Plane Shift

Alteration

Range:	Touch	**Components:**	V,S,M
Duration:	Permanent	**Casting Time:**	8 Segments
Area of Effect:	Creature Touched	**Saving Throw:**	None

Level 5 Cleric

Quest

Enchantment/Charm

Range:	6"	**Components:**	V,S,M
Duration:	Until Fulfilled	**Casting Time:**	8 Segments
Area of Effect:	One Creature	**Saving Throw:**	Negates

Level 5 Cleric

Raise Dead

Necromantic (Reversible)

Range:	3"	**Components:**	V,S
Duration:	Permanent	**Casting Time:**	1 Round
Area of Effect:	One Person	**Saving Throw:**	Special

Level 5 Cleric

Description

When the plane shift spell is cost, the cleric moves himself or herself or some other creature to another plane of existence. The recipient of the spell will remain in the new plane until sent forth by some like means. If several persons link hands in a circle, up to seven can be affected by the plane shift at the same time. The material component of this spell is o small, forked metal rod - the exact size and metal type dictating to which plane of existence the spell will send the affected creature(s) to. (Your referee will determine specifics regarding how and what planes are reached.) An unwilling victim must be touched in order to be sent thusly; and in addition, the creature also is allowed a saving throw, and if the latter is successful the effect of the spell is negated.

Description

The quest is a spell by means of which the cleric requires the affected creature to perform a service and return to the cleric with proof that the deed was accomplished. The quest can, for example, require the location and return of some important or valuable obiect, the rescue of a notable person, the release of some creature, the capture of a stronghold, the slaying of a person, the delivery of some item, and so forth. If the quest is not properly followed due to disregard, delay, or perversion, the creature affected by the spell loses 1 from its saving throw dice far each day of such action, and this penalty will not be removed until the quest is properly discharged or the cleric cancels it. (There are certain circumstances which will temporarily suspend a quest, and other which will discharge or cancel it; your Dungeon Master will give you appropriate information as h e need to know arises.) The material component of this spell is the cleric's religious symbol.

Description

When the cleric casts a raise dead spell, he or she can restore life to a dwarf, gnome, half-elf, halfling, or human. The length of time which the person has been dead is of importance, as the cleric can raise dead persons only up to a certain point, the limit being 1 day for each level of experience of the cleric, i.e. a 9th level cleric can raise a person dead for up to 9 days. Note that the body of the person must be whole, or otherwise missing parts will still be missing when the person is brought back to life. Also, the resurrected person must make a special saving throw to survive the ordeal (see CHARACTER ABILITITIES. Constitution). Furthermore, the raised person is weak and helpless in any event, and he or she will need one full day of rest in bed for each day he or she was dead. The somatic component of the spell is a pointed finger. The reverse of the spell, slay living, allows the victim a saving throw, and if it is successful, the victim sustains damage equal only to that caused by a cause serious wounds spell, i.e. 3-17 hit points. An evil cleric can freely use the reverse spell; a good cleric must exercise extreme caution in its employment, being absolutely certain that the victim of the slay living spell is evil and that his or her death is a matter of great necessity and for good, otherwise the alignment of the cleric will be sharply changed. Note that newly made undead, excluding skeletons, which fall within the days of being dead limit are affected by raise dead spells cast upon them. The effect of the spell is to cause them to become resurrected dead, providing the constitution permits survival; otherwise, they are simply dead.