

Call to Worship

Cleric 0

Range: touch
Duration: instantaneous

Libram Magica, P. 14

- This orison mentally notifies parishioners of the cleric's faith (within one mile per level) that services are about to begin.
- The orison does not provide an actual compulsion to attend.
- This orison must be cast within an appropriate place of worship for the caster such as a temple, shrine, or the like.

Guidance*

Cleric 0

Range: 10'
Duration: 1 turn

Libram Magica, P. 34

- The caster grants a +1 bonus to the next attack roll for any one subject within 10 feet.
- Reversed, this becomes Misguide, which gives the subject -1 to his next attack roll. Either version lasts until used or a maximum of 1 turn.

Mend

Cleric 0

Range: touch
Duration: permanent

Libram Magica, P. 42

- The caster mends or repairs a single break, dent, hole, or similar minor repairs to a single object.
- Repair is permanent but the object is not immune to subsequent damages.

Cure Minor Wounds

Cleric 0

Range: touch
Duration: instantaneous

Libram Magica, P. 20

- With this spell the caster heals a single hit point of damage by laying his or her hand upon the injured creature.
- Unlike other cure spells, there is no reversed version and undead are unaffected completely by the orison.

Hallow*

Cleric 0

Range: 10' radius
Duration: spec+1 rnd

Libram Magica, P. 34

- By chanting holy phrases, the caster makes the area around him 'hallowed', granting +1 bonus on Healing spells and Turning attempts.
- Continues as long as the caster maintains the chant + 1 round the caster can act in that last round.
- The reverse, Unhallow, works in the same manner by granting +1 damage on Inflict spells (reversed healing) makes undead (or vile netherworld inhabitants) harder to Turn by one point (or optionally easier to Command by one point). It likewise lasts one round longer than the chant is maintained.

Predict Weather

Cleric 0

Range: self
Duration: instantaneous

Libram Magica, P. 47

- With this orison the caster acquires some insight into the general weather to be expected over the next 24 hours for the location the caster is in at the time of casting.
- The orison cannot account for magical changes in weather from spells, magical beings, or other fantastic alterations from the normal patterns of weather.

Dowse

Cleric 0

Range: special
Duration: concentration

Libram Magica, P. 26

- This minor magical effect allows the caster to sense the presence of potable water using a forked stick (any will do, but some have favorites).
- While outdoors the dowsing rod will twist to point in the direction of such fresh water up to 1000 feet +100' per level of the caster.
- Water that is underground, in containers, or within structures can be located within 25 feet +5' per level. The effect lasts as long as the caster maintains concentration.

Meal Blessing

Cleric 0

Range: touch
Duration: permanent

Libram Magica, P. 42

- The caster shares a short prayer before a meal to give the diners a blessing. Anyone who eats of the meal within 1 turn heals 1 hit point, up to a maximum of 4 participants per level of the caster.
- The meal must be specially prepared according to the religious requirements of the caster's deity (not just a round of camp rations).

Virtue

Cleric 0

Range: touch
Duration: 1 turn

Libram Magica, P. 63

- The recipient of the orison acquires one additional hit point for the duration of the spell. Any damage taken is first applied to this temporary hit point, and then to the subjects normal allotment. Regardless, the hit point fades if unused after 1 turn has elapsed.

Ward*

Cleric 0

Range: 10'
Duration: 1 turn

Libram Magica, P. 65

- The caster grants a +1 bonus to the next saving throw for any one subject within 10 feet.
- Reversed, the orison becomes Curse, which bestows a -1 penalty to the subjects next save. Either version lasts until used or a maximum of 1 turn.

Command

Priest 1

Range: 10'
Duration: 1 rnd

Libram Magica, P. 17

- Give another being a single-word command which will be obeyed.
- The command must be given in a language the recipient understands.
- The recipient will do its best to obey, as long as the command is a clear, imperative verb.
- Typical commands are back, halt, flee, run, stop, fall, fly, go, leave, surrender, sleep, rest.
- Undead are not affected.
- Creatures with Intelligence of 13 or more, and creatures with 6 or more hit dice may save vs. Spells to resist.

Disruption*

Priest 1

Range: touch
Duration: 1 turn/lvl

Libram Magica, P. 24

- Give one blunt melee weapon divine power.
- When fighting undead or netherworld creatures the weapon gains additional +1 to hit, damage.
- Struck netherworld creatures must save versus Magic or be Turned. The character wielding the blessed weapon may opt to not cause the disruption effect before the roll.
- The caster can have only one weapon blessed in this manner at a time.
- The reverse of this spell works exactly the same against creatures of goodness from various heavenly realms.

Water to Wine

Cleric 0

Range: touch
Duration: permanent

Libram Magica, P. 66

- This orison will transform one flask, vial, mug, or similar small container of water into quality wine, good enough for use in subsequent holy rituals or just to drink normally.

Detect Evil*

Priest 1

Range: 60'
Duration: 1 rnd/lvl

Libram Magica, P. 22

- Detect evil: magical creatures with evil intentions, magic items with evil enchantments, extraplanar creatures of evil nature.
- Cannot detect normal characters, even "bad" ones, only overwhelming evil is detectable.
- The caster sees evil as a "glow" only they see.
- The exact definition of 'evil' is up to the GM but that ordinary traps and poisons do not meet the definition.
- The reverse is **detect good** which is identical for "good" enchantments, angelic creatures and so on.

Hold Portal

Priest 1

Range: 100'+10'/lvl
Duration: 1 rnd/lvl

Libram Magica, P. 36

- Magical hold shut a door, gate, window or shutter of wood, metal or stone.
- Affects portal as if securely closed and normally locked.
- A **knock** and **dispel magic** negate this spell.

Cure Light Wounds*

Priest 1

Range: touch
Duration: instantaneous

Libram Magica, P. 20

- Caster heals 1d6+1 HP by laying hands on target creature.
- Reverse form, **cause light wounds**, does the opposite but requires caster to make a successful attack roll.
- Undead are affected by this spell, though its affects are opposite that for living creatures.

Detect Magic

Priest 1

Range: 60'
Duration: 2 turns

Libram Magica, P. 23

- Detect enchanted or enspelled objects or creatures within the given range by sight.
- They appear surrounded by a pale glowing light visible only to the caster.
- Invisible creatures and objects not detected by this spell, but the existence of invisibility magic is seen as an amorphous glowing fog allowing the caster to attack at -2 to hit.

Light*

Priest 1

Range: 120'
Duration: 6+1/lvl turns

Libram Magica, P. 39

- Create a light source equal to torchlight with 30' radius and half that to 50'.
- Immobile if cast on area, can be on object that moves.
- Reversed, **darkness** creates an area of darkness as above for Darkvision and mundane light sources.
- Light and **darkness** can counter each other. The later spell must be cast by a higher level caster.
- May blind an opponent if cast on ocular organs. The target can save vs. Death Ray to avoid the effect and if save made the spell fizzles. -4 to attack rolls. If used this way there is no area of effect.

Protection from Evil*

Priest 1

Range: touch

Duration: 1 turn/tvl

Libram Magica, P. 48

- Caster wards a creature from mental control and attacks by "evil"/summoned creatures based on the worldview of the character.
- Barrier is 1' thick and moves with target. The protected creature cannot have body contact with "evil" precluding natural attacks.
- +2 AC, +2 to saves vs evil.
- Barrier blocks possession attempts/mental control. These attacks may succeed but do not take effect until this spell expires.
- The spell fails if the warded creature makes an attack against the blocked creature.
- Reversed is **protection from good**, identical except for creatures affected.

Refresh

Priest 1

Range: touch

Duration: 1 hr

Libram Magica, P. 51

- This spell will refresh a creature who is hungry, thirsty, and/or tired. They will be able to act, think, and fight with complete ability for the duration of the spell.

Sanctuary

Priest 1

Range: self

Duration: 2 + 1/tvl rnd

Libram Magica, P. 54

- This spell forces all opponents to make a save vs Spells in order to attack the caster. If the save is not made, the attacker will ignore the caster.
- The effect does not prevent effects of area attacks (fireball, ice storm, etc.).
- While under protection from the spell, the caster cannot perform offensive acts (Game Master's discretion), but may take any other action.

Purify Food and Water

Priest 1

Range: 10'

Duration: instantaneous

Libram Magica, P. 49

- This spell makes spoiled, rotten poisonous or otherwise contaminated food and water pure and suitable for consumption.
- This spell does not prevent subsequent natural decay and spoilage.
- Unholy water and similar food and drink of significance is spoiled by purify food and drink but the spell has no effect on creatures of any type nor on magical potions.

Remove Fear*

Priest 1

Range: touch/120'

Duration: instantaneous

Libram Magica, P. 52

- This spell with calm the creature touched.
- If the target is currently subject to magical fear, it is allowed a new save vs. Spell with +1/caster level.
- Reversed is **cause fear** which causes one target within 120' to become frightened and flee for 2 turns if it fails a save vs. Spells. Creatures with 6HD+ are immune.

Bless*

Priest 2

Range: 50' radius

Duration: 1 min/tvl

Libram Magica, P. 13

- Gives caster/allies within 50' a bonus of +1 to attacks, morale checks and saves against magical **fear**.
- Reverse is **bane** which is the same effect but a penalty of -1 to caster's enemies instead.

Read Languages

Priest 1

Range: self

Duration: special

Libram Magica, P. 51

- Spell grants caster ability to read almost any written language in 3 modes.
- Mode 1: Read any number of written works in a variety of languages – 1 turn/level.
- Mode 2: Allows caster to read any one book/tome for 3 hours/level.
- Mode 3: Can permanently read any one non-magical scroll or short document.
- Spell does not work on magical texts as spell scrolls or spellbooks (**read magic**).
- Just reading the language does not hasten the reading nor grant understanding.
- At least one creature who can read the language must exist on the same plane.

Resist Cold

Priest 1

Range: touch

Duration: 1 rnd/tvl

Libram Magica, P. 52

- This abjuration grants a temporarily immunity to cold.
- Minor cold (exposure to winter weather in inadequate clothing) is ignored.
- Against more significant cold (White Dragon Breath) gain +3 on saving throws and all damage from cold-based-attacks is reduced by half before the save.

Charm Animal

Priest 2

Range: 60'

Duration: 1d4+1/tvl rnds

Libram Magica, P. 15

- Charm one or more animals, as charm person, 1 HD per caster level.
- The caster may select animals out of a mixed group. Excess HD are ignored.
- No saving throw is allowed, either for normal or giant-sized animals, but creatures of more fantastic nature are allowed a save vs. Spells to resist.
- When the duration expires, the animals will resume normal activity immediately.
- This spell does not grant the caster any special means of communication with the affected animals.

Disruption* Greater

Priest 2

Range: touch

Duration: 1 rnd/lvl

Libram Magica, P. 25

- Give one blunt melee weapon divine power.
- Against undead or netherworld creatures gain additional +2 to hit, damage.
- Struck netherworld creatures must save versus Magic (at -4) or suffer double damage and be Turned. The character wielding the blessed weapon may opt to not cause the disruption effect before the roll.
- The caster can have only one weapon blessed in this manner at a time.
- The reverse of this spell works exactly the same against creatures of goodness from various heavenly realms.

Find Traps

Priest 2

Range: 30'

Duration: 3 turns

Libram Magica, P. 29

- The caster can detect both magical and mechanical traps.
- Traps within 30' glow with a faint greenish-blue aura.
- Natural hazards (e.g. quicksand, sinkholes, unsafe natural rock walls) are not detectable.
- No information is given on how to disarm the trap nor its type or nature.

Resist Fire

Priest 2

Range: touch

Duration: 1 rnd/lvl

Libram Magica, P. 52

- This abjuration grants a temporarily immunity to fire and heat.
- Minor heat or fire (such as exposure to normal flames) is ignored.
- Against more significant heat or fire (**fireball**) gain +3 on saving throws and all damage from fire-based attacks is reduced by half before the save.

Detect Invisible

Priest 2

Range: 60'

Duration: 1 turn/lvl

Libram Magica, P. 23

- By means of this spell the caster is able to see invisible characters, creatures or objects within the given range, seeing them as translucent shapes.

Hold Person

Priest 2

Range: 180'

Duration: 2d8 turns

Libram Magica, P. 36

- Target living human/demi-human/humanoid paralyzed.
- Creatures larger than Ogres not affected.
- Save vs. Spells negates.
- Held targets are aware and breath but cannot take actions.
- Target can be one person (save is at -2) or a group of 1d4.
- Paralyzed winged creatures fall and swimming creatures may drown.

Restore Health

Priest 2

Range: touch

Duration: instantaneous

Libram Magica, P. 53

- This spell removes unnatural weakness, mental or physical debilitation or exhaustion from the touched individual.
- This spell is useful for restoring temporary ability score draining, such as the strength-draining touch of a shadow.
- The caster chooses which ability score the spell will restore when casting.
- It has no effect on permanent ability score loss or energy drain.

Divine Magic

Priest 2

Range: 5'

Duration: special

Libram Magica, P. 25

- **Complicated spell. See Rulebook!**
- Discover 1 feature/turn about a magic item or area through divine inspiration.
- Features: spell effects, bonuses, command words, activating conditions, if this is last feature. (GM order, command late, then last).
- Per turn, roll d20 + WIS bonus + lvl (>21 or nat 20 to succeed, <20 or 1 end spell)
- Table for magic weapon bonus in rulebook.
- See rulebook for more.

Locate Object

Priest 2

Range: 360'

Duration: 1 rnd/lvl

Libram Magica, P. 39

- Caster can sense the direction of a well known or clearly visualized object.
- Can also search for general items which will be the nearest if more than one is in range.
- Cannot specify a unique item unless it has been observed firsthand (not indirectly through divination).
- Spell is blocked even by a thin sheet of lead or gold.
- Cannot find creatures, only objects.

Shield of the Faithful

Priest 2

Range: self

Duration: 1 rnd/lvl

Libram Magica, P. 55

- This spell creates an aura of protection centered on the caster. The caster and any allies within a 10 foot radius gain a +1 bonus to Armor Class and all Saving Throws.

✚ Silence 15' radius

Priest 2

Range: 360'

Duration: 2 rnd/lvl

Libram Magica, P. 56

- This spell induces complete silence in 15' radius around target. All sound is stopped, conversation and spells impossible and no noise passes through.
- The point can be cast in space/on and object/on a creature.
- An unwilling creature or item on that creature receives a save vs. Spell to negate.
- This spell is a defense against sonic or language based attacks or spells.

✚ Spiritual Hammer

Priest 2

Range: 30'

Duration: 1 rnd/lvl

Libram Magica, P. 59

- Spell causes a warhammer made out of pure force to spring into existence and attack the chosen foe once per round.
- Strikes as cleric, considered a magic weapon, damage is 1d6 + 1/3lvl to a maximum of +5
- If goes out of range or cleric loses sight it is gone.
- May not be attacked by physical attacks but dispelled by **dispel magic**, **disintegrate** or **rod of cancellation**.

✚ Cure Disease*

Priest 3

Range: touch

Duration: instantaneous

Libram Magica, P. 19

- Kills all diseases the target is suffering from.
- Kills parasites afflicting the target character.
- Some special diseases may not be countered by this spell or may require the caster to have a certain level or higher.
- Note: This spell does NOT prevent reinfections after casting if the target is exposed again.

✚ Slow Poison

Priest 2

Range: touch

Duration: 1 hr/lvl

Libram Magica, P. 57

- Creature touched by caster becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect target until spell lapses.
- Slow poison does not cure any damage that poison may have already done, with exception of fatal poisoning.
- If cast on a character who received lethal damage from poison the previous round, the spell removes that round's poison damage only and delays it for the duration of the spell. Prior poison damage will remain unaffected, but no further damage accrues until spell lapses and neutralizing the poison is possible.

✚ Continual Light*

Priest 3

Range: 360'

Duration: 1 yr/lvl

Libram Magica, P. 18

- Create a spherical region of light that illuminates a 30' radius as daylight and lesser to 60'.
- Spell can target a movable object, the air or a creature up to range.
- Spell lasts 1 year/lvl
- As with **light** this can target a creature's visual organs. Save vs. Spell to avoid blinding, save means spell illuminates air behind creature. Blinded creatures have -4 to attack rolls.
- Reverse is **continual darkness** causing complete nulling of all other light sources in area or blinding creature in the same way.

✚ Growth of Animals

Priest 3

Range: 60'+10'/lvl

Duration: 1 turn/lvl

Libram Magica, P. 33

- Animal grows to 2X size and 8X weight.
- Animal Damage 2X and AC +2
- Animal carrying capacity 2X
- Unfriendly animal may save vs Spell to negate.
- All worn equipment grows though no magical properties can change and equipment returns to normal if removed from animal.
- Spell gives no means of command or influence.

✚ Speak with Animals

Priest 2

Range: special

Duration: 1 turn/4*lvl

Libram Magica, P. 57

- The caster can comprehend and communicate with any one animal (normal or giant sized but not magical or monstrous).
- Must be in line of sight and able to hear caster.
- The caster may change target one time per round.
- Does not alter reactions or attitudes.
- More intelligent animals may be terse and evasive while less intelligent ones are inane.
- A friendly reaction may make the animal willing to grant a favor or service.

✚ Cure Blindness

Priest 3

Range: touch

Duration: instantaneous

Libram Magica, P. 19

- Spell cures a creature of blindness whether from injury or some kinds of magic.
- This includes **light** or **continual light** based blindnesses.
- Blindness cause by a **curse** spell cannot be cured by this spell.

✚ Locate Object

Priest 3

Range: 360'

Duration: 1 rnd/lvl

Libram Magica, P. 39

- Priest can sense the direction of a well known or clearly visualized object.
- Can also search for general items which will be the nearest if more than one is in range.
- Cannot specify a unique item unless it has been observed firsthand (not indirectly through divination).
- Spell is blocked even by a thin sheet of lead or gold.
- Cannot find creatures, only objects.

Protection from Fire ✚

Priest 3

Range: touch
Duration: special

Libram Magica, P. 48

- If the caster touches himself or herself, this spell grants temporary immunity to fire (normal and magic). When the spell absorbs 12 points per caster level of magical fire damage, it is discharged. Otherwise the spell lasts for 10 minutes per caster level.
- If the spell is cast upon another creature than the caster, protection from fire grants temporary immunity against normal fire. The spell also offers a +4 bonus to saving throws against magical fire and if the save is successful, the creature suffers no damage (and only 25

Sacrifice* ✚

Priest 3

Range: touch
Duration: permanent

Libram Magica, P. 55

- This spell allows the cleric to transfer any desired number of hit points from himself to the target.
- The reverse of this spell, drain life, allows the caster to drain 1d6+1 hp from a creature, with a successful attack roll. The hit points are transferred to the cleric through healing.

Animate Dead ✚

Priest 4

Range: touch
Duration: special

Libram Magica, P. 11

- Turn bones/bodies of intact dead creatures into skeletons or zombies to command.
- Animated till destroyed.
- Create Total HD = 2*LVL
- Caster may only control total of 4*LVL HD of those created.
- Skeleton HD = Monster HD
- Zombie HD = 1 + Monster HD

Remove Curse* ✚

Priest 3

Range: 30'
Duration: instantaneous

Libram Magica, P. 52

- Instantly remove all curses on object or creature. Cannot remove curse from items, but can allow creature to get rid of it.
- Some curses are powerful enough to require a certain caster level.
- Reversed is **bestow curse** which allows caster to curse target in range. Save vs. Spells negates the curse. Three variants.
- Curse 1: -4 decrease to an ability score (minimum 1)
- Curse 2: -4 to attacks and saves
- Curse 3: Lose 50% of combat rounds.
- Casters may invent own curses but general power should be similar.

Speak with Dead ✚

Priest 3

Range: 10'
Duration: 3 rnds/lvl

Libram Magica, P. 60

- This spell allows communication with a corpse allowing it to answer questions posed to it.
- One question/2 lvls.
- Unasked questions answered if spell times out.
- Corpse knowledge limits to what it knew in life. Answers are brief/cryptic.
- Spell fails if Speak with Dead already cast in the past week. The body most by mostly intact to respond, but most have at least a mouth to speak at all.
- This is not speaking with the person's soul, merely the shell left behind.
- Does not work on a creature that has been turned undead.

Chant of the Holy Defender ✚

Priest 4

Range: special
Duration: special

Libram Magica, P. 15

- A rhythmic chant taken up by the cleric affecting 1 friendly living creature per 4 lvl of caster. Each creature affected by the spell gains the following benefits:
- Morale (loyalty) is increased by 2, to a maximum of 11.
- Each creature affected gains 1d6+6 phantom hit points. Any damage is subtracted from these points first.
- Each affected creature gains a +1 bonus to hit.
- The benefits of this spell end for a creature if it leaves the 60 foot radius of the chanting cleric.
- The spell ends when the cleric stops chanting. This spell may be combined with the Bless spell.

Remove Paralysis ✚

Priest 3

Range: touch
Duration: instantaneous

Libram Magica, P. 52

- This spell negates paralysis for the targeted individual, whether due to magic or monster special attacks.

Striking ✚

Priest 3

Range: touch
Duration: 1 rnd/lvl

Libram Magica, P. 59

- This spell bestows upon one weapon the ability to deal 1d6 points of additional damage.
- This extra damage is applied on each successful attack for the duration of the spell. It provides no attack bonus, but if cast on a normal weapon, the spell allows monsters only hit by magical weapons to be affected; only the 1d6 points of magical damage applies to such a monster, however.

Create Water ✚

Priest 4

Range: 10'
Duration: permanent

Libram Magica, P. 19

- Creates one gallon of water per level per day.
- Vessels to hold water must exist at time of casting.
- Water is of the purity of clean rain water.
- Reminder: Water weighs 8 pounds and 8 gallons of water is a cubic foot.

Cure Serious Wounds*

Priest 4

Range: touch
Duration: instantaneous

Libram Magica, P. 20

- Caster heals 2d6+1/lvl HP by laying hands on target creature.
- Reverse form, **cause light wounds**, does the opposite but requires caster to make a successful attack roll.
- Undead are affected by this spell, though its affects are opposite that for living creatures.

Neutralize Poison*

Priest 4

Range: touch
Duration: instantaneous

Libram Magica, P. 44

- Detoxifies any venom from creature or object touched.
- No additional effects from poison will harm creature.
- If cast on someone slain by poison in past 10 rounds, can revive the creature with 1 HP.
- If cast on a poisoned object (weapon, trap, etc) the poison is neutralized.
- Reversed, spell is **poison**. The caster must make a successful attack role. It target is struck it must save vs Poison or die. Caster's touch is poisonous for 1 round/level until discharged (only one person can be hit with the poison).

Speak with Plants

Priest 4

Range: 20'
Duration: 1 turn

Libram Magica, P. 60

- The caster can comprehend and communicate with any normal plants and plant creatures. A normal plant's sense of surroundings is limited so it will be unable to give detailed descriptions of creatures or events around it.
- Must be in line of sight and able to hear caster.
- The caster may change target one time per round.
- Does not alter attitudes.
- More intelligent plants may be terse and evasive while less intelligent ones inane.
- A friendly reaction may make the monsters willing to grant a favor or service though normal plans are typically not animate.

Dispel Magic

Priest 4

Range: 120'
Duration: touch

Libram Magica, P. 24

- This spell ends ongoing spells that have been cast on a creature or object within 20' cube.
- Caster chooses a target creature, object or area.
- All spell effects (including potion effects) on the target may be canceled.
- Any spell or effect from a source of less than the caster's level end automatically.
- Spells or effects from higher level source have a cumulative 5% chance per level difference of not being canceled.
[Example: A 10th level dispel magic has a 20% chance of failing to disrupt a 14th level spell]

Protection from Evil 10' radius*

Priest 4

Range: touch
Duration: 1 turn/lvl

Libram Magica, P. 48

- Caster wards a creature from mental control and attacks by "evil"/summoned creatures based on the worldview of the character.
- Barrier is 1' thick and moves with target. The protected creature cannot have body contact with "evil" precluding natural attacks.
- +2 AC, +2 to saves vs evil.
- Barrier blocks possession attempts/mental control. These attacks may succeed but do not take effect until this spell expires.
- The spell fails if the warded creature makes an attack against the blocked creature.
- Reversed is **protection from good**, identical except for creatures affected.

Sticks to Snakes

Priest 4

Range: 120'
Duration: 12 turns

Libram Magica, P. 59

- This spell transforms normal wooden sticks into 1d4 HD worth of normal (not giant) snakes per four caster levels.
- See the **Monsters** section for details on the snakes.
- The snakes follow the commands of the caster.
- When slain, dispelled or the spell times out the snakes return to their original stick forms.
- Already enchanted "sticks" cannot become snakes.

Disruption* Major

Priest 4

Range: touch
Duration: 1 rnd/lvl

Libram Magica, P. 25

- Give one blunt melee weapon divine power.
- Against undead or netherworld creatures gain additional +3 to hit, damage and damage is doubled.
- Struck netherworld creatures must save versus Magic or be destroyed in a brilliant flash. Success means turned. The character wielding the blessed weapon may opt to not cause the disruption effect before the roll.
- Only the greatest level of spell can affect any given weapon at a time.
- The reverse of this spell works exactly the same against creatures of goodness from various heavenly realms.

Protection from Lightning

Priest 4

Range: touch
Duration: special

Libram Magica, P. 48

- If the caster touches himself or herself, this spell grants temporary immunity to lightning/electricity (normal and magic). When the spell absorbs 12 points per caster level of magical damage, it is discharged. Otherwise the spell lasts for 10 minutes per caster level.
- If the spell is cast upon another creature than the caster, protection from lightning grants temporary immunity against lightning and electricity. The spell also offers a +4 bonus to saving throws against magical electricity and if the save is successful, the creature suffers no damage (and only 25

Commune

Priest 5

Range: self
Duration: 1 rnd/lvl

Libram Magica, P. 17

- Spell puts caster in contact with patron diety or an extraplanar servant thereof.
- Caster may ask one yes/no question per level.
- The casting ritual is a full 1 turn.
- The being contacted is not omniscient and even if the contacted being is technically allied with the caster it may still not answer questions clearly or completely.
- The GM is given MUCH discretion in this.

Create Food

Priest 5

Range: 10'
Duration: Permanent

Libram Magica, P. 19

- Creates simple fare of caster's choosing. Nourishing but bland.
- Feed 3 humans or 1 horse per level per day.
- Created food decays within 24 hours, though **purify food and water** can help it last another 24 hours.

Insect Plague

Priest 5

Range: 300'+30'/lvl
Duration: 1 rnd/lvl

Libram Magica, P. 37

- Summon one swarm of locusts per 3 caster levels.
- See *Insect Swarm* in the **Monsters** section.
- The swarms must be summoned to be contiguous.
- May be summoned onto other creatures.
- Each swarm attacks any creatures occupying its area.
- Swarms are stationary after being summoned.

Ring of Lesser Healing*

Priest 5

Range: 15' radius
Duration: instantaneous

Libram Magica, P. 53

- Cast cure light wounds on multiple creatures within 15'.
- Cures 1d6+1 points of damage on the caster plus one living creature/3*lvl of caster's choice.
- Against undead this spell inflicts damage; such creatures may save vs. Spells for no damage.
- The reverse of this spell, Ring of Greater Infliction, allows the caster to inflict light wounds on multiple creatures within 15 feet or heal undead. Save vs. Spells for no damage.

Dispel Evil

Priest 5

Range: touch
Duration: 1 rnd/lvl

Libram Magica, P. 24

- This spell is used to deal with creatures from the nether planes, hereafter "evil creatures"
- The spell gives the caster a +4 AC bonus.
- The caster banish an evil creature back to its home plane by touch. Requires a combat hit and target must fail a save vs Spell.
- With a touch on the affected object the caster can automatically dispel one spell cast by the evil creature as per **dispel magic** though this ends the spell early.
- The definition of "evil" is vague but tends to apply to extraplanar creatures opposed to the caster.

Quest*

Priest 5

Range: 5'/lvl
Duration: special

Libram Magica, P. 49

- This spell magically compels a creature to carry out some service or refrain from some course of action as desired by the caster.
- The language used must be understood by target.
- The quest may not compel self-destructive acts.
- Save vs. Spells resists geas but a target may voluntarily fail and accept.
- If the target stops working towards the quest, it will lose 3d6 HP/day.
- Open-ended tasks limit the quest to 1 day/caster level.
- Quests are only canceled by **remove curse** from 2 levels higher than the caster, **wish** or reversed **quest**. **Dispel magic** does not work.

Starlight Blade

Priest 5

Range: touch
Duration: 1 rnd/lvl

Libram Magica, P. 59

- When cast upon a weapon, Starlight Blade enhances its abilities against undead creatures of all types. The weapon immediately begins to glow with a silvery radiance and with each stroke leaves a trail of white sparkles, like stars in the night sky.
- Undead creature struck suffers an additional 1d6+1 points of damage.
- In addition, the wielder of the weapon may roll to Turn the creature as if a 5th level Priest.
- Contrary to this spell's name, starlight blade works equally well on any type of weapon.

Flame Strike

Priest 5

Range: 60'
Duration: instantaneous

Libram Magica, P. 30

- A flame strike produces a vertical column of divine fire roaring downward (cylinder of 10 foot radius, 30 feet high). The spell deals 6d8 points of damage to any creatures within the area of effect.
- A save vs. Spells for half damage is allowed.

Raise Dead*

Priest 5

Range: touch
Duration: instantaneous

Libram Magica, P. 50

- **Complicated Spell, check Rulebook!**
- This spell restores life to a deceased human, demi-human or humanoid who has been dead no longer than 1 day/caster level.
- The soul must be free and willing to return or spell fails. The target will lose experience/attributes due to trauma.
- Undead and those who died of old age cannot be raised. Incomplete bodies are still incomplete!
- Reverse is **slay living** will instantly those touched those who fail save vs. Spell. Success still causes 2d6 damage.
- **And Much, Much more!**

True Seeing

Priest 5

Range: touch
Duration: 1 rnd/lvl

Libram Magica, P. 62

- This spell confers on the target the ability to see all things as they actually are.
- Can see thorough normal/magical darkness, find secret doors, see the exact locations of displaced creatures or objects, sees invisible or creatures hid by illusion, sees through normal and magical disguises, sees through illusions, sees the true form of polymorphed creatures, changed and transmuted things.
- This vision does not penetrate solid objects, penetrate concealment or give X-ray vision.
- In addition, the spell effects cannot be further enhanced by other magic.

Wall of Fire

Priest 5

Range: 180'

Duration: 1 rnd/lvl

Libram Magica, P. 64

- This spell causes an immobile blazing curtain of shimmering violet fire to come into existence.
- One side of the wall, chosen by caster, deals 2d4 points of heat damage to all within 10' and 1d4 points within 20'. The wall deals 2d6 + 1pt/caster level to those passing through it. Wall damage 2X vs undead.
- Either length 20'/lvl or radius 5'/lvl. 20' tall.
- If evoked on creatures each creature takes damage as if passing through, save vs. Spells reduces it 10' damage.
- The caster may choose to keep the wall up by concentration or give it a 1 round/level timeout at casting.

Find the Path

Priest 6

Range: touch

Duration: 1 turn/lvl

Libram Magica, P. 29

- Spell gives the recipient the shortest most direct physical route to destination. The caster must have knowledge about the location. Any location visited by the caster can be located as well as locations described or named to the caster.
- The spell does NOT work with respect to objects or creatures and is limited to caster's current plane.
- The spell enables the target to sense the correct direction to the destination indicating the appropriate times, locations of secret doors, passwords required.
- Spell ends at destination or timeout.

Restoration

Priest 6

Range: touch

Duration: permanent

Libram Magica, P. 52

- Restore a single energy level drained from a creature. At 16th level, restore two.
- See the rules for Energy Drain (in the **Encounter** section) for more.
- Alternately restore 1d4 lost ability points to one temporarily drained ability or 1 point to a permanently lost ability.
- Restoration cannot restore levels due to death (as described for the spell **raise dead**).

Animate Objects

Priest 6

Range: 100'+10'/lvl

Duration: 1 round/lvl

Libram Magica, P. 11

- Give inanimate objects mobility/life and designate them to attack.
- Cannot animate carried/worn/magical items.
- Animate 1 object/lvl at 25 lbs/object.
- GM decides effectiveness.
- 10' move, ground contact
- Use casters to-hit.
- 1d4 dmg small
- 1d6 larger
- 1d8 maximum
- Weapons by damage to maximum.

Heal*

Priest 6

Range: touch

Duration: permanent

Libram Magica, P. 35

- Immediately wipes away target injury and afflictions.
- Ends ability damage, blindness, confusion, deafness, disease, exhaustion, fatigue, **feeblemind**, insanity, nausea or poison.
- Restore lost HP but 1d4.
- Cannot restore negative levels or restore permanently drained ability scores.
- Reversed, **harm** injures the creature down to 1d4 HP (does at least 1 HP damage). Requires a successful normal attack roll and spell lost if missed.
- Reverse effects on undead.
- Constructs are immune.

Speak with Monsters

Priest 6

Range: special

Duration: 1 turn/5*lvl

Libram Magica, P. 60

- The caster can comprehend and communicate with any one animal (normal or giant sized but not magical or monstrous).
- Must be in line of sight and able to hear caster.
- The caster may change target one time per round.
- Does not alter reactions or attitudes.
- More intelligent animals may be terse and evasive while less intelligent ones are inane.
- A friendly reaction may make the animal willing to grant a favor or service.

Blade Barrier

Priest 6

Range: 90'

Duration: 1 rnd/lvl

Libram Magica, P. 12

- Creates a wall of whirling blades.
- Wall 20' long/lvl.
- Ring wall 5' radius/lvl.
- Either up to 20' high.
- Wall causes 1d6/level (15d6 maximum) with save vs Death Ray for half.
- On creation, creatures can choose which side of the wall to end but take damage (Save vs. Death Ray for none).
- Provides +4 to Armor Class for attacks made through it.

Regenerate

Priest 6

Range: touch

Duration: permanent

Libram Magica, P. 51

- This spell causes severed body parts, broken bones and ruined organs to grown back.
- After spell is cast the regeneration takes 1 round if the members are present and touching the creature. Otherwise a full turn is needed to regrow them.
- Also heals 3d8 points of damage.
- Regenerate has no effect on nonliving creatures, constructs or undead.

Word of Recall

Priest 6

Range: self

Duration: instantaneous

Libram Magica, P. 67

- Word of recall instantly transports the caster back to his or her sanctuary when a single word is uttered.
- The very familiar sanctuary must be designated with a 10'x10' space when the spell is prepared.
- The caster can transport any distance to arrive but not across planes.
- 300 lbs plus 100 lbs/level past 10th can travel. The caster must be in contact with all transported objects and creatures must be connected to caster through other creatures.
- An unwilling creature cannot be teleported by word of recall and can hold onto teleported possessions with a save vs Spell.

Holy Word



Priest 7

Range: 30' radius

Duration: instantaneous

Libram Magica, P. 36

- This spell represents the single most powerful word of any cleric's purest faith.
- When uttered aloud, the cleric pulses with a blinding radiance and all enemies of the cleric within a 30 foot radius that can hear him suffer 1d6 points of damage per level of the cleric.
- Because of the searing light emanating from him, each enemy within 30 feet that can see the cleric must make a save vs. Spells or be blinded.
- Creatures struck dead by this spell burst into a radiance similar to the cleric and fade into a pile of fine dust.

Ring of Greater Healing*



Priest 7

Range: 15' radius

Duration: instantaneous

Libram Magica, P. 53

- Cast cure serious wounds on multiple creatures within 15'.
- Cures 3d6+3 points of damage on the caster plus one living creature/3*lvl of caster's choice.
- Against undead this spell inflicts damage; such creatures may save vs. Spells for no damage.
- The reverse of this spell, Ring of Greater Infliction, allows the caster to inflict serious wounds on multiple creatures within 15 feet or heal undead. Save vs. Spells for no damage.