

Craft Sixth Level Spells

Contingency (Evocation)

Level: 6
Range: 0
Components: V, S
Duration: 1 day/level
Casting Time: 1 turn
Area of Effect: The caster
Saving Throw: None
Spell Resistance: No

The practitioner is able to place another spell upon his person so that the latter spell will come into effect under the conditions dictated during the casting of the *contingency* spell. The *contingency* spell and the spell it is to bring into effect are cast at the same time (the one turn casting indicated is the total for both castings).

The spell brought into effect may not be of a spell level higher than 1/3 of the caster's level (rounded down), or higher than 6th level in any case.

Only one *contingency* spell can be placed on the practitioner for each 5 levels they possess; i.e. 1 at 5th, 2 at 10th level, 3 at 15th level etc.

The conditions needed to activate the ready spell must be clear, although they can be rather general. For example a *neutralize poison* spell could be cast any time a saving throw vs. a toxin is failed. In all cases the *contingency* immediately brings into effect the second spell, the latter being cast instantaneously when the prescribed circumstances occur. Note that if complicated or convoluted conditions are prescribed, the whole spell complex may fail when called upon.

Conjure Animals (Conjuration/Summoning)

Level: 6
Range: 90'
Components: V, S
Duration: 2 rds./level
Casting Time: 1 Action
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

The conjure animals spell enables the priest to magically create one or more normal animals to attack his opponents. Mammals, birds, or reptiles can be created with the spell. Magical creatures, monsters, or unnatural beings cannot. The total Hit Dice of the animals cannot exceed twice his level. Thus, a priest of 12th level could conjure two animals with 12 Hit Dice each, four with 6 Hit Dice each, six with 4 Hit Dice each, eight with 3 Hit Dice each, 12 with 2 Hit Dice each, or 24 with 1 Hit Die each. Count every +1 hit point added to a creature's Hit Dice as of a Hit Die. Thus a creature with 4 + 3 Hit Dice equals a 4 Hit Dice creature. The conjured animals remain for two rounds for each level of the conjuring priest, or until slain, and they follow the caster's verbal commands. Conjured animals unflinchingly attack the priest's opponents, or take any other action the priest desires. The short duration of the spell effectively precludes their use as beasts of burden. The conjured animals disappear when slain or at the end of the spell's duration.

Control Weather (Alteration)

Level: 6
Range: 0
Components: V, S
Duration: 1 hour/level
Casting Time: 10 minutes
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

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

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

Wind

Dead calm
Calm 1-5 mph
Light winds 5-10 mph
Moderate winds 10-15 mph
Strong winds 20-25 mph
Severe Storm 25-35 mph
Half gale 35-50 mph
Full gale 50-70 mph
Hurricane force 70+ mph

Cloud

Clear -- no clouds
Scattered clouds 0 - 20%
Partly cloudy -- 20% - 40%
Mostly cloudy -- 40% - 60%
Cloudy -- 60% - 80%
Overcast -- 80% - 100%
Storm Cells -- thunderstorm conditions
Super Cells -- tornado building conditions
Precipitation can begin in any conditions beginning with "cloudy" and higher

Temperature

Extreme cold -20 or less
very cold -20 - 0
Cold 0 - 20
chilly 20 - 40
brisk 40 - 60
Warm 60 - 80
Hot 80- 100
Very hot 100 - 110
Extreme heat 110 or more
In conditions of chilly or less precipitation will fall as frozen rain, sleet or snow depending on how cold it is. No precipitation can fall in conditions of Extreme Cold

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

Cure Serious Wounds (Necromancy)

Level: 4
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 Action
Area of Effect: 1 creature
Saving Throw: None
Spell Resistance: Yes

This spell is a more potent version of the *cure light wounds* spell. When laying his hand upon a creature, the priest heals 4d8+1 per level of the caster (max +15) points of wound or other injury damage to the creature's body. This healing cannot affect noncorporeal, nonliving, or extraplanar creatures.

Disorganization (Enchantment/Charm)

Level: 6
Range: 120'
Components: V, S
Duration: 1 minute/level
Casting Time: 1 Action
Area of Effect: 1 person/level
Saving Throw: Will Negate
Spell Resistance: Yes

The effect of this spell is to render impossible any cooperative or complex action. Persons so affected will stumble, run into each other, reverse steps in spellcasting or weapon loading, etc. When used on a group attempting a concerted attack or a maneuver requiring coordinated action, the result will be similar to the outcome of a "Keystone Cops" movie. The victim(s) will not be aware of their problem, merely the fact that for some reason nothing works. All persons or creatures affected by the spell are entitled to a saving throw vs. Will that will negate any effect upon them if successful.



Dispel Magic, Greater (Abjuration)

Level: 6
Range: medium (100 ft. + 10 ft./level)
Components: V, S
Duration: Instantaneous
Casting Time: 1 Action
Area of Effect: one or more spellcaster, creature, or object
Saving Throw: None
Spell Resistance: No

This spell functions like dispel magic, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use greater dispel magic in one of three ways: a targeted dispel, area dispel, or a counterspell:

Targeted Dispel: This functions as a targeted dispel magic, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Additionally, greater dispel magic has a chance to dispel any effect that *remove curse* can remove, even if dispel magic can't dispel that effect. The DC of this check is equal to the curse's DC.

Area Dispel: When greater dispel magic is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by dispel magic. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the greater dispel magic spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the greater dispel magic spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: This functions as dispel magic, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

Find the Path (Divination)

Level: 6
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 3 rounds
Area of Effect: 1 creature
Saving Throw: None
Spell Resistance: Yes

The recipient of this spell can find the shortest, most direct physical route that he is seeking, be it the way into or out of a locale. The locale can be outdoors or under ground, a trap, or even a maze spell. Note that the spell works with respect to locales, not objects or creatures within a locale. Thus, the spell could not find the way to "a forest where a green dragon lives" or to the location of "a hoard of platinum pieces." The location must be in the same

plane as the caster.

The spell enables the subject to sense the correct direction that will eventually lead him to his destination, indicating at the appropriate times the exact path to follow or physical actions to take. For example, with concentration the spell enables the subject to sense trip wires or the proper word to bypass a glyph. The spell ends when the destination is reached or when one turn for each caster level has elapsed. The spell frees the subject, and those with him, from a maze spell in a single round, and will continue to do so as long as the spell lasts.

Note that this divination is keyed to the caster, not his companions, and that, like the find traps spell, it does not predict or allow for the actions of creatures.

The spell requires a set of divination counters of the sort favored by the priest, bones, ivory counters, sticks, carved runes, or whatever.

Flesh to Stone (Alteration)

Level: 6
Range: 30'/level
Components: V, S
Duration: Permanent
Casting Time: 6
Area of Effect: 1 creature
Saving Throw: Special
Spell Resistance: Yes

The *flesh to stone*, turns flesh of any sort to stone. All possessions on the person of the creature likewise turn to stone. The intended subject of the spell receives a Fortitude saving throw to avoid the effect. If a statue created by this spell is subjected to breakage or weathering, the being (if ever returned to his original, fleshy state) will have similar damage, deformities, etc. The DM may allow such damage to be repaired by various high-level clerical spells, such as *regenerate*.

Gate, Lessor (Summoning Conjunction)

Level: 6
Range: Special
Components: V, S, M
Duration: Special
Casting Time: Special
Area of Effect: Special
Saving Throw: Negates

The *Lessor Gate* spell allows a practitioner to summon a minor creature from the outer planes to perform some task. Only unnamed, soulless creatures such as lessor or minor Angels, Devils, Devas, and the like can be summoned. Once the creature is summoned no constraints are placed upon it. Protection circles and other means of control must be used if the creature is potentially hostile. The practitioner must either bargain, or coerce the creature to do their will with *geas* or other such means.

The spell requires a brazier of coals, the brazier special made to the purpose of summoning and protection. 100 gp of incenses must be burned for each hit die of the summoned creature. The exact herbs and spices to be burned must be researched by the practitioner, or taught by another with greater knowledge. The incense mix will vary from creature to creature. Note; the brazier can be the same for both the summoning and protection spells, two braziers are not required.

Heroes' Feast (Evocation)

Level: 6
Range: 30'
Components: V, S, M
Duration: 12 hours
Casting Time: 1 turn
Area of Effect: 1 feaster/level
Saving Throw: None
Spell Resistance: No

This spell enables the caster to bring forth a great feast that serves as many creatures as the priest has levels of experience. The spell creates a magnificent table, chairs, service, and all the necessary food and drink. The feast takes one full hour to consume, and the beneficial effects do not set in until after this hour is over. Those partaking of the feast are cured of all diseases, are immune to poison for 12 hours, and are healed of 1d4+4 points of damage after imbibing the nectar-like beverage and ambrosia like food. Also, during this same period, the people who consumed the feast are immune to fear, hopelessness, and panic. If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

The material component is a fermented royal jelly.

Lower/Raise Water (Alteration)

Level: 6
Range: 80 yds.
Components: V, S, M
Duration: 5 minutes./level
Casting Time: 1 round
Area of Effect: 10-ft./level square
Saving Throw: None
Spell Resistance: No

The caster causes water or similar fluid in the area of effect to sink away. The water can be lowered up to 2 feet for every experience level of the wizard, to a minimum depth of 1 inch. The water is lowered within a square area whose sides are 10 feet long per caster level. Thus, a 12th-level wizard affects a volume of 24 feet x 120 feet x 120 feet, a 13th-level caster a volume of 26 feet x 130 feet x 130 feet, and so on. In extremely large and deep bodies of water, such as deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell: The creature moves at half speed and makes half the number of attacks each round. It has no effect on other creatures.

Raise water, causes water or similar fluids to return to their highest natural level: spring flood, high tide, etc. This can make fords impassable, float grounded ships, and may even sweep away bridges.

One *lower/raise water* spell can negate another.



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Mania (Enchantment/Charm)

Level: 6
Range: 30 yards
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: Will Negate
Spell Resistance: Yes

This spell will cause the target creature to suffer from a form of mania. The mania will be a form commonly called Monomania, or the single-minded pursuit of a goal or idea. The affected creature will pursue this mania to the exclusion of anything else. They will ignore family, friends, and eventually their own health. The induced mental disorder will progress over time, at first the victim will seem unaffected, but gradually they will succumb to the mania.

How the victim fails the save will effect how the mania acts on them. If the save is missed by only 1 or 2 points the mania will be chronic. The victim will suffer the mania for a period of a month or two, then the illness will subside, becoming active when the victim is under stress, then subsiding again. If the save is failed by 3 or more the mania will be acute. The victim will become increasingly caught up in the mania, suffering a complete breakdown within 2-8 months. At this point they will be unable to function in normal society. The exact form of the mania is not in the caster's control, but will surface within 1-4 days of the spells casting. The mania is permanent until dispelled with a *dispel magic* spell or a *remove curse*.

Metal to Wood (Alteration)

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

The *metal to wood* spell enables the caster to change an object from metal to wood. The volume of metal cannot exceed a maximum weight of 10 pounds per experience level of the priest. Magical objects made of metal are 90% resistant to the spell, and those on the person of a creature receive the creature's Fortitude saving throw as well. Artifacts and relics cannot be transmuted. Note that only a *wish* spell or similar magic can restore a transmuted object to its metallic state. Otherwise, for example, a metal door changed to wood would be forevermore a wooden door.

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



Minor Enchantment (Alteration)

Level: 6
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 hour
Area of Effect: 1 item
Saving Throw: None
Spell Resistance: No

This spell allow the creation of magical items of permanent power. Generally those items that contain one of more spells for several uses such as complex wands, rods and other items. The item to contain the spell must be suitable for the spell; e.g., a dagger will not hold a spell of healing. The item may be of natural construction; i.e. a staff of normal wood, a crystal or a jewel., or it may be man made, objects of art or metal. The object must be purified, then the minor enchantment spell cast upon it. Afterwards the spell to be contained must be cast, either by the practitioner, or another whose magic is desired. The spell is bound to the item until the charges are used. The item must be worth at least a tenth the value of the item to be created.

Things that Can be made with Minor Enchantment

Wands of spells up to 5th level or two spells of 3rd level or lower.

Enhancement items up to +5

Utility items of greater complexity such as bags of holding or the spice cabinet of frugality.

Rings without charges of spells less than 3rd level

Rods with several functions.

Phobia (Enchantment/Charm)

Level: 6
Range: 90'
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: Will Partial
Spell Resistance: Yes

This spell required a ranged touch attack. It will affect the victim with the caster's choice of phobia. A phobia is the irrational fear of any one thing, cats, heights, strangers, open spaces, redheads, etc.

When cast the victim is entitled to a Will save to totally avoid the effects of the spell, if the save is made they are affected by a fear spell lasting 1 round per level of the caster.

The phobia must be a thing, a place, or a condition (open spaces, heights, etc.) A phobia cannot be a concept, for example, new ideas. Causing a phobia of something the victim actively dislikes will render a +2 to the save DC, mild dislike a +1. Things the victim doesn't care about or is unaware of have no bonus or penalty. Subjects they like have a -1 to the save DC. Actively pursued conditions or objects, have a -2. Objects of love, or faith have a -4. A cleric cannot be made to fear the god or objects of his faith. Likewise a husband cannot be made to fear his children or wife. Bonds of love and fealty between sentient creatures cannot be broken, and trying will cause the spell to automatically fail. On the other hand condition of fear or distrust can be enhanced.

Once affected the victim must save vs. Will, DC equal to the

spell, every time the feared condition or thing is encountered. Failure indicates that the victim has been immobilized by their fear, they cannot help themselves, they will cry, huddle in a fetal position, or some such behavior. Should they save they will, if possible, move away from the object of their fear. If they cannot move away they will revert to the behavior of failure until either they are removed from the fear object, or the object is removed from them. The condition is permanent until a *remove curse* spell is cast on the victim.

Speak With Monsters (Alteration)

Level: 6
Range: 90'
Components: V, S
Duration: 2 turns/level
Casting Time: 1 Action
Area of Effect: The caster
Saving Throw: None
Spell Resistance: No

The speak with monsters spell enables the priest to converse with any type of creature that has any form of communicative ability (including empathic, tactile, pheromonic, etc.). That is, the monster understands, in its own language or equivalent, the intent of what is said to it by the priest and vice versa. The creature thus spoken to is checked by the DM to determine a reaction. All creatures of the same type as that chosen by the priest can likewise understand if they are within range. The priest can speak to different types of creatures during the spell duration, but he must speak separately to each type. The spell lasts for two turns per caster level.

Spirit Trap (Necromancy)

Level: 6
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: 6 foot circle
Saving Throw: Special
Spell Resistance: No

This spell creates an immaterial "cage trap" for free spirits such as Shades, Ghosts, Specters, and other immaterial creatures. The trap is set by the caster by placing it in a given area. A circle is drawn on the floor or ground. Once the spell is complete the circle becomes invisible to any matter of creature. Physical creatures can pass over the trap at will, without setting it off or disturbing it in any manner. The trap will remain set for one day for each level of the caster.

When a spirit creature passes over the area where the trap is set, it activates, trapping that being in a cylinder shaped force field that exists only on an immaterial level. The caster is also alerted that the trap is sprung. If the trapped creature has fewer hit dice than the casters level they cannot escape, creatures with hit dice equal to, or greater than the caster are allowed a save vs. Reflex DC 20 -1 for each hit die difference in the creature's favor to escape. The trap will remain in effect for one hour per level of the caster after being set off.

Once a creature is trapped, the caster can deal with it as they wish. Clerical turning will destroy a trapped creature, they can be

forced into a *magic jar* without save. Doubtless player imagination will find other uses.

Spell Turning (Abjuration)

Level: 6
Range: 0
Components: V, S, M
Duration: 1 rd/level
Casting Time: 1 Action
Area of Effect: The caster
Saving Throw: None
Spell Resistance: Yes

This powerful abjuration causes spells cast against the practitioner to rebound on the original caster. This includes spells cast from scrolls and innate spell-like abilities, but specifically excludes the following: area effects that are not centered directly upon the protected wizard, spell effects delivered by touch, and spell effects from devices such as wands, staves, etc. Thus, a *light* spell cast to blind the protected wizard could be turned back upon and possibly blind the caster, while the same spell would be unaffected if cast to light an area within which the protected wizard is standing.

The Spell turning affects the first spell targeting the wizard in every round. Other spells or spell like effects cast in that round have their normal chances of affecting the wizard, but he does gain a +2 bonus to all saves vs magical effects for the duration of the spell.

The practitioner need not concentrate on the spell turning, but can take other actions including spell casting.

Stone Tell (Divination)

Level: 6
Range: Touch
Components: V, S, M
Duration: 1 turn
Casting Time: 1 turn
Area of Effect: 1 cu. yd.
Saving Throw: None
Spell Resistance: No

When the practitioner casts a stone tell spell upon an area, the very stones speak and relate to the caster who or what has touched them as well as revealing what is covered, concealed, or simply behind them. The stones relate complete descriptions, if asked. Note that a stone's perspective, perception, and knowledge may hinder this divination. Such details, if any, are decided by the DM.

The material components for this spell are a drop of mercury and a bit of clay.



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Stone to Flesh (Alteration)

Level: 6
Range: 10 yards/level
Components: V, S
Duration: Permanent
Casting Time: 1 Action
Area of Effect: 1 creature
Saving Throw: Special
Spell Resistance: Yes

The *stone to flesh* spell turns any sort of stone into flesh. If the recipient stone object was formerly living, this spell returns restores life (and goods). The survival of the creature is subject to a Fortitude save DC 15. Any formerly living creature, regardless of size, can be returned to flesh. Ordinary stone can be turned to flesh in a volume of nine cubic feet per level of the caster. Such flesh is inert, lacking a vital life force. Unless a life force or magical energy is available to animate it. Like will follow like. A statue will become a body, stone that has no "life from" will turn to boneless flesh of the same shape. It can be used to feed meat eating creatures. The taste however, is not controllable.

The type of stone the flesh is rendered into will depend on three factors. The first being the nature of any stone in the area, the second the nature of the converted object, the third the desires of the caster. The DM has final say. The stone will wear at a tenth the rate of natural stone if it contains a life force, normally if it does not.

Summon Genie (Summoning)

Level: 6
Range: Special
Components: V, S, M
Duration: Special
Casting Time: Special
Area of Effect: Special
Saving Throw: Will Negate
Spell Resistance: No

This spell allows the practitioner to summon one of the free willed elemental beings, commonly called Genie. As with the 4th level *summon elemental* spell the proper material components must be use in the spell for the manner of Genie summon. These are the same as for the *summon elemental* spell.

The casting time is equal to the Genie's hit dice in turns at which the Genie must save vs Will or be summoned. Should the desired creature succeed in its save, no Genie will be summoned and the spell will fail. Should they fail their save they are bound to the caster for one duty, and one duty only. This duty must be of reasonable duration, and of a nature suited to the elemental nature of the Genie. (Sending an Efreet to the bottom of the sea would be right out.) A task known impossible will break the spell's geas and release the Genie to their own devices.

When stating the task the caster should keep in mind the nature and general benevolence of the Genie summoned. No Genie likes the summoning, but all are bound to obey the letter of the law. The varying nature of the creatures will dictate the degree to which the attempt to twist or subvert the wishes of the caster. Further information on Genie can be found in the Bestiary.

Once summoned a Genie can be forced to reveal its name to the caster as its task. Once a Genie can be named the caster has a +4 bonus to summon that Genie. Unless rewarded for its work the

Genie, no matter its original view to the summoning, will become unwilling, and more likely to seek to subvert the casters will, and more cunning in its attempts. However a Genie well rewarded will serve with dignity and skill, if not out right willingness. Efreeti will never act willing, and seek greater demands with every service. Djinn, if well treated can become friendly and very willing to serve well. Other types will vary in willingness and greed.

Summon Monster 6 conjuration (summoning)

Level: 6
Range: 25' + 5/2 levels
Components: V, S, F
Duration: 1 round/level
Casting time: 1 round
Area of Effect: One summoned creature
Saving Throw: None
Spell Resistance: No

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list. on Table: Summon Monster. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish).

Transport Via Plants (Alteration)

Level: 6
Range: Touch
Components: V, S
Duration: Special
Casting Time: 1 Action
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

The caster is able to enter any plant (human-sized or larger) and pass any distance to a plant of the same species in a single round, regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to the caster, but it also must be alive. If the caster is uncertain of the destination plant, he need merely determine direction and distance, and the transport via plants spell moves him as close as possible to the desired location. There is a 20% chance, reduced by 1% per level of experience of the caster, that the transport delivers the caster to a similar species of plant from 1 to 100 miles away from the desired destination plant. If a particular destination plant is desired, but the plant is not living, the spell fails and the caster must come forth from the entrance plant within 24 hours. Note that this spell does not function with plantlike creatures such as

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shambling mounds, treants, etc. The destruction of an occupied plant slays the caster (see the plant door spell).

Turn Wood (Alteration)

Level: 6
Range: 0
Components: V, S
Duration: 1 rd./level
Casting Time: 1 Action
Area of Effect: 20 ft./level x 120 ft.
Saving Throw: None
Spell Resistance: No

When this spell is cast, waves of force roll forth from the caster, moving in the direction he faces and causing all wooden objects in the path of the spell to be pushed away from the caster to the limit of the area of effect. Wooden objects above 3 inches in diameter that are fixed firmly are not affected, but loose objects (movable mantles, siege towers, etc.) move back. Objects less than 3 inches in diameter that are fixed splinter and break, and the pieces move with the wave of force. Thus, objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them with them. If a spear is planted to prevent this forced movement, it splinters. Even magical items with wooden sections are turned, although an anti-magic shell blocks the effects. A successful dispel magic spell ends the effect. Otherwise, the turn wood spell lasts for one round for each experience level of the caster.

The waves of force continue to sweep down the set path for the spell's duration, pushing back wooden objects in the area of effect at a rate of 40 feet per melee round. The length of the path is 20 feet per level of the caster. Thus if a 14th-level priest casts a turn wood spell, the area of effect is 120 feet wide by 280 feet long, and the spell lasts 14 rounds. After casting the spell, the path is set and the caster can then do other things or go elsewhere without affecting the spell's power.

Wall of Thorns (Conjuration/Summoning)

Level: 6
Range: 80 yds.
Components: V, S
Duration: 1 turn/level
Casting Time: 1 Action
Area of Effect: One 10-ft. cube/level
Saving Throw: None
Spell Resistance: No

The wall of thorns spell creates a barrier of tough, pliable, tangled brush bearing needle-sharp thorns as long as a finger. Any creature breaking through (or crashing into) the wall of thorns suffers 28 points of damage, minus the creature's AC. No adjustment is made for Dexterity. Any creature within the area of effect of the spell when it is cast, crashes into the wall of thorns and must break through to move. The damage is based on each 10-foot thickness of the barrier.

If the wall of thorns is chopped at, it takes at least four turns to cut a path through a 10-foot thickness. Normal fire cannot harm the barrier, but magical fires burn away the barrier in two turns, creating a wall of fire effect while doing so (see wall of fire spell). In this case, the cool side of the wall is that closest to the caster of the thorn wall.

The nearest edge of the wall of thorns appears up to 80 yards distant from the caster, as he desires. The spell's duration is one turn for each level of experience of the caster, and it covers one 10-foot cube per level of the caster in whatever shape the caster desires. Thus a 14th level caster could create a wall of thorns up to 70 feet long by 20 feet high (or deep) by 10' deep (or high), a 10' high by 10' wide by 140' long wall to block a dungeon passage, or any other sort of shape that suited his needs. The caster can also create a wall of 5' thickness, which inflicts half damage but can be doubled in one of the other dimensions. Note that those with the ability to pass through overgrown areas are not hindered by this barrier. The caster can dismiss the barrier on command.

Wood to Metal (Alteration)

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

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

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



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