spell. 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 major awe effect must save vs Will on a -2 or rout immediately.

Regenerate (Necromancy)

Sphere: Necromantic
 Level: 7
 Range: Touch
 Components: V,S,M
 Duration: Permanent
 Casting Time: 3 rounds
 Area of Effect: Creature touched
 Saving Throw: None
 Spell Resistance: Yes

When a *regenerate* spell is cast, body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), bones, and organs grow back. The process of regeneration requires but one minute if the severed member(s) is (are) present and touching the creature, 20 to 40 minutes otherwise. The creature must be living to receive the benefits of this spell.

The material components of this spell are the caster's holy symbol and holy water.



Reincarnation, Greater (Necromancy)

Sphere: Necromantic
 Level: 7
 Range: 90'
 Components: V, S, M
 Duration: Permanent
 Casting Time: 30 minutes
 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 *greater 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 year for each experience level of the priest (i.e., a 14th-level priest can reincarnate a person who has been dead for up to fourteen years).

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 10 to 40 minutes.

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, DEX, and CHA. 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 ^D | 83-85 Foxfolk |
| 59-61 Dwarf | 86-88 Faun |
| 62-64 Hobbit | 89-91 Half Avian ^E |
| 65-67 Gnome | 92-94 Half Centaur |
| 68-70 Half-Elf | 95-97 Other Humanoid ^F |
| 71-73 Centaur | 98-00 DMs Choice |
| 74-76 Avian ^E | |

| | | | |
|-------|--------------------|-------------------|---------------|
| 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 |

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

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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 up to two aspects 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 two aspects of the being not suffer change. Even in the event an altar cannot be reached one aspect can be preserved for a like expenditure.

Restoration, Greater (Necromancy)

Sphere: Necromantic
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 3 turns
Area of Effect: 1 creature
Saving Throw: None
Spell Resistance: Yes

This spell allows the caster to restore ability score points lost from wounds, undead attack, or other methods. The spell will not raise an ability score above its previous high score.

The casting priest decides which ability score will be restored, if more than one has been affected. The chosen ability score is raised 1d4 points for each casting of the spell. The lost cannot have occurred more than one month previous to the casting for each level of the casting priest.

If the *restoration* spell is cast on ground sanctified to the priest's religion, and 1000 gp in materials (incenses, etc.) is spent, from 1d8+1 points of loss can be restored in one casting across all ability scores. In either case the recipient of the spell must be *cleansed* before they can receive the benefits of the spell. If there would be recipient objects to cleansing by that religion, they had best shop elsewhere.

Resurrection (Necromancy)

Sphere: Necromantic
Level: 7
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 30 minutes
Area of Effect: 1 creature
Saving Throw: None
Spell Resistance: No

The priest is able to restore life and complete strength to any living creature by bestowing the *resurrection* spell. The creature can have been dead up to 10 years per level of the priest casting the spell. Thus, a 19th-level priest can resurrect the bones of a creature dead up to 190 years. The creature, upon surviving a Fortitude check DC 15, is immediately restored to full hit points and can perform strenuous activity. The spell cannot bring back a creature that has reached the end of its allotted life span.

The *resurrection* spell must be cast on ground sanctified to the

priest's religion, and it requires 7,000 gp in materials (incenses, etc.). The remains to be resurrected must be *cleansed* before they can receive the benefits of the spell. It also requires at least the whole skull of the creature to be resurrected. The skull can be restored to wholeness by any means desired, but it must be whole at the time the *resurrection* is performed.

Repulsion (Abujuration)

Sphere: Protection
Level: 7
Range: Up to 10 ft./level
Components: V, S, DF
Duration: 1 round/level
Casting Time: 1 Action
Area of Effect: Up to 10-ft.-radius/level emanation centered on you
Saving Throw: Will negates
Spell Resistance: Yes

An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your level allows). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. The creature is not forced back. The creature is free to make melee attacks against you if you come within reach. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the spell's area.

Scrying, Greater (Divination)

Sphere: Divination
Level: 7
Range: See Text
Components: V, S, DF
Duration: 1 minute level
Casting Time: 1 minute
Area of Effect: Target scryed
Saving Throw: Will negates
Spell Resistance: Yes

You can observe a creature at any distance. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how well your knowledge of 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.

| | |
|--|--------------------|
| Knowledge | Will Save Modifier |
| None* | +8 |
| Secondhand (you have heard of the subject) | +3 |
| Firsthand (you have met the subject) | -2 |
| Familiar (you know the subject well) | -7 |
| Connection | Will Save Modifier |
| Likeness or picture | -2 |
| Possession or garment | -4 |
| Body part, lock of hair, bit of nail, etc. | -10 |

*You must have some sort of connection (see below) to a creature of which you have no knowledge.

If the save fails, you can see and hear the subject and its 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.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition the following spells function reliably through the sensor: detect evil, detect good, detect magic, message, read magic, and tongues.

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

Succor (Alteration, Enchantment)

Sphere: Summoning

Level: 7

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 1 day

Area of Effect: 1 person

Saving Throw: None

Spell Resistance: No

By casting this spell, the priest creates a powerful magic aura in some specially prepared object, a string of prayer beads, a small clay tablet, an ivory baton, etc. This object radiates magic, for it contains the power to instantaneously transport its possessor to the sanctuary of the priest who created its magic. Once the item is enchanted, the priest must give it willingly to an individual, at the same time informing him of a command word to be spoken when the item is to be used. To make use of the item, the recipient must speak the command word at the same time that he reads or breaks the item. When this is done, the individual and all that he is wearing and carrying (up to the maximum encumbrance limit for the character) are instantly transported to the sanctuary of the priest, just as if the individual were capable of speaking a *word of recall* spell. No other creatures can be affected.

The spell can also be cast to cause the priest to be transported to the immediate vicinity of the possessor of the item when it is broken and the command word said. The priest has a general idea of the location and situation of the item's possessor, and can choose not to be affected by this summons. This decision is made at the instant when the transportation is to take place. However, if he chooses not to go, the opportunity is gone forever and the spell is wasted.

The cost of preparing the special item (for either version of the spell) varies from 500 to 2,000 gp. The more costly items can transport the subject from one plane of existence to another, if the DM allows. Note that the same factors that can prevent the operation of the *plane shift* and *teleport* spells can also prevent the use of this spell.



Summon Monster 7 conjuration (summoning)

Level: 7

Range: 25' + 5/2 levels

Components: V, S, F

Duration: 1 round/level

Casting time: 1 round

Area of Effect: One summoned creature

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 of the creatures from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.. on Table: Summon Monster. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

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. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish).

Sunray (Evocation, Alteration)

Sphere: Sun

Level: 7

Range: 10 yds./level

Components: V, S

Duration: 1+1d4 rds.

Casting Time: 1 Action

Area of Effect: 15-yard. radius (special)

Saving Throw: Special

Spell Resistance: No

With this spell, the caster can evoke a dazzling beam of light each round in which no action other than movement is performed. The ray seems as a halo about the casters head, however the caster is unaffected by the spell. The *sunray* is like a ray of natural sunlight. All creatures in the 30-yard-diameter area of effect must roll successful saving throws vs. Reflex or be blinded for 1d3 minutes, those using darkvision at the time for 2d4 minutes. Creatures whom the priest warns before casting the spell are assumed to make their saving throws automatically. Creatures to whom sunlight is harmful or unnatural suffer permanent blindness if the saving throw is failed, and are blinded for 2d6 minutes if the saving throw is successful. Those within its area of effect, as well as creatures within 20 yards of its perimeter, lose any infravision capabilities for 1d4+1 rounds.

Undead caught within the sunray's area of effect receive 6d6 points of damage, one-half if a saving throw vs. Fort is successful. Those undead within 20 yards of the of the sunray's area of effect receive 3d6 points of damage, no damage if a save is successful. In addition, the ray may result in the total destruction of those undead specifically affected by sunlight, if their saving throws are failed. The ultraviolet light generated by the spell inflicts damage on fungoid creatures and subterranean fungi just as if they were

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undead, but no saving throw is allowed. Creatures who have light as a bane suffer double the damage (12d6) if within the area of effect, 6d6 if within 20 yards of the area of effect for each round they are exposed to the spell.

Symbol of Stunning (Conjuration/Summoning)

Sphere: Guardian
Level: 7
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 Action
Area of Effect: 60 ft. radius
Saving Throw: Reflex Neg.
Spell Resistance: Yes

The priest casting this spell inscribes a glowing symbol in the air upon any surface, according to his desire. Any creature looking at the completed symbol within 60 feet must roll a successful saving throw or be stunned. Those that fail a Reflex save -4 are stunned and reeling for 3d4 rounds, dropping anything they are holding. The symbol glows for 10 minutes for each experience level of the caster. The caster will not be affected by his own symbol.

Symbol of Weakness (Conjuration/Summoning)

Sphere: Guardian
Level: 7
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 Action
Area of Effect: 60 ft. radius
Saving Throw: Reflex Neg.
Spell Resistance: Yes

The priest casting this spell inscribes a glowing symbol in the air upon any surface, according to his desire. Any creature looking at the completed symbol within 60 feet must roll a successful saving throw or be weakened. Those that fail a Reflex save -4 suffers crippling weakness that deals 3d6 points of Strength damage. The symbol glows for 10 minutes for each experience level of the caster. The caster will not be affected by his own symbol.

Transmute Metal to Wood (Alteration)

Sphere: Elemental (Earth)
Level: 7
Range: 240'
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 metal object
Saving Throw: Special
Spell Resistance: No

The *transmute metal to wood* spell enables the caster to change an object from metal to wood. The volume of metal cannot exceed a maximum weight of 10 pounds per experience level of the priest. Magical objects made of metal are 90% resistant to the spell, and those on the person of a creature receive the creature's Fortitude

saving throw as well. Artifacts and relics cannot be transmuted. Note that only a *wish* spell or similar magic can restore a transmuted object to its metallic state. Otherwise, for example, a metal door changed to wood would be forevermore a wooden door.

The caster can choose any common wood for the transmutation (ash, pine, maple, etc.). If the caster does not choose a specific wood the object will assume the nature of the nearest wood object.

Transmute Wood to Metal (Alteration)

Sphere: Elemental (Earth)
Level: 7
Range: 240'
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 metal object
Saving Throw: Special
Spell Resistance: No

Transmute wood to metal, will convert a volume of wood permanently into metal. The volume of metal cannot exceed a maximum weight of 10 pounds per experience level of the priest. It will also undo a *transmute metal to wood* spell. Metal magical items converted to wood and back to metal have a 10% chance of retaining their magic. Otherwise they are normal metal items. Likewise wood magical items are 90% resistant to the spell, and receive a saving throw in addition if they are in the possession of a creature. Natural wood items converted to metal are just as they appeared as wood. A wooden sword made into metal would be untempered and dull. It could then however be forged into a useful weapon. Living wood is unaffected if over the spell size limit (most trees), and entitled to a saving throw if within it. Any living wood converted to metal is slain in the process.

The caster can choose any base metal (copper, iron, brass, etc.) they wish. If no metal is chosen the item will take the nature of the nearest base metal object.

Wither (Necromancy)

Sphere: Necromantic
Level: 7
Range: Touch
Components: V,S,M
Duration: Permanent
Casting Time: 1 action
Area of Effect: Creature touched
Saving Throw: Will partial
Spell Resistance: Yes

Wither, causes the member or organ touched to cease functioning in one round, dropping off into dust in 20 to 40 minutes. Creatures must be touched for the harmful effect to occur. The target creature is entitled to a will save. If successful they are stunned for one round and take 3d8 damage.

Any attempt on an unwilling target requires a successful touch attack on touch AC.

The head cannot be targeted unless the creature has multiple heads.