

Cleric Eighth Level Spells

Anti Magic Field (Abjuration)

Sphere: Protection

Level: 8

Range: 10'

Components: V, S, DF

Duration: 10 minutes/level

Casting Time: 1 Action

Area of Effect: 10-ft.-radius emanation, centered on you

Saving Throw: None

Spell Resistance: See Text

An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines.

An antimagic field suppresses any spell or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within an antimagic field counts against the suppressed spell's duration.

Summoned creatures of any type wink out if they enter an antimagic field. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration that is maintaining the creature. If you cast antimagic field in an area occupied by a summoned creature that has spell resistance, you must make a caster level check (1d20 + caster level) against the creature's spell resistance to make it wink out. (The effects of instantaneous conjurations are not affected by an antimagic field because the conjuration itself is no longer in effect, only its result.)

A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that). The spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, undead, and outsiders are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities may be temporarily nullified by the field. Dispel magic does not remove the field.

Two or more antimagic fields sharing any of the same space have no effect on each other. Certain spells, such as wall of force, prismatic sphere, and prismatic wall, remain unaffected by antimagic field. Artifacts and deities are unaffected by mortal magic such as this.

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.



Create Greater Undead (Necromancy)

Sphere: Necromantic

Level: 8

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

Components: V, S, M (a clay pot filled with grave dirt and an onyx gem worth at least 50 gp per HD of the undead to be created)

Duration: Instantaneous

Casting Time: 1 hour

Area of Effect: one corpse

Saving Throw: None

Spell Resistance: No

This evil spell allows you to infuse a dead body with negative energy to create more powerful sorts of undead: This spell functions like create undead, except that you can create more powerful and intelligent sorts of undead: shadows, wraiths, spectres, and devourers. The type or types of undead created is based on caster level, as shown below.

Caster Level	Undead Created	Additional Requirements
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15th or lower	Shadow	
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16th-17th	Wraith	
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18th-19th	Spectre	
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19th	Greater shadow	shadow walk fear, corpse of a murdered woman.
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20th+	Banshee	
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Cure Critical Wounds, Mass ()

Sphere: Healing

Level: 8

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 4d8 points of damage +1 point per caster level (maximum +35) 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.

Dimensional Lock (Abjuration)

Sphere: Planes

Level: 8

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

Components: V, S

Duration: 1 day/level

Casting Time: 1 Action

Area of Effect: 20-ft.-radius emanation centered on a point in space

Saving Throw: None

Spell Resistance: Yes

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like abilities. Once dimensional lock is in place,

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extradimensional travel into or out of the area is not possible.

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

Discern Location (Divination)

Sphere: Divination

Level: 8

Range: Unlimited

Components: V, S, DF

Duration: Instantaneous

Casting Time: 10 minutes

Area of Effect: One creature or object

Saving Throw: None

Spell Resistance: No

A discern location spell is among the most powerful means of locating creatures or objects. Nothing short of a *mind blank* spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. Discern location circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

Earthquake (Alteration)

Sphere: Elemental (Earth)

Level: 8

Range: 360'

Components: V, S, M

Duration: 1 minute

Casting Time: 1 turn

Area of Effect: 5-ft. diameter/level

Saving Throw: None

Spell Resistance: No

When this spell is cast by a priest, a local tremor of fairly high strength rips the ground. The shock is over in one minute. The earthquake affects all terrain, vegetation, structures, and creatures in its area of effect. The area of effect of the *earthquake* spell is circular, with a diameter of 5 feet for every experience level of the priest casting it. Thus a 20th-level priest casts an *earthquake* spell with a 100-foot-diameter area of effect.

Solidly built structures with foundations reaching down to bedrock sustain one-half damage. An earth elemental opposed to the caster in the area of effect can negate 10% to 100% (roll 1d10, 0 = 100%) of the effect. Other magical protections and wards allowed by the DM may also reduce or negate this effect. If cast undersea, this spell may, at the discretion of the DM, create a tsunami or tidal wave.

The material components for this spell are a pinch of dirt, a piece of rock, and a lump of clay.

Earthquake Effects

Terrain

Cave or cavern--Collapses roof

Cliffs--Crumble, causing landslide

Ground--Cracks open, causing the following fractions of creatures to fall in and die:

Size S: 1 in 4

Size M: 1 in 6

Size L: 1 in 8

Marsh--Drains water to form muddy, rough ground.

Tunnel--Caves in

Vegetation

Small growth--No effect

Trees--1 in 3 are uprooted and fall

Structures

All structures--Sustain 3d100 points of damage; those suffering full damage are thrown down in rubble

Fire Storm (Evocation)

Sphere: Elemental (Fire)

Level: 7

Range: 480'

Components: V, S

Duration: 1 rd.

Casting Time: 1 rd.

Area of Effect: two 10-ft. cubes/level

Saving Throw: Reflex ½

Spell Resistance: Yes

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame that equal a *wall of fire* spell in effect. Creatures within the area of fire and 10 feet or less from the edge of the affected area receive 2d8 points of damage plus additional damage equal to the caster's level (2d8 +1/level). Creatures that roll successful Reflex save suffer only one-half damage. The damage is inflicted each round the creature stays in the area of effect. The area of effect is equal to two 10-foot x 10-foot cubes per level of the caster, e.g., a 13th-level caster can cast a *fire storm* measuring 130 feet x 20 feet x 10 feet. The height of the storm is 10 or 20 feet.

The reverse spell, *fire quench*, smothers twice the area of effect of a *fire storm* spell with respect to normal fires, and the normal area of effect with respect to magical fires. Fire-based creatures, such as elementals, salamanders, etc., of less than demigod status take 1d10 points of damage for each level of the caster.



Holy Aura (Abjuration)

Sphere: Protection
 Level: 8
 Range: 20'
 Components: V, S, DF
 Duration: 1 round/level
 Casting Time: 1 Action
 Area of Effect: One creature/level in a 20-ft.-radius burst centered on you
 Saving Throw: See Text
 Spell Resistance: Yes (Harmless)

A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by evil creatures, and causing evil creatures to become blinded when they strike the subjects. This abjuration has four effects.

- First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Unlike *protection from evil/good*, this benefit applies against all attacks, not just against attacks by evil/good creatures.
- Second, each warded creature gains spell resistance 25 against necromancy spells and spells cast by religiously opposed creatures.
- Third, the abjuration protects the recipient from possession and mental influence, just as protection from evil/good does.
- Finally, if a religiously opposed creature succeeds on a melee attack against a creature warded by a holy aura, the offending attacker is blinded (Fortitude save negates, as blindness/deafness, but against holy aura's save DC).

Inflict Critical 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 4d8 points of damage +1 point per caster level (maximum +35) 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.



Plainer Ally, Greater (Conjuration)

Sphere: Planer
 Level: 8
 Range: close (25 ft. + 5 ft./2 levels)
 Components: V, S, M (offerings worth 2,500 gp plus payment), DF
 Duration: Instantaneous
 Casting Time: 10 minutes
 Area of Effect: Up to three called outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.
 Saving Throw: None
 Spell Resistance: No

You request your deity to send you an outsider (a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18.) of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical outlook. If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway).

You may ask the creature to perform one task in exchange for a payment from you. The creatures agree to help you and request your return payment together. Tasks might range from the simple to the complex. You must be able to communicate with the creature called in order to bargain for its services.

The creature called requires a payment for its services. This payment can take a variety of forms, from donating gold or magic items to an allied temple, to a gift given directly to the creature, to some other action on your part that matches the creature's alignment and goals. Regardless, this payment must be made before the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.

A task taking up to 1 minute per caster level requires a payment of 100 gp per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 500 gp per HD. A long-term task, one requiring up to 1 day per caster level, requires a payment of 1,000 gp per HD.

A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature). However, if the task is strongly aligned with the creature's ethos, it may halve or even waive the payment. At the end of its task, or when the duration bargained for expires, the creature returns to its home plane (after reporting back to you, if appropriate and possible).

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Quench Fire, Greater (Evocation)

Sphere: Elemental (Fire)
Level: 7
Range: 480'
Components: V, S
Duration: 1 rd.
Casting Time: 1 rd.
Area of Effect: See Text
Saving Throw: Reflex ½
Spell Resistance: Yes

Fire quench, greater, smothers four 10-foot x 10-foot cubes per level of the caster of normal fires. A 13th-level caster can cast a *quench* area measuring 260 feet x 40 feet x 20 feet. The height of quench is 10 or 20 feet. With respect to magical fires the area of effect is two 10-foot x 10-foot cubes per level of the caster, e.g., a 13th-level caster can cast a *Quench fire, greater* measuring 130 feet x 20 feet x 10 feet. The height of the quench is 10 or 20 feet.

All fires in the area of effect are extinguished and will not reignite on their own.

Fire-based creatures, such as elementals, salamanders, etc., of less than demigod status take 1d10 points of damage for each level of the caster. Creatures can reignite at will.

Spell Immunity, Greater (Abjuration)

Sphere: Protection
Level: 8
Range: Touch
Components: V, S, DF
Duration: 10 minutes/level
Casting Time: 1 Action
Area of Effect: Creature touched
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The warded creature is immune to the effects of one specified spell for every four levels you have. The spells must be of 8th level or lower. The warded creature effectively has unbeatable spell resistance regarding the specified spell or spells. Naturally, that immunity doesn't protect a creature from spells for which spell resistance doesn't apply. Spell immunity protects against spells, spell-like effects of magic items, and innate spell-like abilities of creatures. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks.

Only a particular spell can be protected against, not a certain domain or school of spells or a group of spells that are similar in effect. A creature can have only one spell immunity or greater spell immunity spell in effect on it at a time.

Summon Monster 8 conjuration (summoning)

Level: 8
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 8th-level list, 1d3 creatures of the same kind from the 7th-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).

Symbol of Death (Conjuration/Summoning)

Sphere: Death
Level: 8
Range: Touch
Components: V, S, M
Duration: 10 minutes/level
Casting Time: 1 Round
Area of Effect: 60 ft. radius
Saving Throw: Fort Neg.
Spell Resistance: Yes

The priest casting this spell inscribes a glowing symbol in the air upon any surface, according to his desire. When activated the symbol affects one or more creatures within 60 feet whose hit points do not exceed 150. Any creature looking at the completed symbol within 60 feet who fail the saving throw suffer death. A successful save this to 6d6 damage. The symbol glows for ten minutes for each experience level of the caster. The caster will not be affected by his own symbol.

The material component is the anointing fluid of the religion.

Symbol of Insanity (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: Neg.

The priest casting this spell inscribes a glowing symbol in the air upon any surface, according to his desire. When activated the symbol affects one or more creatures within 60 feet. Any creature looking at the completed symbol within 60 feet who fail the saving throw suffer Insanity: Those that fail the save become insane and remain so, acting as if a *confusion* spell had been placed upon them, until a *heal*, *restoration*, or *wish* spell is used to remove the madness. A successful Will save negates this.

