

## **New Priest Spells: Dragon's Spear Campaign**

*(Version 1.6)*

This list contains difficult to find and new Priest, Cleric and Ranger spells which are approved for the Dragon's Spear Campaign. They are either located in obscure books or granted as special boons granted by the gods to their champions as they seek to save the planet of Toril from Azalin Rex.

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### **Dumathoin's Earthen Bastion**

**School: Enchantment**

**Sphere: Protection**

**Level: 4**

**Range: 0**

**Components: V, S**

**Duration: 5 rounds**

**Casting Time: 4**

**Area of Effect: 1 target per 3 levels within 10'**

**Saving Throw: None**

**Reference: Custom Spell**

**Restriction: Priests of Dumathoin Only**

**Description:** This spell is only useable by priests of Dumathoin, and only while the caster and the targets are in contact with the earth.

When cast, it allows the priest, and 1 additional person for every 3 levels, (*standing within 10 feet at the time of casting*), to heal hit points over time, at a rate of 5 hit points per round. The spell continues to knit injuries for a total five rounds.

This is a healing over time effect, and not regeneration. As such, it cannot bring the dead back to life, nor can it regenerate severed or destroyed limbs. It is however, not impaired by fire or acid based attacks.

The spell effect ends immediately if any person so enchanted is not in contact with the ground for more than a combat round.

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### **Azuth's Grand Calculation**

**School: Enchantment**

**Sphere: Charm**

**Level: 7**

**Range: 0**

**Components: V, S, M**

**Duration:** 1 round per 2 levels  
**Casting Time:** 5  
**Area of Effect:** Special  
**Saving Throw:** None  
**Reference:** Custom Spell  
**Restriction:** Priests of Azuth Only

**Description:** This powerful enchantment is granted only to priests of Azuth in good standing. It allows them to manipulate the weave with regards to the statistics of proceeding spells.

Each round, by silent act of will, (*for the spell's duration*), the priest may alter the details of one singular aspect of the next spell he casts. The adjustments he can make while under the effect of *Azuth's grand calculation* are as follows:

**Casting Time:** The caster may alter the casting speed of a spell by plus or minus 1 increment per 4 levels. A spell cannot be reduced in speed below a cast time of 1.

**Damage:** The caster may adjust the damage dice of a spell by 1 increment, up or down, at their discretion. A 1d4 damage spell can be increased to 1d6 or reduced to 1d3. No spell can be amplified beyond a 1d12 damage per die.

**Saving Throws:** The caster may increase or decrease the saving throw difficulty of a spell by plus or minus 4. Alternatively, they may alter the required saving throw checked by the spell. For example, a magic that normally checks Paralysis, Poison or Death could be swapped to Breath Weapon or Spell.

**Range:** The caster may alter the range of a spell by plus or minus 5 feet per caster level. This can be used to grant a range value to touch based spells, increase the reach of a ranged attack or reduce the range of a spell.

**Area of Effect:** The caster can alter the area of effect of the spell by plus or minus 1 foot per cater level. This can be used to give spells without an area of effect the ability to affect multiple targets, increase or even reduce the size of its area.

**Duration:** A spell's duration can be adjusted depending on the selected enchantment. A spell that normally has a duration can be increased or reduced by 1 turn per 4 caster levels. Spells that are typically instantaneous can be increased in duration by 1 round per 10 caster levels. (*Example: A flame strike would linger as a stationary effect, a heal spell would repeat itself, etc*).

**Target:** The caster may alter the spell to only affect certain targets within its normal range. This can be extremely general or highly specific. For example, he could exclude his companions from the effect of an AoE attack, or tailor an

enchantment to only affect creatures of a certain race, class, species, hit dice, remaining health or attribute range. (*The DM is the final arbiter in all cases*).

**Damage Type:** If the spell deals damage, it can be adjusted to deal a different damage type. Elemental, quasi-elemental or para-elemental damage can be swapped at will. Attack spells which deal physical damage can be altered to inflict slashing, piercing or bludgeoning. Sonic, Acid and Magical Energy can also be swapped with one another.

**School/Sphere:** The caster can alter the school or sphere of the magic. This may allow him to bypass certain wards and magical defenses, or adjust an area of effect spell so that it better meshes with his companion's immunities and defenses.

**Components:** The caster may change one aspect of a spell's components. They may either remove one requirement or change one requirement into another.

This spell in no way stacks with itself. Any attempt to alter a second *Azuth's grand calculation* with an initial casting results in a localized explosion of raw magical energy, engulfing the caster and inflicting 10d10 damage upon them. All worn equipment must save individually vs. magical fire or be destroyed.

Casting this spell costs the caster 1,000 experience points. The material component is a small golden abacus, made with the finest care, and costing at no less than 7,000 gp to make. It may be reused.

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### **Abbathor's Greed Bleed**

**School:** Conjuration

**Sphere:** Creation

**Level:** 3

**Range:** 0

**Components:** V, S, M

**Duration:** 1 hour per caster level

**Casting Time:** 1 turn

**Area of Effect:** Caster

**Saving Throw:** None

**Reference:** Custom Spell

**Restriction:** Priests of Abbathor Only

**Description:** This spell - only given to the most greedy and avaricious of Abbathor's clerics - allows them to turn death and suffering into profitable endeavors.

When under the effect of this enchantment, enemies struck with melee blows find their shed blood instantly – and painfully - crystallizes into small cut garnets. For every 2 hit points of damage dealt, a garnet breaks free and skitters across the ground.

A target cannot, under any circumstances, generate more garnets than they have hit points. *(For example, a priest of Abbathor cannot beat a corpse into a pulp and expect to get rich).*

The garnets have a sale value of 1 gp each, or can be used as a material component for any spell requiring the use of gemstones - or pieces thereof. Additionally, any priest of Abbathor may consume them, and the gems will behave in all ways the same as Goodberries. *(See the spell Goodberry for more information).*

The material component of this spell is a small golden dirk, offset with a large ruby, which costs no less than 5,000gp to craft. The caster ritually cuts himself with it ten times, for 10 hit points of damage, completing the casting of the spell. The knife may be reused.

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**Name: Istishia's Ice Armor**  
**School: Enchantment**  
**Sphere: Elemental (Water)**  
**Level: 6**  
**Range: 0**  
**Components: V, S, M**  
**Duration: 1 turn per caster level**  
**Casting Time: 8**  
**Area of Effect: Self**  
**Saving Throw: None**  
**Reference: Custom Spell**  
**Restriction: Priests of Istishia Only**

**Description:** A spell only available to the greatest of Istishia's followers, this magic creates a beautiful suit of crystalline armor around the priest. The enchantment has the following properties:

- The armor grants the wearer a +1 bonus to their armor class per 2 levels. This benefit stacks with the bonuses of magical items, shields and dexterity - but not worn armor, psionic effects or spells which increase AC.

- The armor gives the user a +3 bonus to saves against all fire based attacks, and reduces their damage by 1 point of damage per die, to a minimum of 1.

- Istishia's ice armor has a durability pool equal to 10 hit points for every 3 levels of the caster. The construct absorbs 1d8+1 hit points of incoming physical damage per enemy attack, (*partially deflecting them from the caster*). Every point of deflected damage reduces the armor's pool by a like amount. Fire based melee attacks deal double damage to the armor's durability. (*But not the wearer*).

When the pool is empty, or the spell duration expires, the armor crumbles away into a fine white powder, which quickly melts into a small pool of clean, potable water. (*Enough to fill a water bota*).

This magic does not stack with other spells which create hit point pools – such as *aid*, or *vampiric touch*. The more potent effect takes precedence, the weaker one is terminated.

The Material component of this spell is a 12,000gp sapphire cut into the shape of a shield or suit of armor, with Istishia's Wave symbol etched into the center of it. This focus may be reused.

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### **Helm's Intercept**

**School: Enchantment**

**Sphere: Guardian**

**Level: 6**

**Range: 0**

**Components: S**

**Duration: 1 round per level**

**Casting Time: 1**

**Area of Effect: 1 target within 10'**

**Saving Throw: None**

**Reference: Custom Spell**

**Restriction: Priests of Helm Only**

**Description:** Granted only to priests of Helm, this spell allows its caster to use his own life force to shield a single nearby companion.

For the duration of *helm's stand*, the caster will absorb all damage sustained by his chosen target so long as they remain within 10 feet of each other.

The warded individual must still roll saving throws, and attackers use target's armor class, (*not the AC of the defending Helmite*), to resolve hits. This magic

only applies to damage causing attacks and spells. Status ailments and spells which do not cause a loss of hit points bypass this enchantment.

A defending priest may find themselves subjected to double damage from AoE attacks, so it must be employed with caution. Additionally, *Helm's stand* does not negate caster interruption – it merely absorbs the damage the warded individual would have sustained.

Once enacted, this spell can only be ended through the use of powerful abjurations, entering magic dead zones or by moving the defender or his charge more than 10 feet apart.

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### **Mielikki's Avatar**

**School: Enchantment**

**Sphere: Animal**

**Level: 3**

**Range: 0**

**Components: V, S, M**

**Duration: 1 hour per caster level**

**Casting Time: 1 round**

**Area of Effect: 1 Animal Companion**

**Saving Throw: None**

**Reference: Custom Spell**

**Restriction: Rangers of Mielikki Only**

**Description:** This spell, granted only to Rangers who cherish and love their animals, greatly enhances the combat effectiveness of their wild companions.

Any living, non-construct animal companion gains the following benefits:

- Their THAC0 is equal to that of the casting Ranger for the duration of the spell.
- They gain the same base, (*unmodified by magic*), saving throws of the Ranger.
- The affected animal grows by 1 size category. In doing so, the damage dice for their attacks increase one degree. (*1d2 becomes 1d3, 1d6 becomes 1d8, etc*).
- The creature's intelligence rises to 4 or by 1d2 points, (*whichever is greater*). The animal then becomes capable of rudimentary speech, if possible given their vocal capabilities.
- The Ranger can see through the eyes and hear through the ears of their animal companion. They may also telepathically speak with the animal, up to a range of

100 feet. This connection can leave the Ranger open to sonic, mental or gaze attacks targeted at their pet.

- The Ranger may cast any spell they have memorized through the animal. *(For example, the Ranger could cast touch based spells through the animal, or use ranged spells with the companion as the point of origin).*

The material component of this spell is a small, specially prepared treat for the pet, which must be blessed by a druid and specially prepared from the animal's favorite food – costing 80 gp per treat. The animal eats it upon completion of the enchantment.

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### **Mielikki's Fang**

**School: Enchantment**

**Sphere: Animal**

**Level: 2**

**Range: 0**

**Components: V, S, M**

**Duration: 1 hour per caster level**

**Casting Time: 1 round**

**Area of Effect: 1 Animal Companion**

**Saving Throw: None**

**Reference: Custom Spell**

**Restriction: Rangers of Mielikki Only**

**Description:** This spell, offered only to the most faithful and pure hearted of Rangers, improves the damage of their animal companion for its duration.

The targeted animal gains a +1 bonus to hit and damage for every five levels of the ranger, to a maximum of +4 at level 20.

This boon applies to all of their natural attack forms - from claws to bites to constriction. Magical abilities such as breath weapons or gaze attacks are not improved by this spell.

This enchantment only works on normal animals – not magical creatures, humanoids or constructs.

The material component of this enchantment is a miniature platinum toothbrush, with Unicorn mane bristles – willingly given - costing 4,000 gp to construct. To complete the spell, the Ranger lovingly brushes the animal's teeth, fangs, claws, beak, etc, with a special paste costing 500gp, *(per 30 applications)*. The toothbrush can be reused.

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**Mielikki's Pelt****School: Enchantment****Sphere: Animal****Level: 1****Range: 0****Components: V, S, M****Duration: 1 hour per caster level****Casting Time: 1 round****Area of Effect: 1 Animal Companion****Saving Throw: None****Reference: Custom Spell****Restriction: Rangers of Mielikki Only**

**Description:** Through this spell, a Ranger held in high esteem with the wilderness gods, can improve the survivability of their animal companion.

This enchantment grants their pet a +1 bonus to their armor class for every 2 levels of the Ranger - to a maximum of +10. Additionally, the animal companion gains 1d8+3 bonus hit points per 4 Ranger levels, to a maximum of 5d8+15 at level 20.

This enchantment only works on normal animals – not magical creatures, humanoids or constructs.

The material component for this spell is a small hair brush, made from Ironwood and embossed with mother-of-pearl engravings of Mielikki, costing no less than 8,000 gp to craft. It may be reused.

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**Ice Strike****School: Evocation****Sphere: Combat, Elemental (Water)****Level: 5****Range: 60 Yards****Components: V, S, M****Duration: Instantaneous****Casting Time: 8****Area of Effect: 5 ft. radius x 30 ft. column****Saving Throw: 1/2 Damage****Reference: Custom Spell**



**Restriction: None**

**Description:** When the priest evokes an *ice strike* spell, a vertical column of freezing wind and jagged ice swirls downward in the location called for by the caster. Any creatures within the area of effect must roll a saving throw vs. spell. Failure means the creature sustains 6d8 points of damage; otherwise, the damage is halved.

The material component of this spell is a pinch of powdered quartz crystal.

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### **Thunder Strike**

**School: Evocation**

**Sphere: Combat, Elemental (Air)**

**Level: 5**

**Range: 60 Yards**

**Components: V, S, M**

**Duration: Instantaneous**

**Casting Time: 8**

**Area of Effect: 5 ft. radius x 30 ft. column**

**Saving Throw: 1/2 Damage**

**Reference: Custom Spell**

**Restriction: None**

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

The material component of this spell is a pinch of powdered copper.

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### **Arc**

**School: Evocation**

**Sphere: Elemental (Air)**

**Level: 3**

**Range: 10' per level**

**Components: V, S, M**

**Duration: Instantaneous**

**Casting Time: 4**

**Area of Effect: 1 target per 5 levels**

**Saving Throw: 1/2 Damage**

**Reference: Custom Spell**

**Restriction: None**

**Description:** The priest fires a bolt of electricity from his outstretched hand, striking a target, and then jumping to additional targets within range. The magic deals 1d4 damage per 2 levels of the caster.

When an *arc* spell hits a target, it jumps to an adjacent target within 10 feet one time per five levels of the caster - losing half of its damage dice every jump. (*Rounding down*). Unlike more powerful lightning magic, an *arc* spell can never jump back to its original target.

*(Example: Rath, an 8th level priest, casts arc – striking the first enemy for 4d4 damage. Another enemy stands within 10 feet, so the bolt jumps to them, dealing 2d4 damage. A third foe stands 4 feet away, and the bolt jumps to them, dealing 1d4 damage).*

The material component is a silver ring wrapped in finely spun copper wire, which may be reused.

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**Call of 1,000 Storms**

**School: Enchantment**

**Sphere: Combat**

**Level: 6**

**Range: 0**

**Components: V**

**Duration: 1 hour per level**

**Casting Time: 6**

**Area of Effect: 10' radius around caster**

**Saving Throw: None**

**Reference: Custom Spell**

**Restriction: None**

**Description:** The priest calls out to his deity with a word of power, and he and his allies are granted a boon on their attack rolls for the duration of the spell. The spell grants a bonus of +1 to hit for every 3 levels of the priest, and can affect 1 person standing within 10 feet of the priest for every 5 levels.

Additionally, for the duration of the spell, those under the effect of *call of 1,000 storms* can strike enemies normally only harmed by magical or special weapons.

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### **Ignore Pain**

**School: Abjuration**

**Sphere: Protection**

**Level: 7**

**Range: 0**

**Components: V, S, M**

**Duration: 1 hour per level**

**Casting Time: 1 turn**

**Area of Effect: Self**

**Saving Throw: None**

**Reference: Custom Spell**

**Restriction: None**

**Description:** The priest casts the spell upon himself in a short ceremony requiring incense and prayer candles. For the duration of the enchantment, the priest is granted a pool of health equal to half his maximum hit points, (*rounded down*), which absorbs all incoming damage until it is exhausted.

Once the pool of bonus hit points are expended, the priest takes damage normally.

The material components for this spell are 500 gold pieces in incense and ritual candles which have been the subject of a *bless* spell.

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### **Searing Blade**

**School: Enchantment**

**Sphere: Combat, Elemental (Fire)**

**Level: 4**

**Range: 0**

**Components: V, S, M**

**Duration: 1 hour per caster level**

**Casting Time: 3**

**Area of Effect: Self**

**Saving Throw: None**

**Reference: Custom Spell**

**Restriction: None**

**Description:** This spell charges the priest's weapon with searing heat, causing it to inflict 1d6+1 additional fire damage on every successful melee attack for the spell's duration.

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

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**Frigid Strike****School: Enchantment****Sphere: Combat, Elemental (Water)****Level: 4****Range: 0****Components: V, S, M****Duration: 1 hour per caster level****Casting Time: 3****Area of Effect: Self****Saving Throw: None****Reference: Custom Spell****Restriction: None**

**Description:** This spell charges the priest's weapon with chilling frost, causing it to inflict 1d6+1 additional cold damage on every successful melee attack for the spell's duration. .

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

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**Thunder's Rend****School: Enchantment****Sphere: Combat, Elemental (Air)****Level: 4****Range: 0****Components: V, S, M****Duration: 1 hour per caster level****Casting Time: 3****Area of Effect: Self****Saving Throw: None****Reference: Custom Spell****Restriction: None**

**Description:** This spell charges the priest's weapon with crackling electricity, causing it to inflict 1d6+1 additional lightning damage on every successful melee attack for the spell's duration. .

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

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**Earthen Bash****School: Enchantment****Sphere: Combat, Elemental (Earth)****Level: 4****Range: 0****Components: V, S, M****Duration: 1 hour per caster level****Casting Time: 3****Area of Effect: Self****Saving Throw: None****Reference: Custom Spell****Restriction: None**

**Description:** This spell charges the priest's weapon with earthen might, causing it to inflict 1d4+1 additional bludgeoning damage on every successful melee attack for the spell's duration. .

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

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**Elemental Roar****School: Evocation****Sphere: Elemental, (Air, Fire, Water, Earth)****Level: 3****Range: 0****Components: V, S****Duration: Instantaneous****Casting Time: 3****Area of Effect: 20' radius around caster****Saving Throw: 1/2 damage****Reference: Custom Spell****Restriction: None**

**Description:** The caster lets out a primal howl, and using their weapon as a focus, unleashes a point blank area of effect blast against all enemies around him.

When the cleric prays for this spell, he must choose the elemental damage type unleashed by the roar. (*His ethos may restrict his options*).

- Freezing Roar: All enemies in the radius of effect take 1d3+1 freezing damage per 2 levels of the caster, and those who fail their saves are slowed for 4 rounds.

- Searing Roar: All foes in the area of effect take 1d6 fire damage per 2 levels of the caster, and those failing saving throws burn for an additional 1d6 damage for 4 rounds thereafter.

- Thunder's Roar: All foes in range suffer 2d10 points of electric damage. Those who fail the initial save are stunned for one round, and those who fail a second save vs. paralysis are deafened for 4 rounds.

- Earthen Roar: All foes in range take 4d4 points of crushing damage, and all allies in the radius are healed for 2d4 hit points.

The caster may specify up to five individuals who are immune to the damaging effects at the time of memorization, and those people can never be injured by this spell.

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### **Banishing Blows**

**School: Enchantment**

**Sphere: Combat, Elemental, (Air, Fire, Water)**

**Level: 4**

**Range: 0**

**Components: V, S, M**

**Duration: 1 hour per caster level, special**

**Casting Time: 8**

**Area of Effect: Self**

**Saving Throw: None**

**Reference: Custom Spell**

**Restriction: None**

**Description:** This spell applies a cumulative penalty to target's saving throws and magical resistance against a particular elemental damage type with each successful melee blow. The debuff generated by this enchantment lingers on the target for 1 round per cleric level.

For every hit landed by the cleric, the target suffers a -1 penalty to their saving throws and a 5% penalty to their magical resistance to a specific elemental type. *(To a maximum handicap of -10 to saves and -50% percent magic resistance).* Note that a creature's magical resistance still applies to each individual strike.

The element targeted is chosen when the spell is memorized, and multiple clerics using this spell cannot stack the effects. In the event more than one cleric deploys this enchantment, *(on a single target)*, only the most recent blow is counted.

The material component of this spell is the cleric's Holy Symbol and a vial of consecrated oil which costs 900 gp to make, and is good for 20 uses. A small application of the oil is rubbed on the weapon at the time of casting.

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**God's Potency**

**School: Enchantment**

**Sphere: Guardian**

**Level: 4**

**Range: 0**

**Components: V, S, M**

**Duration: 1 hour per caster level**

**Casting Time: 1 round**

**Area of Effect: 1 target**

**Saving Throw: None**

**Reference: Custom Spell**

**Restriction: None**

**Description:** The *potency* spell temporarily raises one ability score of the target by 1d3+1, to a maximum of 18, for the spell's duration. The attribute boosted is selected at the time the spell is prayed for. The variations are:

- Azuth's Potency: 1d3+1 points of intelligence. (*Wizards may use this bonus to learn spells*).

- Dumathoin's Potency: 1d3+1 points of constitution. (*Fighters may gain exceptional hit points for the duration*).

- Helm's Potency: 1d3+1 points of strength. (*Fighters may gain exceptional strength at a rate of /10 per point after 18*).

- Abbathor's Potency: 1d3+1 points of wisdom. (*Clerics may use this to memorize bonus spells before resting*).

- Mielikki's Potency: 1d3+1 points of dexterity. (*Rogues who failed a thieving skill check would be entitled to a second attempt after receiving this boon*).

- Istishia's Potency: 1d3+1 points of charisma. (*Those receiving this effect may attempt to influence people a second time after a failed charisma or reaction roll*).

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**Exigent Purge**  
**School:** Necromancy/Abjuration  
**Sphere:** Healing, Protection, Wards  
**Level:** 5  
**Range:** 0  
**Components:** V, S, M  
**Duration:** Until triggered  
**Casting Time:** 1 day  
**Area of Effect:** The caster  
**Saving Throw:** None  
**Reference:** Custom Spell  
**Restriction:** None

**Description:** Through this ritual, the priest selects one hostile condition or status ailment, (*from the list below*), to ward against. Thereafter, when the priest encounters the effect, it is instantly negated, leaving the warded individual unscathed. The protection then ends, its magic expended.

The conditions a cleric may ward themselves against are: *Petrifaction, deafness, blindness, paralysis, poison, non-magical disease, magical disease, enfeeblement, sleep, slow, energy draining, magical aging, curses, instant death, wounding effects, magical exhaustion, confusion, charm, domination or withering.*

A cleric can maintain only one *exigent purge* at a time. Additionally, the spell will not trigger on ailments the priest willingly brings upon themselves. (For example, casting a *resurrection* spell or making a *wish*).

The material component of this spell is a small silver armband, studded with emeralds, which costs 2,500 gp to construct. The caster wards the armband at the completion of a long ritual, conferring the spell's protection so long as he wears the item. The armband may be reused.

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**Minor Emendation**  
**School:** Necromancy  
**Sphere:** Necromantic, Healing, Elemental (Earth)  
**Level:** 1  
**Range:** Touch  
**Components:** V, S  
**Duration:** 4 rounds  
**Casting Time:** 3  
**Area of Effect:** 1 creature  
**Saving Throw:** None  
**Reference:** Custom Spell



**Restriction: None**

**Description:** This magical spell heals damage over time. The priest casts the spell and touches one target, who's wounds begin to knit. This is a healing over time effect, not regeneration, and thusly cannot restore lost limbs or bring dead characters back to life. Acid and fire attacks do not inhibit a *minor emendation* spell.

The target recovers 1d3 hit points every round for 4 consecutive rounds, then the magic ends.

This spell does not stack with other emendation spells – the stronger version overwrites the lesser.

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### **Emendation**

**School: Necromancy**

**Sphere: Necromantic, Healing, Elemental (Earth)**

**Level: 2**

**Range: Touch**

**Components: V, S**

**Duration: 4 rounds**

**Casting Time: 4**

**Area of Effect: 1 creature**

**Saving Throw: None**

**Reference: Custom Spell**

**Restriction: None**

**Description:** This magical spell heals damage over time. The priest casts the spell and touches one target, who's wounds begin to knit. This is a healing over time effect, not regeneration, and thusly cannot restore lost limbs or bring dead characters back to life. Acid and fire attacks do not inhibit an *emendation* spell.

The target recovers 1d4 hit points every round for 4 consecutive rounds, then the magic ends.

This spell does not stack with other emendation spells – the stronger version overwrites the lesser.

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### **Greater Emendation**

**School: Necromancy**

**Sphere: Necromantic, Healing, Elemental (Earth)**

**Level: 3**

**Range: Touch**

**Components: V, S**

**Duration: 4 rounds**

**Casting Time: 5**

**Area of Effect: 1 creature**

**Saving Throw: None**

**Reference: Custom Spell**

**Restriction: None**

**Description:** This magical spell heals damage over time. The priest casts the spell and touches one target, who's wounds begin to knit. This is a healing over time effect, not regeneration, and thusly cannot restore lost limbs or bring dead characters back to life. Acid and fire attacks do not inhibit a *greater emendation* spell.

The target recovers 1d4+1 hit points every round for 4 consecutive rounds, then the magic ends.

This spell does not stack with other emendation spells – the stronger version overwrites the lesser.

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### **Mass Emendation**

**School: Necromancy**

**Sphere: Necromantic, Healing, Elemental (Earth)**

**Level: 4**

**Range: 30' radius**

**Components: V, S**

**Duration: 5 rounds**

**Casting Time: 7**

**Area of Effect: 1 creature per level**

**Saving Throw: None**

**Reference: Custom Spell**

**Restriction: None**

**Description:** This magical spell heals damage over time. The priest casts the spell and the wounds of one creature per level - within a 30 foot radius - begin to knit. This is a healing over time effect, not regeneration, and thusly cannot restore lost limbs or bring dead characters back to life. Acid and fire attacks do not inhibit a *mass emendation* spell.

The recipients recover 1d4+1 hit points every round for 5 consecutive rounds, then the magic ends.

This spell does not stack with other emendation spells – the stronger version overwrites the lesser.

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### **Superior Emendation**

**School:** Necromancy

**Sphere:** Necromantic, Healing, Elemental (Earth)

**Level:** 5

**Range:** Touch

**Components:** V, S

**Duration:** 6 rounds

**Casting Time:** 7

**Area of Effect:** 1 creature

**Saving Throw:** None

**Reference:** Custom Spell

**Restriction:** None

**Description:** This magical spell heals damage over time. The priest casts the spell and touches one target, who's wounds begin to knit. This is a healing over time effect, not regeneration, and thusly cannot restore lost limbs or bring dead characters back to life. Acid and fire attacks do not inhibit a *superior emendation* spell.

The target recovers 1d6+2 hit points every round for 6 consecutive rounds, then the magic ends.

This spell does not stack with other emendation spells – the stronger version overwrites the lesser.

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### **Supreme Emendation**

**School:** Necromancy

**Sphere:** Necromantic, Healing, Elemental (Earth)

**Level:** 6

**Range:** Touch

**Components:** V, S

**Duration:** 8 rounds

**Casting Time:** 7

**Area of Effect: 1 creature**  
**Saving Throw: None**  
**Reference: Custom Spell**  
**Restriction: None**

**Description:** This magical spell heals damage over time. The priest casts the spell and touches one target, who's wounds begin to knit. This is a healing over time effect, not regeneration, and thusly cannot restore lost limbs or bring dead characters back to life. Acid and fire attacks do not inhibit a *supreme emendation* spell.

The target recovers 1d8+3 hit points every round for 8 consecutive rounds, then the magic ends.

This spell does not stack with other emendation spells – the stronger version overwrites the lesser.

## **Rare Priest Spells: Dragon's Spear Campaign**

These are spells that are hard to find, and having them in one location speeds up the process of locating them for fast-pace gaming.

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**Sentry of Helm**  
**School: Conjuration/Summoning**  
**Sphere: Guardian, Travelers**  
**Level: 1**  
**Range: 0**  
**Components: V, S, M**  
**Duration: 8 hours or until triggered**  
**Casting Time: 1 hour**  
**Area of Effect: 120-foot-diameter sphere**  
**Saving Throw: None**  
**Reference: Faiths & Avatars, Page 70**  
**Restriction: Priests of Helm Only**

**Description:** The priest casts this spell by walking the perimeter of the area of effect sprinkling pinches of sand every few feet. Once the spellcasting is complete, the shadowy sentry stands guard in the center of the area of effect and the caster immediately falls asleep at its center.

If any visible object over 1 foot in length, width, or height, (*which wasn't present during the casting*), enters the area, or if the spell is about to end, the shadowy

force shakes the caster awake. When the caster awakes, they are immediately aware that something triggered the sentry or that the spell has ended.

A visible object must be an object that a guard could have perceived with normal vision if he was on guard duty. Visible objects cannot be invisible, hiding in shadows, or hidden behind walls, trees, or earth. If this spell is cast by a priest of 5th level or higher, the sentry also has 60-foot infravision in addition to normal sight.

The material component of this spell is the priest's holy symbol and a small bag of fine sand.

---

**Name:** Exaltation  
**School:** Abjuration, Conjunction/Summoning  
**Sphere:** Combat, Healing  
**Level:** 3  
**Range:** Touch  
**Components:** V, S, M  
**Duration:** 1 round/level  
**Casting Time:** 1 round  
**Area of Effect:** 1 creature  
**Saving Throw:** Special  
**Reference:** Faiths & Avatars, Page 70  
**Restriction:** Priests of Helm Only

**Description:** This spell enables a priest to aid and protect one other being. The priest cannot cast this spell upon himself. By touch, the caster removes the effects of fear, sleep, feeblemindedness, hunger, pain, nausea, unconsciousness, intoxication, and insanity from the recipient. The recipient is protected against spells and other attacks that cause these effects for the duration of the spell.

When this spell is cast on a being of a different alignment and faith, the recipient must make a saving throw vs. spell even if willing. If the save is successful, the has no effect.

If the recipient is of the same alignment as the priest but of a different faith, the saving throw is at a -4 penalty. If the spell is successful, the exalted recipient receives a +1 morale bonus to morale and +1 reaction adjustment for surprise checks for the duration.

If the recipient worships the same deity, but is of another alignment, the save is at a -6 penalty. The recipient gets a +1 morale bonus to morale checks for the duration.

A recipient of the same faith and alignment as the caster needs no saving throw, gets +2 to moral, and, if the caster desires, radiates a white radiance for the duration. If the radiance is desired, it is evoked immediately and cannot be ended before the spell expires.

The material components for this spell are a flask of holy water and a powdered sapphire or diamond of at least 1,000 gp value.

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### **Forceward**

**School: Abjuration**

**Sphere: Wards**

**Level: 3**

**Range: 0**

**Components: V, S, M**

**Duration: 1 round per level**

**Casting Time: 1 round**

**Area of Effect: 10' radius per level**

**Saving Throw: Special**

**Reference: Faiths & Avatars, Page 71**

**Restriction: Priests of Helm Only**

**Description:** This spell creates a faintly glowing area of protection. When *forceward* is used, all creatures except those named during casting must save vs. spell or be forced 10 feet per level away from the caster. The ward is then immobile - fixed at the location of the caster

Warded creatures must remain outside the protected area for the spell duration unless they make a successful saving throw vs. spell at a -3 penalty to break into the warded area. Creatures attempting to break in are allowed one such saving throw per round. Any creature breaking through the *forceward* may move and act freely within its confines, but cannot confer freedom from the ward to others, even by attempting to drag them along. Any creature may freely leave the warded area but must successfully make a saving throw vs. spell to reenter, even if originally designated as protected when the spell was cast. Missiles and spells may be launched freely into and out of the warded area.

The spell ends if the priest leaves its confines, is slain, knocked unconscious or wills the ward out of existence. A successful dispel magic spell destroys the spell.

The material components are a string of gems, rock crystals, or glass beads, plus the caster's holy symbol.

---

**Mace of Odo**

**School: Evocation**

**Sphere: Combat**

**Level: 3**

**Range: 0**

**Components: V, S, M**

**Duration: 4 rounds or a successful melee strike**

**Casting Time: 1 round**

**Area of Effect: Special**

**Saving Throw: Special**

**Reference: Faiths & Avatars, Page 71**

**Restriction: Priests of Helm Only**

**Description:** This spell creates a translucent mace-shaped construct. Its radiance equal in effect to a light spell, though it cannot be extinguished by magical darkness. The mace can be swung immediately when casting is complete, or it can be held for up to three rounds. All spells cast directly at the bearer of the construct are absorbed harmlessly; area-of-effect spells are not affected by the mace.

The magic strikes for 3d6 damage with a +5 bonus to hit; it does 4d6 damage to undead creatures.

Creatures of 2 HD or less suffer only 1 point of damage when struck, but must save vs. paralyzation or be paralyzed for 1d4+1 turns. When a *mace of Odo* successfully hits - or four rounds pass - the mace explodes and illuminates as per *continual light*.

The material components for this spell are a stone, a piece of wood, and two drops of holy water.

---

**Seeking Sword**

**School: Evocation**

**Sphere: Combat**

**Level: 4**

**Range: 30 Yards**

**Components: V, S, M**

**Duration: 2 rounds per level**  
**Casting Time: 7**  
**Area of Effect: One sword construct**  
**Saving Throw: Special**  
**Reference: Faiths & Avatars, Page 71**  
**Restriction: Priests of Helm Only**

**Description:** This spell creates a shimmering blade of force, which forms in midair and is animated by the will of the caster. The blade is silent and moves at MV FL 96 (A), (*it cannot move beyond the spell range*). The blade strikes four times per round, with the caster's THAC0, inflicting 2d4 points of damage with each successful hit.

A seeking sword is considered a +4 magical weapon for determining what it can hit. It may strike nonliving objects and is dexterous enough to lift latches, slide bolts open or shut, turn pages of books, and so on. The caster may freely move the sword from target to target unless physical or magical barriers block the way. The caster must concentrate on the blade to maintain its existence. Spellcasting is impossible while maintaining the spell. The caster may move at half his movement rate while doing so.

A seeking sword moves with Strength enough to parry and hold back another blade wielded by a strong human. It can be used to shatter glass objects, spike open doors, puncture sacks, or search for unseen opponents by sweeping through apparently empty spaces.

The material components for this spell are a drop of mercury and a human hair.

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**Summon Spectator**  
**School: Conjuration/Summoning**  
**Sphere: Summoning, Protection**  
**Level: 5**  
**Range: 70 yards**  
**Components: V, S, M**  
**Duration: Special**  
**Casting Time: 1 round**  
**Area of Effect: Special**  
**Saving Throw: None**  
**Reference: Faiths & Avatars, Page 71**  
**Restriction: Priests of Helm Only**

**Description:** This spell summons one of Helm's spectator servitors from Mechanus to the Prime Material Plane to serve for up to 101 years in a specified



task. The task must involve the guarding of some location or inanimate physical object, such as a portal, shrine, or a holy relic. It allows no one except the one who summoned it or another priest of Helm to enter the location it is guarding or to use, borrow, or examine an item or treasure it watches over. It is not gullible and can fairly easily detect false claims to membership in Helm's priesthood by questioning such claimants telepathically about details of the church's rituals and beliefs.

A summoned spectator does not abandon its post unless slain or blinded in all five eyes, in which case, it automatically returns to Helm's tower in Mechanus. Its eyes regenerate in 24 hours, after which time it returns to its post. If the object is gone or the location breached when it returns (it can automatically tell), it again leaves for Mechanus, never to return.

The material components for this spell are the priest's holy symbol and a steel gauntlet blessed in the name of Helm; the latter is consumed in the casting.

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### **Fist of Faith**

**School:** Invocation/Evocation

**Sphere:** Combat

**Level:** 2

**Range:** 10 yards

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 5

**Area of Effect:** One target

**Saving Throw:** None

**Reference:** *Prayer's from the Faithful*, page 39

**Restriction:** None

**Description:** This spell causes an invisible fist of force to strike any being visible to the caster who is within range. The fist of faith strikes only once, but cannot miss. It does no damage to items (even fragile ones), acting only on living or undead bodies, and inflicts 4d4 points of damage (4d6 to undead). Once struck, a victim is immune to all effects of other fist of faith spells until 24 hours have elapsed.

---

### **Faith Armor**

**School:** Abjuration, Invocation/Evocation

**Sphere:** Protection

**Level: 5**  
**Range: 0**  
**Components: V, S, M**  
**Duration: 5 rounds**  
**Casting Time: 8**  
**Area of Effect: The caster**  
**Saving Throw: None**  
**Reference: Prayer's from the Faithful, page 39**  
**Restriction: None**

**Description:** This spell brings into being a shadowy, translucent "armor" around the caster. The aura of this roiling magic can neither be removed nor cast on other beings. Faith armor temporarily makes the caster AC 0 (regardless of encumbrance, Dexterity, and whatever real armor or garb is worn beneath it), and can be set during casting render its caster immune to the effects of all wizard spells of a particular school or all priest spells of a specific sphere, so that the armored caster is unaffected by such magic.

The material component of a faith armor spell is a handful of powdered obsidian, enough to completely cover both of the caster's palms if it is spread out as thin as dust.

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**Shield of the God**  
**School: Invocation/Evocation**  
**Sphere: Protection**  
**Level: 5**  
**Range: 0**  
**Components: V, S, M**  
**Duration: 5 rounds**  
**Casting Time: 8**  
**Area of Effect: The Caster**  
**Saving Throw: None**  
**Reference: Prayer's from the Faithful, page 40**  
**Restriction: Priests of Helm Only**

**Description:** This spell creates an invisible shield of force in front of the caster which moves to deal with foes (1 opponent per round, but the priest can move the shield to defend against a different foe at the end of each round), slowing them to 1/2 movement rate and hampering their attacks. The caster must choose one of two additional effects for the shield during casting (the choice cannot be altered): "block" or "shield."

A shield set to “block” a foe strikes at THAC0 6, with the choice of “spoil foe’s attack” (if it hits) or “deal damage” (*2d4+4 points, and forcing “crushing blow” saving throws on fragile frontal items borne by the foe*). If the shield misses its strike or inflicts damage, the foe’s attacks are unaffected.

When set to “shield,” the spell tries to block all attacks. It does no damage to the foe, but forces the foe’s attacks to suffer a penalty of -3 to hit and -1 to damage. In addition, the shield-caster gains a +2 bonus on all saving throws vs. attacks, including spells.

A shield can be set in a doorway or passage to simply block opponents from getting to the caster, who can cast other spells of 4th level or less through it without affecting the shield. If a 5th level (*or higher*) spell makes contact with the shield (whatever the source of the spell), the shield will block the spell attack (if it is a physical attack manifestation, rather than a charm, area of effect, or general effect spell), but fail at the end of that round. The caster can end the shield at any time by silent act of will.

The material components of a shield of the god spell are a glove and a piece of rock crystal, (*or clear gemstone in its natural, uncut state*).

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### **Tenfold Ironguard**

**School:** Abjuration, Alteration

**Sphere:** All

**Level:** 6

**Range:** 0

**Components:** V, S, M

**Duration:** 1 round per level

**Casting Time:** 1 round

**Area of Effect:** 1-10 creatures

**Saving Throw:** See below

**Reference:** Prayer’s from the Faithful, page 40

**Restriction:** Priests of Helm Only

**Description:** This spell makes up to 10 beings touched, (*including the caster*), immune to the damage of all metal items. Metal blades and bars pass through protected beings harmlessly. Hostile creatures are allowed a save vs. spell (*the caster must also make a successful attack roll*).

A being under the influence of this spell can pass through metal as if he were a phantasm – but cannot pass non-metallic or enchanted objects. Heat, cold, and poisons still affect the guarded being, even if delivered by metal weapons.

Magical metal weapons deal damage equal to their bonuses. *(If they have no bonus, they do 1 point of damage)*. Spell effects which involve metal deal their normal effects to warded beings. If an iron-guarded being's body is pierced by or moving through metal when this spell expires, he is instantly slain.

Each protected being can designate one metal item, *(one they are holding and the caster can touch)*, to be unaffected by the spell. Thus, a protected being can retain a single weapon, tool, key, or other item. The item can contain other items, *(such as a metal chest full of coins)*, and still be considered "one item," - but cannot extend its exemption from the spell to attached items. *(For example, a breastplate made exempt would not extend its status to an adjacent gorget or any other part of the same suit of armor.)* Metal pieces "fall through" the body of an individual, but leather straps typically work by hanging tightly from the body, and buckles still hold them together even though the metal in the buckles themselves can now pass through the wearer.

The caster cannot end the spell early by any known means, and dispel magic and similar spells cannot remove its protection either—but the death of the caster ends the magic instantly.

The material components of the spell are a handful of iron filings and a drop of aqua regia.

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### **Mass Cure**

**School:** Necromancy

**Sphere:** Healing

**Level:** 5

**Range:** 30' radius

**Components:** V, S, M

**Duration:** Instantaneous

**Casting Time:** 5

**Area of Effect:** Special

**Saving Throw:** None

**Reference:** Volo's Guide to Baldur's Gate II: Throne of Bhaal, page 112

**Restriction:** Priests of Good and Neutral gods only

**Description:** When casting this spell, the priest must picture the faces of his or her fellow party members clearly and focus on the unity of the group. Upon completion of the spell, all party members in the cleric's frontal arc, within a 30 foot radius, are healed 1d8 + 1 hit points per 4 levels of the priest, to a maximum of 5d8+5 at level 20.

Curing is permanent only insofar as the creature does not sustain further damage; caused wounds will heal - or can be cured - just as any normal injury.

The material component of this spell is a 1,000 gp star-sapphire, which is consumed upon completion of the spell.

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**Cure Moderate Wounds**

**School:** Necromancy

**Sphere:** Healing

**Level:** 2

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Casting Time:** 5

**Area of Effect:** Creature touched

**Saving Throw:** None

**Reference:** PO: S&M page 164

**Restriction:** None

**Description:** Somewhat less common than the well-known *cure light wounds* and *cure serious wounds*, the cure moderate wounds spell is similar.

By laying his hand upon a creature's body, the priest heals 1d10+1 points of damage. This healing cannot affect creatures without corporal bodies, nor can it cure the wounds or injuries of nonliving or beings of extraplanar origin.

The reverse of this spell, *cause moderate wounds*, requires the priest to successfully touch the victim and inflicts 1d10+1 points of damage.

---

**Repair Injury**

**School:** Necromancy

**Sphere:** Healing

**Level:** 3

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

**Casting Time:** 5

**Area of Effect:** 1 creature

**Saving Throw:** None

**Reference:** PO: S&M page 169

**Restriction: None**

**Description:** Repair injury is intended for use in campaigns featuring the critical hit or critical strike rules. This spell addresses one specific injury or wound. (See *Chapter 8*). It can be used to knit a broken bone, alleviate the swelling and pain of a sprain or a twist, or repair soft-tissue damage such as an injured eye, ear, or a severed tendon.

If used as a simple curing spell, repair injury restores 1d10+1 hit points to the injured character, but if used to address the effects of a specific injury, repair injury automatically removes one grazed, struck, injured, or broken condition, and alleviates any combat, movement, or maximum hit point penalties associated with the injury in question. The spell does not restore any lost hit points to the victim, other than the 1d10+1 that are incidental to the working of the spell.

Severed limbs, destroyed eyes or ears, and ability score losses caused by injuries cannot be healed by this spell. Repair injury is the equivalent of cure serious wounds for the purpose of slowing or stopping bleeding.

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**Cure Insanity**

**School: Necromancy**

**Sphere: Necromantic**

**Level: 5**

**Range: Touch**

**Components: V, S**

**Duration: Instantaneous**

**Casting Time: 1 round**

**Area of Effect: Creature touched**

**Saving Throw: None**

**Reference: PSC, Vol. 1: page 170**

**Restriction: None**

**Description:** The *cure insanity spell*, if administered while the patient is exhibiting symptoms of a mental affliction, immediately counters the affliction. For example, the spell can heal a conscious victim of the effects of hallucinatory spores and repair psychic trauma, such as that resulting from a *mindwipe* or other psionic assaults.

It counters the effects of spells such as confusion, chaos, contact other plane, feeblemind, symbol of insanity, prismatic sphere/wall/spray, and such magical items as an elixir of madness or a scarab of insanity. However, the spell does not counter aberrant behavior caused by lycanthropy, undeath, powerful curses, geas, or quest spells.

Finally, at the DM's discretion, cure insanity may temporarily calm the demented behavior of certain extraplanar creatures such as salad or chaos beasts.

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**Bolt of Glory**

**School: Evocation**

**Sphere: Combat**

**Level: 6**

**Range: 60 feet.**

**Components: V, S, M**

**Duration: Instantaneous**

**Casting Time: 9**

**Area of Effect: 1 Creature**

**Saving Throw: 1/2 Damage**

**Reference: Volo's Guide to Baldur's Gate II: Throne of Bhaal, page 102**

**Restriction: Priests of Good and Neutral gods only**

**Description:** By casting this spell, the priest channels a bolt of divine energy against the target. No attack roll is needed, and the target is entitled to a saving throw vs. spell for half damage. The spell ignores a target's magic resistance in the case of fiends and the undead.

Creatures struck suffer varying damage, depending on their plane of origin:

- Prime Material Plane – 6d6
- Elemental planes – 3d4
- Undead creatures – 8d6
- Fiends – 10d6

Any individual creature can only be targeted with a single *Bolt of Glory* in any 24-hour period.

The material component for this spell is small crystal replica of the priest's holy symbol, (costing no less than 1,000 gp to create), which is smashed upon spell completion.

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