**New Spells**

**Priest Spells**

**Level 1**

**Animal Eyes**

(Divination)

Level: 1

Sphere: Animal

Range: Touch

Duration: 1 Turn

Casting Time: 6

Area of Effect: The caster

When the caster completes this spell and touches an allied animal, <PRO\_HESHE> gains the ability to see through that animal's eyes allowing <PRO\_HIMHER> to see everything that that animal sees. Additionally, <PRO\_HESHE> has greater influence over the creature, urging it to be more aggressive in its attacks, granting it a +1 critical threat rolls.

**Disrupt Undead**

(Necromancy)

Level: 1

Sphere: Necromantic

Range: Visual range of the caster

Casting Time: 3

Area of Effect: One Undead Creature

Saving Throw: None

This spell disrupts the negative energy that sustains a target undead creature. Any undead targeted by this spell suffers 2d6+2 points of magic damage, +2 points of damage per two levels to a maximum of 2d6+10 at 9th level.

**Eyes of the Dead**

(Necromancy)

Level: 1

Sphere: Necromantic

Range: Touch

Duration: 1 Turn

Casting Time: 6

Area of Effect: The caster

When the caster completes this spell and touches an allied undead ally, <PRO\_HESHE> gains the ability to see through that creature's eyes allowing <PRO\_HIMHER> to see everything that it sees. Additionally, <PRO\_HESHE> has greater influence over the creature, making it attack more effectively, granting it a +4 bonus to attack rolls.

**Frost Fingers**

(Invocation)

Level: 1

Sphere: Elemental Water

Range: 0

Duration: Instant

Casting Time: 1

Area of Effect: The caster

Saving Throw: none

When the priest casts this spell, a jet of chilling frost shoots from <PRO\_HISHER> fingertips. The priest's hands must be held so as to send forth a fanlike sheet of frost: <PRO\_HISHER> thumbs must touch each other and the fingers must be spread. The spell sends out frost jets of 5 ft. length in a horizontal arc of about 120 degrees in front of the caster. Any creature in the area receives 1d6 points of cold damage, plus 1d6 per two levels to a maximum of 5d6 damage.

**Hand of Carnage**

(Conjuration)

Level: 1

Sphere: Combat

Range: Self

Duration: 1 round/level (max 5)

Casting Time: 1

Saving Throw: None

This spell imbues the caster with pure force that <PRO\_HESHE> can use against <PRO\_HISHER> enemies. <PRO\_HISHER> melee attacks inflict an additional 2d6 points of crushing damage for 1 round per level (max 5 rounds).~

**Level 2**

**Forbiddance**

(Enchantment/Charm)

Level: 2

Sphere: Charm

Range: Visual range of the caster

Duration: 2 round

Casting Time: 1

Area of Effect: 1 creature

Saving Throw: Special

This spell enables the priest to forbid another creature to move, by commanding them to "stop". A creature so commanded will stop in it's tracks, and will be unable to move if they do not make a successful save vs. spells. At the end of the second round, the creature regains the use of it's legs, and can move normally.

**Ice Blade**

(Evocation)

Level: 2

Sphere: Elemental Water

Range: 0

Duration: 2 Turns

Casting Time: 4

Area of Effect: The caster

Saving Throw: None

With this spell, the caster causes a swirling sword-shaped formation of jagged ice shards to spring forth from <PRO\_HISHER> hand. This blade-like ray is wielded as if proficient. If the caster successfully hits with the ice blade in melee combat, the creature struck suffers 1d8 points of cold damage, +1 point per level (to a maximum of 1d8+10). The blade is considered to be of +1 enchantment when determining what it can hit.

**Pacify the Dead**

(Alteration)

Level: 2

Sphere: Necromantic

Range: Visual range of the caster

Duration: 1 turn

Casting Time: 3

Area of Effect: one undead creature

Saving Throw: None.

Upon casting this spell, the priest causes one undead within range to be slowed. This effect negates Haste, but does not otherwise affect magically sped-up or slowed creatures. Slowed creatures suffer -4 penalties to attack and Armor Class. To make matters worse, the creature suffers an additional -2 to AC

**Shatter**

(Transmutation)

Level: 2

Sphere: Combat

Range: 25'

Duration: Instant

Casting Time: 9

Area of Effect: One Creature

Saving Throw: Polymorph 1/2

When the priest cast's this spell, <PRO\_HESHE> creates a vibrating pulse that increases in intensity in a nearby creature or object that is especially destructive against inorganic, solid constructs like doors and golems. The first round, a living or undead creature takes 2d6 crushing damage unless they save vs. polymorph (in which case, they take half damage and the spell ends). Every round that they do not save, they suffer the amount of damage that they received in the last round, plus an additional 2d6 points of damage for a maximum of 4 rounds. Any round that they do save, they suffer 1/2 damage and the spell ends. The spell ends after 3 rounds.

When cast on a door or locked container, it undermines the integrity of the object destroying all but the most sturdy or magically protected locks. Against constructs such as golems, and elementals it does double damage, and they cannot save to avoid its effects

**Level 3**

**Stone Fist**

(Alteration)

Level: 3

Sphere: Elemental Earth

Range: Self

Duration: 1 Turn

Casting Time: 3

Area of Effect: The caster

When the caster completes this spell, <PRO\_HISHER> hands become blocks of stone. <PRO\_HESHE> can make melee attacks with these hands inflicting 2d8 points of damage plus strength. In addition, <PRO\_HESHE> is infused with the power of the earth, and <PRO\_HISHER> strength is increased by 2 for the duration of the spell.