

Advanced Dungeons & Dragons[®]

2nd Edition Official Game Accessory



Priest's Screen

Priest's SCREEN

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Priest Experience Levels

Level	Cleric	Druid	Hit Dice (d8)
1	0	0	1
2	1,500	2,000	2
3	3,000	4,000	3
4	6,000	7,500	4
5	13,000	12,500	5
6	27,500	20,000	6
7	55,000	35,000	7
8	110,000	60,000	8
9	225,000	90,000	9
10	450,000	125,000	9+2
11	675,000	200,000	9+4
12	900,000	300,000	9+6
13	1,125,000	750,000	9+8
14	1,350,000	1,500,000	9+10
15	1,575,000	3,000,000	9+12
16	1,800,000	3,500,000	9+14
17	2,025,000	500,000*	9+16
18	2,250,000	1,000,000	9+18
19	2,475,000	1,500,000	9+20
20	2,700,000	2,000,000	9+22

*See section on hierophant druids, page 37 PH.

Priest Prerequisites

	Cleric	Druid
Ability Scores	Wis 9	Wis 12 Cha 15
Prime Requisite*	Wis	Wis Cha
Alignment	Any	Neutral
Allowed Races	All	Human Half-elf

* A cleric who has Wisdom of 16 or greater gains a 10% bonus to experience points.

Weapons Allowed to Clerics and Druids

Item	Cost	Weight		Type†	Speed Factor	—Damage—	
		(lbs)	Size			S-M	L
Belaying pin	2 cp	2	S	B	4	1d3	1d3
Bolas	5 sp	2	M	B	8	1d3	1d2
Chain	5 sp	3	L	B	5	1d4+1	1d4
Club	—	3	M	B	4	1d6	1d3
Dagger or dirk*	2 gp	1	S	P	2	1d4	1d3
Bone dagger*	1 sp	1	S	P	2	1d2	1d2
Stone dagger*	2 sp	1	S	P	2	1d3	1d2
Dart*	5 sp	½	S	P	2	1d3	1d2
Flail, footman's	15 gp	15	M	B	7	1d6+1	2d4
Flail, horseman's	8 gp	5	M	B	6	1d4+1	1d4+1
Hammer, war	2 gp	6	M	B	4	1d4+1	1d4
Lucern hammer#	7 gp	15	L	P/B	9	2d4	1d6
Mace, footman's	8 gp	10	M	B	7	1d6+1	1d6
Mace, horseman's	5 gp	6	M	B	6	1d6	1d4
Morning star	10 gp	12	M	P/B	7	2d4	2d6+1
Net	5 gp	10	M	—	10	—	—
Quarterstaff	—	4	L	B	4	1d6	1d6
Sap	1 gp	½	S	B	2	1d2	1d2
Sickle*	6 sp	3	S	S	4	1d4+1	1d4
Sling	5 cp	½	S	—	6	—	—
Sling bullet	1 cp	½	S	B	—	1d4+1	1d6+1
Sling stone	—	½	S	B	—	1d4	1d4
Spear*	—	—	—	—	—	—	—
One-handed	8 sp	5	M	P	6	1d6	1d8
Two-handed #	8 sp	5	M	P	6	1d8+1	2d6
Spear, long*	—	—	—	—	—	—	—
One-handed	5 gp	8	L	P	8	1d8	1d8+1
Two-handed #	5 gp	8	L	P	8	2d6	3d6
Spear, stone*	—	—	—	—	—	—	—
One-handed	8 cp	5	M	P	6	1d4	1d6
Two-handed	8 cp	5	M	P	6	1d6	2d4
Staff sling §	2 sp	2	M	—	11	—	—
Stinkpot	1 sp	2	S	B	—	1d3	1d3
Scimitar*	15 gp	4	M	S	5	1d8	1d8

* Usable by druids only.

This weapon inflicts double damage when firmly set to receive a charge.

† The "Type" category is divided into bludgeoning (B), piercing (P), and slashing (S).

§ The staff sling can use either sling bullets or sling stones, in addition to stinkpots, as ammunition.

Turning Undead

Type or Hit Dice of Undead	Level of Priest													
	1	2	3	4	5	6	7	8	9	10-11	12-13	14+		
Skeleton or 1 HD	10	7	4	T	T	D	D	D*	D*	D*	D*	D*		
Zombie	13	10	7	4	T	T	D	D	D*	D*	D*	D*		
Ghoul or 2 HD	16	13	10	7	4	T	T	D	D	D*	D*	D*		
Shadow or 3-4 HD	19	16	13	10	7	4	T	T	D	D	D*	D*		
Wight or 5 HD	20	19	16	13	10	7	4	T	T	D	D	D*		
Ghast	—	20	19	16	13	10	7	4	T	T	D	D		
Wraith or 6 HD	—	—	20	19	16	13	10	7	4	T	T	D		
Mummy or 7 HD	—	—	—	20	19	16	13	10	7	4	T	T		
Spectre or 8 HD	—	—	—	—	20	19	16	13	10	7	4	T		
Vampire or 9 HD	—	—	—	—	—	20	19	16	13	10	7	4		
Ghost or 10 HD	—	—	—	—	—	—	20	19	16	13	10	7		
Lich or 11+ HD	—	—	—	—	—	—	—	20	19	16	13	10		
Special**	—	—	—	—	—	—	—	—	20	19	16	13		

* An additional 2d4 creatures of this type are turned.

** Special creatures include unique undead, free-willed undead of the Negative Material Plane, certain Greater and Lesser Powers, and those undead that dwell in the outer planes.

Extra Nonweapon Proficiencies (Optional Rule)

Intelligence	Additional Proficiencies
1	0
2-8	1
9-11	2
12-13	3
14-15	4
16	5
17	6
18	7
19	8
20	9
21	10
22	11
23	12
24	15
25	20

Druid Abilities

- **Weapons and armor.** A druid can use club, sickle, dart, spear, dagger, scimitar, sling, and quarterstaff. He can wear only armors made from natural materials.
- **Spell Spheres.** Druids have major access to the All, Animal, Elemental, Healing, Plant, and Weather spheres. They have minor access to the sphere of Divination.
- **Magical Items.** Druids can use the magical items of priests, except for those that are written or are weapons and armor not normally allowed the druid.
- **Save Bonus.** The druid gains a +2 bonus to all saves versus fire or electrical attacks.
- **Druidic Language.** Druids know the secret language of their kind. This does not cost a proficiency slot to learn.
- **Identification.** At 3rd level, the druid can identify plants and animals of all types.
- **Movement.** At 3rd level, the druid can move through overgrown areas without leaving a trail or slowing his movement rate.
- **Additional languages.** The druid can learn the language of one forest race at 3rd level, and can add another for each additional three levels gained.
- **Immunities.** At 7th level, the druid is immune to *charm* spells cast by woodland creatures.
- **Shapechange.** At 7th level, the druid can shapechange into animal form three times per day.

The Druid's Code

- **Nature is life—and death.** The natural world is the source of all life and should be protected from destruction. A druid must remember that death is part of nature, too. The huntsman who kills the deer is a part of nature. The fire that destroys the wood is a part of nature.
- **All things must balance.** The farmer clears the land, the jungle swallows the village. Good and evil have their places, but the balance must be maintained.
- **Life should be harmony.** Nature and man must live as one. Man must not try to conquer nature, but live in harmony with it. The huntsman stalking deer for his family lives with nature; the huntsman who slaughters only for sport lives apart from it.
- **In all things there is a center.** To see only one goal is not to see all ambitions. To see only one solution is not to understand the problem. Seek the center between the two extremes in all things.

Priest Kits Requirements

The kits summarized here are taken from *The Complete Priest's Handbook*. Characters are not required to choose kits. The information here gives only initial requirements—benefits, hindrances, and role-playing details are described in the Handbook. Since the kits are guidelines, players should check with the DM before deciding on any priest kit. The DM may choose not to allow a kit or may have additional powers, restrictions, or background material.

Key. **Name**, **Req** Requirements; **Bar** Deities barred to such priests; **WPr** Required weapon proficiencies; **NPr** Bonus nonweapon proficiencies; **Equip** Starting equipment restrictions, (W) lists weapons allowed the character at start, (A) lists armor allowed the character at start; **Wlth** Starting wealth.

Amazon Priestess. Req: female; Bar: Disease, Peace; WPr: None; NPr: Animal Training, Riding (Land-based); Equip: (W) None; (A) Shield, leather, padded, studded leather, brigandine, scale mail, hide, banded mail, bronze plate mail; Wlth: 3d6×10 gp.

Barbarian/Berserker. Req: None; Bar: None; WPr: None; NPr: Endurance; Equip: (W) Spl; (A) No armor greater than bronze plate mail; Wlth: 3d6×10 gp.

Fighting Monk. Req: Dex 12+; Bar: Spl; WPr: Spl; NPr: Tumbling; Equip: Spl; Wlth: 3d6×10 gp.

Nobleman. Req: Nobility; Bar: None; WPr: None; NPr: Etiquette, Heraldry, Riding (land-based); Equip: (W) any greater than dagger; (A) must buy scale mail or better if allowed; must buy horse and tack; Wlth: 3d6×10+225 gp.

Outlaw. Req: None; Bar: Community; WPr: None; NPr: Religion; Equip: Any; Wlth: 3d6×10 gp.

Pacifist. Req: None; Bar: Disease, Evil, Justice/Revenge, War; WPr: Spl; NPr: Etiquette; Equip: (W) dagger, knife, bow, or dart only, if allowed; (A) none allowed; Wlth: 3d6×10 gp.

Peasant. Req: None; Bar: Evil, Good, Prosperity; WPr: None; NPr: Agriculture/Fishing, weather sense/animal lore; Equip: Spl; Wlth: 3d6×10, Spl.

Prophet. Req: Wis 15+; Bar: Prophecy; WPr: None; NPr: Weather sense; Equip: None; Wlth: 3d6×10 gp.

Savage. Req: Str 11+, Con 13+; Bar: Disease, Divinity of Mankind, Evil, Good; WPr: Spl; NPr: Direction sense/weather sense, endurance/survival; Equip: (W) Spl; (A) Leather, shield; Wlth: 3d6×5 gp, must spend all before beginning play.

Scholar. Req: Int 13+; Bar: Competition, Fertility, Life-Death-Rebirth Cycle, Strength, War; WPr: None; NPr: Reading/Writing; Equip: Writing kit; Wlth: 3d6×10 gp.

Nonweapon Proficiencies: Priest Group

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Ancient History	1	Intelligence	-1
Astrology	2	Intelligence	0
Engineering	2	Intelligence	-3
Healing	2	Wisdom	-2
Herbalism	2	Intelligence	-2
Languages, Ancient	1	Intelligence	0
Local History	1	Charisma	0
Musical Instrument	1	Dexterity	-1
Navigation	1	Intelligence	-2
Reading/Writing	1	Intelligence	+1
Religion	1	Wisdom	0
Spellcraft	1	Intelligence	-2

Armor Class Ratings

Type of Armor	AC Rating
None	10
Shield only	9
Leather or padded armor	8
Leather or padded armor & shield, studded leather, or ring mail	7
Studded leather or ring mail & shield, brigandine, scale mail, hide armor	6
Scale mail or hide & shield, chain mail	5
Chain mail & shield, splint mail, banded mail, bronze plate mail	4
Splint mail, banded mail, bronze plate mail & shield, or plate mail	3
Plate mail & shield, field plate	2
Field plate armor & shield, full plate	1
Full plate armor & shield	0

Priest Spells

Key: **Name**; Sphere (A Animal, Ast Astral, C Combat, Ch Charm, Cre Creation, D Divination, Ele Elemental, Guard Guardian, H Healing, Nec Necromantic, Num Numbers, Pl Plant, Pr Protection, Sum Summoning, Th Thought, Tra Travelers, Wea Weather); Range (R); Components (V verbal, S somatic, M material); Duration (D); Casting Time (CT); Area of Effect (AoE); Saving Throw (Save); Book/page number (PH: *Player's Handbook*, TM: *Tome of Magic*). *Italicized* spells are the reverse of the spell they succeed. An asterisk (*) indicates a cooperative magic spell.

1st Level

□□□□□□□□ **Analyze Balance** (D, Num) R: 80 yd; C: V,S,M; D: 5 rd+1 rd/lvl; CT: 1 rd; AoE: 1 creature, object, or 10' sq; Save: None; TM51.

□□□□□□□□ **Animal Friendship** (A) R: 10 yd; C: V,S,M; D: Perm; CT: 1 hr; AoE: 1 animal; Save: Neg; PH198.

□□□□□□□□ **Anti-Vermin Barrier** (Wards) R: 30 yd; C: V,S,M; D: 1 hr/lvl; CT: 1; AoE: 10' cube/lvl; Save: None; TM51.

□□□□□□□□ **Bless** (All) R: 60 yd; C: V,S,M; D: 6 rd; CT: 1 rd; AoE: 50' cube; Save: None; PH198.

□□□□□□□□ **Curse**

□□□□□□□□ **Call Upon Faith** (Sum) R: 0; C: V,S,M; D: 1 rd; CT: 1; AoE: Caster; Save: None; TM51.

□□□□□□□□ **Combine** (All) R: Touch; C: V,S; D: Spcl; CT: 1 rd; AoE: Spcl; Save: None; PH198.

□□□□□□□□ **Command** (Ch) R: 30 yd; C: V; D: 1 rd; CT: 1; AoE: 1 creature; Save: None; PH199.

□□□□□□□□ **Courage** (War) R: 240 yd; C: V,S,M; D: Spcl; CT: 1 tn; AoE: 1 unit of 200 creatures; Save: None; TM52.

□□□□□□□□ **Create Water** (Ele-Water) R: 30 yd; C: V,S,M; D: Perm; CT: 1 rd; AoE: Up to 27 cu ft; Save: None; PH199.

□□□□□□□□ **Destroy Water**

□□□□□□□□ **Cure Light Wounds** (H) R: Touch; C: V,S; D: Perm; CT: 5; AoE: Creature touched; Save: None; PH199.

□□□□□□□□ **Cause Light Wounds**

□□□□□□□□ **Detect Evil** (All) R: 120 yd; C: V,S,M; D: 1 tn+5 rd/lvl; CT: 1 rd; AoE: 10' path; Save: None; PH199.

□□□□□□□□ **Detect Good**

□□□□□□□□ **Detect Magic** (D) R: 30 yd; C: V,S,M; D: 1 tn; CT: 1 rd; AoE: 10' path; Save: None; PH199.

□□□□□□□□ **Detect Poison** (D) R: 0; C: V,S,M; D: 1 tn+1 rd/lvl; CT: 4; AoE: Spcl; Save: None; PH199.

□□□□□□□□ **Detect Snares & Pits** (D) R: 0; C: V,S,M; D: 4 rd/lvl; CT: 4; AoE: 10' path, 40' long; Save: None; PH200.

□□□□□□□□ **Emotion Read** (Th) R: 5 yd/lvl; C: V,S,M; D: Instant; CT: 3; AoE: 1 creature; Save: Neg; TM52.

□□□□□□□□ **Endure Cold/Endure Heat** (Pr) R: Touch; C: V,S; D: 1½ hr/lvl; CT: 1 rd; AoE: Creature touched; Save: None; PH200.

□□□□□□□□ **Entangle** (Pl) R: 80 yd; C: V,S,M; D: 1 tn; CT: 4; AoE: 40' cube; Save: ½; PH200.

□□□□□□□□ **Fairie Fire** (Wea) R: 80 yd; C: V,M; D: 4 rd/lvl; CT: 4; AoE: 10 sq ft/lvl within 40' radius; Save: None; PH200.

□□□□□□□□ **Invisibility to Animals** (A) R: Touch; C: S,M; D: 1 tn+1 rd/lvl; CT: 4; AoE: 1 creature touched/lvl; Save: None; PH200.

□□□□□□□□ **Invisibility to Undead** (Nec) R: Touch; C: V,S,M; D: 6 rd; CT: 4; AoE: Creature touched; Save: Spcl; PH200.

□□□□□□□□ **Know Age** (Time) R: 0; C: V,S,M; D: Instant; CT: 1; AoE: 1 object/creature; Save: None; TM52.

□□□□□□□□ **Know Direction** (Tra) R: 0; C: V,S,M; D: Instant; CT: 1; AoE: Spcl; Save: None; TM52.

□□□□□□□□ **Know Time** (Time) R: 0; C: V,S; D: Instant; CT: 1; AoE: Caster; Save: None; TM53.

□□□□□□□□ **Light** (Sun) R: 120 yd; C: V,S; D: 1 hr+1 tn/lvl; CT: 4; AoE: 20' radius; Save: Spcl; PH201.

□□□□□□□□ **Darkness**

□□□□□□□□ **Locate Animals or Plants** (D, A, Pl) R: 100 yd+20 yd/lvl; C: V,S,M; D: 1 rd/lvl; CT: 1 rd; AoE: 20' wide path 20 yd long/lvl; Save: None; PH201.

□□□□□□□□ **Log of Everburning** (Pl, Ele-Fire) R: Touch; C: V,S; D: 1 hr/lvl; CT: 1; AoE: Spcl; Save: None; TM53.

□□□□□□□□ **Magical Stone** (C) R: 0; C: V,S,M; D: Spcl; CT: 4; AoE: Spcl; Save: None; PH201.

□□□□□□□□ **Mistaken Missive** (Chaos) R: Touch; C: V,S,M; D: Perm; CT: 1; AoE: 1 page/lvl; Save: None; TM53.

□□□□□□□□ **Morale** (War) R: Spcl; C: V,S,M; D: Spcl; CT: Spcl; AoE: 1 unit of 200 creatures; Save: None; TM53.

□□□□□□□□ **Pass Without Trace** (Pl) R: Touch; C: V,S,M; D: 1 tn/lvl; CT: 1 rd; AoE: Creature touched; Save: None; PH201.

□□□□□□□□ **Personal Reading** (Num) R: 0; C: V,S,M; D: Spcl; CT: 2 tn; AoE: 1 creature; Save: None; TM54.

□□□□□□□□ **Protection from Evil** (Pr) R: Touch; C: V,S,M; D: 3 rd/lvl; CT: 4; AoE: Creature touched; Save: None; PH201.

□□□□□□□□ **Protection from Good**

□□□□□□□□ **Purify Food & Drink** (All) R: 30 yd; C: V,S; D: Perm; CT: 1 rd; AoE: 1 cu ft/lvl, 10' sq area; Save: None; PH202.

□□□□□□□□ **Putrefy Food & Drink**

□□□□□□□□ **Remove Fear** (Ch) R: 10 yd; C: V,S; D: Spcl; CT: 1; AoE: 1 creature/4 lvl; Save: Spcl; PH202.

□□□□□□□□ **Cause Fear** Save: Neg.

□□□□□□□□ **Ring of Hands*** (Pr) R: 0; C: V,S; D: 2d10 rd; CT: 5; AoE: Spcl; Save: None; TM54.

□□□□□□□□ **Ring of Woe**

□□□□□□□□ **Sacred Guardian** (Guard) R: Touch; C: V,S,M; D: 1 day/lvl; CT: 1; AoE: creature touched; Save: None; TM55.

□□□□□□□□ **Sanctuary** (Pr) R: Touch; C: V,S,M; D: 2 rd+1 rd/lvl; CT: 4; AoE: Creature touched; Save: None; PH202.

□□□□□□□□ **Shillelagh** (C, Pl) R: Touch; C: V,S,M; D: 4 rd+1 rd/lvl; CT: 2; AoE: 1 normal oaken club; Save: None; PH202.

□□□□□□□□ **Speak with Astral Traveler** (Ast) R: Touch; C: V,S; D: 1 rd/lvl; CT: 1 rd; AoE: 1 creature; Save: None; TM55.

□□□□□□□□ **Thought Capture** (Th) R: 0; C: V,S; D: Instant; CT: 3; AoE: 10 yd; Save: None; TM55.

□□□□□□□□ **Weighty Chest** (Wards) R: Touch; C: V,S,M; D: 1 day/lvl; CT: 1; AoE: 5' cube; Save: None; TM56.

Bonus Spells for Wisdom

Wisdom	Bonus Spells
1-12	0
13	1st
14	1st
15	2nd
16	2nd
17	3rd
18	4th
19	1st, 4th
20	2nd, 4th
21	3rd, 5th
22	4th, 5th
23	5th, 5th
24	6th, 6th
25	6th, 7th

Priest Proficiencies

Weapon Proficiencies			Nonweapon Proficiencies	
Initial	#Levels	Penalty	Initial	#Levels
2	4	-3	4	3

Priest Spells (con't)

2nd Level

□□□□□□□□ **Aid** (Nec) R: Touch; C: V,S,M; D: 1 rd+1 rd/lvl; CT: 5; AoE: Creature touched; Save: None; PH202.

□□□□□□□□ **Augury** (D) R: 0; C: V,S,M; D: Spcl; CT: 2 rd; AoE: Spcl; Save: None; PH203.

□□□□□□□□ **Aura of Comfort** (Tra) R: Touch; C: V,S; D: 1 hr/lvl; CT: 2; AoE: Creature touched; Save: None; TM56.

□□□□□□□□ **Barkskin** (Pr, Pl) R: Touch; C: V,S,M; D: 4 rd+1 rd/lvl; CT: 5; AoE: Creature touched; Save: None; PH203.

□□□□□□□□ **Calm Chaos** (Law) R: 20 yd; C: V,S; D: Spcl; CT: 1; AoE: 1d6 creatures/lvl; Save: Spcl; TM56.

□□□□□□□□ **Chant** (C) R: 0; C: V,S; D: Time of chanting; CT: 2 rd; AoE: 30' radius; Save: None; PH203.

□□□□□□□□ **Charm Person or Mammal** (A) R: 80 yd; C: V,S; D: Spcl; CT: 5; AoE: 1 person or mammal; Save: Neg; PH203.

□□□□□□□□ **Create Holy Symbol** (Cre) R: 0; C: V; D: Perm; CT: 2; AoE: Caster; Save: None; TM57.

□□□□□□□□ **Detect Charm** (D) R: 30 yd; C: V,S; D: 1 tn; CT: 1 rd; AoE: 1 creature/rd; Save: None; PH204.

□□□□□□□□ **Undetectable Charm** R: Touch; D: 24 hr; AoE: Creature touched.

□□□□□□□□ **Dissension's Feast** (Chaos) R: Touch; C: V,S; D: 5 tn+2 tn/lvl; CT: 2 tn; AoE: Spcl; Save: Neg; TM57.

□□□□□□□□ **Draw Upon Holy Might** (Sum) R: 0; C: V,S,M; D: 1 rd/lvl; CT: 2; AoE: Caster; Save: None; TM58.

□□□□□□□□ **Dust Devil** (Ele-Air) R: 30 yd; C: V,S; D: 2 rd/lvl; CT: 2 rd; AoE: Spcl; Save: None; PH204.

□□□□□□□□ **Emotion Perception** (War) R: 300 yd; C: V,S,M; D: Instant; CT: 1 tn; AoE: 1 unit/5 lvl; Save: None; TM58.

□□□□□□□□ **Enthrall** (Ch) R: 0; C: V,S; D: Spcl; CT: 1 rd; AoE: 90' radius; Save: Neg; PH204.

□□□□□□□□ **Find Traps** (D) R: 30 yd; C: V,S; D: 3 tn; CT: 5; AoE: 10' path; Save: None; PH204.

□□□□□□□□ **Fire Trap** (Ele-Fire) R: Touch; C: V,S,M; D: Perm until discharged; CT: 1 tn; AoE: 1 object; Save: ½; PH204.

□□□□□□□□ **Flame Blade** (Ele-Fire) R: 0; C: V,S,M; D: 4 rd+1 rd/2 lvl; CT: 4; AoE: 3' long blade; Save: None; PH205.

□□□□□□□□ **Frisky Chest** (Wards) R: Touch; C: V,S,M; D: Perm; CT: 2; AoE: 10' cube; Save: None; TM58.

□□□□□□□□ **Goodberry** (Pl) R: Touch; C: V,S,M; D: 1 day+1 day/lvl; CT: 1 rd; AoE: 2d4 fresh berries; Save: None; PH205.

□□□□□□□□ **Badberry** AoE: 2d4 rotten berries.

□□□□□□□□ **Heat Metal** (Ele-Fire) R: 40 yd; C: V,S,M; D: 7 rd; CT: 5; AoE: Spcl; Save: Spcl; PH205.

□□□□□□□□ **Chill Metal**

□□□□□□□□ **Hesitation** (Time) R: 30 yd; C: V,S,M; D: 1 rd/lvl; CT: 2; AoE: 20' radius; Save: Neg; TM59.

□□□□□□□□ **Hold Person** (Ch) R: 120 yd; C: V,S,M; D: 2 rd/lvl; CT: 5; AoE: 1d4 persons in 20' cube; Save: Neg; PH205.

□□□□□□□□ **Idea** (Th) R: 0; C: V,S,M; D: Instant; CT: 4; AoE: Caster; Save: None; TM59.

□□□□□□□□ **Know Alignment** (D) R: 10 yd; C: V,S; D: 1 tn; CT: 1 rd; AoE: 1 creature or object; Save: Neg; PH206.

□□□□□□□□ **Undetectable Alignment** (D) D: 24 hr.

□□□□□□□□ **Lighten Load** (Tra) R: 30 yd; C: V,S,M; D: 1 hr/lvl; CT: 2; AoE: 10' cube; Save: None; TM59.

□□□□□□□□ **Messenger** (A) R: 20 yd/lvl; C: V,S; D: 1 day/lvl; CT: 1 rd; AoE: 1 creature; Save: Neg; PH206.

□□□□□□□□ **Mind Read** (Th) R: 5 yd/lvl; C: V,S; D: 1 rd/lvl; CT: 2; AoE: Spcl; Save: None; TM59.

□□□□□□□□ **Moment** (Num) R: 0; C: V,S,M; D: 1 rd/lvl; CT: 1 rd; AoE: 50' radius; Save: None; TM60.

□□□□□□□□ **Music of the Spheres** (Ch, Num) R: 50 yd; C: V,S,M; D: 1 tn+1 rd/lvl; CT: 4; AoE: 20' diam; Save: Neg; TM60.

□□□□□□□□ **Mystic Transfer*** (Ch) R: 0; C: V,S; D: 9 rd; CT: 1 rd; AoE: Caster; Save: None; TM61.

□□□□□□□□ **Nap** (Time) R: Touch; C: V,S,M; D: Spcl; CT: 2; AoE: 1 creature/lvl; Save: None; TM61.

□□□□□□□□ **Obscurement** (Wea) R: 0; C: V,S; D: 4 rd/lvl; CT: 5; AoE: Spcl; Save: None; PH206.

□□□□□□□□ **Produce Flame** (Ele-Fire) R: 0; C: V,S; D: 1 rd/lvl; CT: 5; AoE: Spcl; Save: None; PH206.

□□□□□□□□ **Rally** (War) R: 240 yd; C: V,S,M; D: Instant; CT: 1 tn; AoE: 1 unit of 300 creatures; Save: None; TM62.

□□□□□□□□ **Resist Fire/Resist Cold** (Pr) R: Touch; C: V,S,M; D: 1 rd/lvl; CT: 5; AoE: Creature touched; Save: None; PH206.

□□□□□□□□ **Sanctify*** (All) R: 10 yd; C: V,S,M; D: Spcl; CT: 1 tn; AoE: 10x10 yd/priest; Save: None; TM62.

□□□□□□□□ **Defile***

□□□□□□□□ **Silence, 15' Radius** (Guard) R: 120 yd; C: V,S; D: 2 rd/lvl; CT: 5; AoE: 15' radius; Save: None; PH206.

□□□□□□□□ **Slow Poison** (H) R: Touch; C: V,S,M; D: 1 hr/lvl; CT: 1; AoE: Creature touched; Save: None; PH207.

□□□□□□□□ **Snake Charm** (A) R: 30 yd; C: V,S; D: Spcl; CT: 5; AoE: 30' cube; Save: None; PH207.

□□□□□□□□ **Speak with Animals** (A, D) R: 0; C: V,S; D: 2 rd/lvl; CT: 5; AoE: 1 animal within 30' radius of priest; Save: None; PH207.

□□□□□□□□ **Spiritual Hammer** (C) R: 10 yd/lvl; C: V,S,M; D: 3 rd+1 rd/lvl; CT: 5; AoE: Spcl; Save: None; PH207.

□□□□□□□□ **Trip** (Pl) R: Touch; C: V,S; D: 1 tn/lvl; CT: 5; AoE: 1 object up to 10' long; Save: Neg; PH207.

□□□□□□□□ **Warp Wood** (Pl) R: 10 yd/lvl; C: V,S; D: Perm; CT: 5; AoE: Spcl; Save: Spcl; PH208.

□□□□□□□□ **Straighten Wood**

□□□□□□□□ **Withdraw** (Pr) R: 0; C: V,S; D: Spcl; CT: 5; AoE: Caster; Save: None; PH208.

□□□□□□□□ **Wyvern Watch** (Guard) R: 30 yd; C: V,S,M; D: 8 hr or until strike; CT: 5; AoE: 10' radius; Save: Neg; PH208.

□□□□□□□□ **Zone of Truth** (Wards) R: 30 yd; C: V,S,M; D: 1 rd/lvl; CT: 2; AoE: 5' sq/lvl; Save: Neg; TM62.

Nonweapon Proficiencies: General Group

Proficiency	# of Slots Required	Relevant Ability	Check Modifier
Agriculture	1	Intelligence	0
Animal Handling	1	Wisdom	-1
Animal Training	1	Wisdom	0
Artistic Ability	1	Wisdom	0
Blacksmithing	1	Strength	0
Brewing	1	Intelligence	0
Carpentry	1	Strength	0
Cobbling	1	Dexterity	0
Cooking	1	Intelligence	0
Dancing	1	Dexterity	0
Direction Sense	1	Wisdom	+1
Etiquette	1	Charisma	0
Fire-building	1	Wisdom	-1
Fishing	1	Wisdom	-1
Heraldry	1	Intelligence	0
Languages, Modern	1	Intelligence	0
Leatherworking	1	Intelligence	0
Mining	2	Wisdom	-3
Pottery	1	Dexterity	-2
Riding, Airborne	2	Wisdom	-2
Riding, Land-based	1	Wisdom	+3
Rope Use	1	Dexterity	0
Seamanship	1	Dexterity	+1
Seamstress/Tailor	1	Dexterity	-1
Singing	1	Charisma	0
Stonemasonry	1	Strength	-2
Swimming	1	Strength	0
Weather Sense	1	Wisdom	-1
Weaving	1	Intelligence	-1

Priest Spells (con't)

3rd Level

- **Accelerate Healing** (Time) R: Touch; C: V,S; D: 1d4 days; CT: 1 tn; AoE: 1 creature; Save: None; TM63.
- **Adaptation** (War) R: Spcl; C: V,S,M; D: Spcl; CT: Spcl; AoE: 1 unit of 200 creatures; Save: None; TM63.
- **Animate Dead** (Nec) R: 10 yd; C: V,S,M; D: Perm; CT: 1 rd; AoE: Spcl; Save: None; PH208.
- **Astral Window** (Ast) R: 5 yd; C: V,S; D: 2 rd/lvl; CT: 3; AoE: 10' sq; Save: None; TM63.
- **Call Lightning** (Wea) R: 0; C: V,S; D: 1 tn/lvl; CT: 1 tn; AoE: 360' radius; Save: ½; PH209.
- **Caltrops** (War) R: 20 yd/lvl; C: V,S,M; D: 1 tn/lvl; CT: 1 tn; AoE: Spcl; Save: None; TM63.
- **Choose Future** (Time) R: Touch; C: V,S,M; D: 1 rd; CT: 3; AoE: 1 creature; Save: None; TM64.
- **Continual Light** (Sun) R: 120 yd; C: V,S; D: Perm; CT: 6; AoE: 60' radius; Save: Spcl; PH209.
- **Continual Darkness**
- **Create Campsite** (Tra) R: 0; C: V,S,M; D: Spcl; CT: 3; AoE: 50' radius; Save: None; TM64.
- **Break Camp**
- **Create Food & Water** (Cre) R: 10 yd; C: V,S; D: Spcl; CT: 1 tn; AoE: 1 cu ft/lvl; Save: None; PH209.
- **Cure Blindness or Deafness** (Nec) R: Touch; C: V,S; D: Perm; CT: 1 rd; AoE: Creature touched; Save: Spcl; PH209.
- **Cause Blindness or Deafness** Save: Neg.
- **Cure Disease** (Nec) R: Touch; C: V,S; D: Perm; CT: 1 rd; AoE: Creature touched; Save: None; PH209.
- **Cause Disease** Save: Neg.
- **Dispell Magic** (Pr) R: 60 yd; C: V,S; D: Spcl; CT: 6; AoE: 30' cube or 1 item; Save: None; PH210.
- **Efficacious Monster Ward** (Wards) R: 30 yd; C: V,S,M; D: 1 rd/lvl; CT: 3; AoE: 10' cube/lvl; Save: Neg; TM65.
- **Emotion Control** (Ch, Th) R: 10 yd; C: V,S,M; D: 1 rd/lvl; CT: 5; AoE: 1 creature/5 lvl; Save: Spcl; TM65.
- **Extradimensional Detection** (Num, D) R: 0; C: V,S; D: 1 rd/lvl; CT: 3; AoE: 10' path, 60' long; Save: None; TM66.
- **Feign Death** (Nec) R: Touch; C: V; D: 1 tn+1 rd/lvl; CT: ½; AoE: Creature touched; Save: None; PH210.
- **Flame Walk** (Ele-Fire) R: Touch; C: V,S,M; D: 1 rd+1 rd/lvl; CT: 5; AoE: Spcl; Save: None; PH210.
- **Glyph of Warding** (Guard) R: Touch; C: V,S; M; D: Perm until discharged; CT: Spcl; AoE: Spcl; Save: Spcl; PH210.
- **Helping Hand** (Tra) R: Spcl; C: V,S,M; D: 1 hr/lvl; CT: 1 rd; AoE: Spcl; Save: None; TM66.
- **Hold Animal** (A) R: 80 yd; C: V,S; D: 2 rd/lvl; CT: 6; AoE: 1-4 animals in 40' cube; Save: Neg; PH211.
- **Invisibility Purge*** (Wards) R: 30 yd; C: V,S,M; D: 1 tn/lvl; CT: 1 tn; AoE: 10' sq/priest; Save: None; TM67.
- **Know Customs** (Tra) R: Spcl; C: V,S; D: Spcl; CT: 3; AoE: Caster; Save: Neg; TM67.
- **Line of Protection*** (Pr) R: 0; C: V,S,M; D: 1 rd/lvl; CT: 1 rd; AoE: 30 yd line; Save: Neg; TM67.
- **Line of Destruction**
- **Locate Object** (D) R: 60 yd+10 yd/lvl; C: V,S,M; D: 8 hr; CT: 1 tn; AoE: 1 item; Save: None; PH211.
- **Obscure Object** R: Touch
- **Magical Vestment** (Pr) R: Touch; C: V,S,M; D: 5 rd/lvl; CT: 1 rd; AoE: Caster; Save: None; PH211.
- **Meld Into Stone** (Ele-Earth) R: 0; C: V,S,M; D: 8 rd+1d8 rd; CT: 6; AoE: Caster; Save: None; PH211.
- **Memory Read** (Th) R: 5 yd; C: V,S,M; D: 1 rd/lvl; CT: 1 rd; AoE: 1 creature; Save: Neg; TM68.
- **Miscast Magic** (Chaos) R: 40 yd+10 yd/lvl; C: V,S; D: Spcl; CT: 2; AoE: 1 wizard; Save: Neg; TM69.
- **Moment Reading** (Num) R: 0; C: V,S,M; D: Instant; CT: 1 rd; AoE: Spcl; Save: None; TM69.
- **Negative Plane Protection** (Pr, Nec) R: Touch; C: V,S; D: Spcl; CT: 1 rd; AoE: 1 creature; Save: None; PH212.
- **Plant Growth** (Pl) R: 160 yd; C: V,S,M; D: Perm; CT: 1 rd; AoE: Spcl; Save: Spcl; PH212.
- **Prayer** (C) R: 0; C: V,S,M; D: 1 rd/lvl; CT: 6; AoE: 60' radius; Save: None; PH212.

- **Protection from Fire** (Pr, Ele-Fire) R: Touch; C: V,S,M; D: Spcl; CT: 6; AoE: Creature touched; Save: None; PH212.
- **Pyrotechnics** (Ele-Fire) R: 160 yd; C: V,S,M; D: Spcl; CT: 6; AoE: 10 or 100× fire source; Save: Spcl; PH212.
- **Random Causality** (Chaos) R: 10 yd; C: V,S,M; D: Spcl; CT: 3 rd+1 rd/lvl; AoE: 1 weapon; Save: Neg; TM69.
- **Remove Curse** (Pr) R: Touch; C: V,S; D: Perm; CT: 6; AoE: Spcl; Save: Spcl; PH213.
- **Bestow Curse** (Pr) AoE: Creature touched; Save: Neg.
- **Remove Paralysis** (Pr) R: 10 yd/lvl; C: V,S; D: Perm; CT: 6; AoE: 1d4 creatures in 20' cube; Save: None; PH213.
- **Rigid Thinking** (Law) R: 60 yd; C: V,S; D: 1 rd/lvl; CT: 1 tn; AoE: 1 creature; Save: Neg; TM70.
- **Slow Rot** (Pl) R: Touch; C: V,S,M; D: 1 week/lvl; CT: 1 rd; AoE: 100 cu ft plant material/lvl; Save: None; TM70.
- **Snare** (Pl) R: Touch; C: V,S,M; D: Perm until triggered; CT: 3 rd; AoE: 2'-diam circle+2"/lvl; Save: None; PH213.
- **Speak with Dead** (D) R: 1 yd; C: V,S,M; D: Spcl; CT: 1 tn; AoE: 1 creature; Save: Spcl; PH214.
- **Spike Growth** (Pl) R: 60 yd; C: V,S,M; D: 3d4 tn+1 tn/lvl; CT: 6; AoE: 10' sq/lvl; Save: None; PH 214.
- **Squeaking Floors** (Wards) R: 30 yd; C: V,S,M; D: 1 hr/lvl; CT: 3; AoE: 10' sq/lvl; Save: None; TM70.
- **Starshine** (Sun) R: 10 yd/lvl; C: V,S,M; D: 1 tn/lvl; CT: 6; AoE: 10' sq/lvl; Save: None; PH214.
- **Stone Shape** (Ele-Earth) R: Touch; C: V,S,M; D: Perm; CT: 1 rd; AoE: 3' cube+1' cube/lvl; Save: None; PH214.
- **Strength of One** (Law) R: 10 yd; C: V,S; D: 2d6 rd; CT: 3; AoE: 1 creature+1 creature/2 lvl; Save: None; TM71.
- **Summon Insects** (A, Sum) R: 30 yd; C: V,S,M; D: 1 rd/lvl; CT: 1 rd; AoE: 1 creature; Save: None; PH214.
- **Telepathy** (Th) R: 30 yd; C: V,S; D: 1 tn+2 rd/lvl; CT: 5; AoE: 1 creature; Save: Neg; TM71.
- **Telethaumaturgy** (Num) R: 0; C: V,S,M; D: Spcl; CT: 2 rd; AoE: 1 creature; Save: None; TM72.
- **Thief's Lament** (Wards) R: 10 yd/lvl; C: V,S,M; D: 1 hr/lvl; CT: 3; AoE: 5' cube/lvl; Save: Neg; TM72.
- **Tree** (Pl) R: 0; C: V,S,M; D: 6 tn+1 tn/lvl; CT: 6; AoE: Caster; Save: none; PH215.
- **Unearthly Choir*** (C) R: 0; C: V; D: Instant; CT: 5; AoE: Spcl; Save: ½; TM73.
- **Water Breathing** (Ele-Water/Air) R: Touch; C: V,S; D: 1 hr/lvl; CT: 6; AoE: Creature touched; Save: None; PH215.
- **Air Breathing**
- **Water Walk** (Ele-W) R: Touch; C: V,S,M; D: 1 tn+1 tn/lvl; CT: 6; AoE: Spcl; Save: None; PH215.
- **Zone of Sweet Air** (Wards) R: 10 yd/lvl; C: V,S,M; D: 1 tn/lvl; CT: 3; AoE: 10' cube/lvl; Save: None; TM73.

Missile Weapon Ranges

Weapon	ROF	Range		
		S	M	L
Club	1	1	2	3
Dagger	2/1	1	2	3
Dart	3/1	1	2	4
Hammer	1	1	2	3
Sling bullet	1	5	10	20
Sling stone	1	4	8	16
Spear	1	1	2	3
Staff sling bullet	2/1	—	3-6	9
Staff sling stone	2/1	—	3-6	9

"ROF" is the rate of fire—how many shots that weapon can fire off in one round. This is independent of the number of melee attacks a character can make in a round.

Range is given in *tens of yards*. Each range category (short, medium, or long) includes attacks from distances equal to or less than the given range. Thus a heavy crossbow fired at a target 136 yards away uses the medium-range modifier.

The modifiers for range are -2 for medium range and -5 for long range.

Priest Spells (con't)

4th Level

□□□□□□□□ **Abjure** (Sum) R: 10 yd; C: V,S,M; D: Spcl; CT: 1 rd; AoE: 1 creature; Save: Spcl; PH215.
 □□□□□□□□ **Addition** (Cre, Num) R: 30 yd; C: V,S,M; D: Spcl; CT: 1 rd; AoE: Spcl; Save: None; TM74.
 □□□□□□□□ **Age Plant** (Time) R: 30 yd; C: V,S,M; D: Perm; CT: 1 rd; AoE: 1 plant/lvl; Save: None; TM74.
 □□□□□□□□ **Animal Summoning I** (A, Sum) R: 1 mi. radius; C: V,S; D: Spcl; CT: 7; AoE: Spcl; Save: None; PH216.
 □□□□□□□□ **Blessed Warmth** (Sun) R: Touch; C: V,S; D: 1 rd/lvl; CT: 4; AoE: Spcl; Save: None; TM75.
 □□□□□□□□ **Body Clock** (Time) R: Touch; C: V,S,M; D: 1 hr/lvl; CT: 4; AoE: 1 creature; Save: None; TM75.
 □□□□□□□□ **Call Woodland Beings** (Sum) R: 100 yd/lvl; C: V,S,M; D: Spcl; CT: Spcl; AoE: Spcl; Save: Neg; PH216.
 □□□□□□□□ **Chaotic Combat** (Chaos) R: 30 yd; C: V,S; D: 1 rd/lvl; CT: 3; AoE: 1 creature; Save: None; TM75.
 □□□□□□□□ **Chaotic Sleep** (Chaos) R: Touch; C: V,S,M; D: Perm; CT: 1 tn; AoE: 1 creature; Save: Neg; TM76.
 □□□□□□□□ **Circle of Privacy** (Tra) R: Spcl; C: V,S,M; D: 1 hr/lvl; CT: 4; AoE: 50' diam; Save: None; TM76.
 □□□□□□□□ **Cloak of Bravery** (Ch) R: Touch; C: V,S,M; D: Spcl; CT: 6; AoE: Creature touched; Save: Neg; PH216.
 □□□□□□□□ **Cloak of Fear**
 □□□□□□□□ **Compulsive Order** (Law) R: 10 yd; C: V,S,M; D: Perm; CT: 5; AoE: 1 creature; Save: Neg; TM76.
 □□□□□□□□ **Control Temperature, 10' Radius** (Wea) R: 0; C: V,S,M; D: 4 tn+1 tn/lvl; CT: 7; AoE: 10' radius; Save: None; PH216.
 □□□□□□□□ **Cure Serious Wounds** (H) R: Touch; C: V,S; D: Perm; CT: 7; AoE: Creature touched; Save: None; PH217.
 □□□□□□□□ **Cause Serious Wounds**
 □□□□□□□□ **Defensive Harmony** (Law) R: 5 yd; C: V,S; D: 1 rd+2d4 rd; CT: 1; AoE: 1 creature/2 lvl; Save: None; TM77.
 □□□□□□□□ **Detect Lie** (D) R: 30 yd; C: V,S,M; D: 1 rd/lvl; CT: 7; AoE: 1 creature; Save: Neg; PH217.
 □□□□□□□□ **Undetectable Lie** D: 24 hr.
 □□□□□□□□ **Dimensional Folding** (Num) R: 5'; C: V,S,M; D: 1 rd; CT: 1 rd; AoE: 10' circle; Save: None; TM77.
 □□□□□□□□ **Divination** (D) R: 0; C: V,S,M; D: Spcl; CT: 1 tn; AoE: Spcl; Save: None; PH217.
 □□□□□□□□ **Fire Purge*** (Wards) R: 10 yd/lvl; C: V,S,M; D: 1 tn/lvl; CT: 1 tn; AoE: 10 yd sq/priest; Save: None; TM78.
 □□□□□□□□ **Focus*** (All) R: 10'; C: V,S,M; D: Spcl; CT: 1 day; AoE: Spcl; Save: None; TM79.
 □□□□□□□□ **Fortify*** (H) R: 0; C: V,S,M; D: Spcl; CT: 6; AoE: Creature touched; Save: None; TM80.
 □□□□□□□□ **Free Action** (Ch) R: Touch; C: V,S,M; D: 1 tn/lvl; CT: 7; AoE: Creature touched; Save: None; PH217.
 □□□□□□□□ **Genius** (Th) R: 0; C: V,S,M; D: Instant; CT: 5; AoE: Caster; Save: None; TM80.
 □□□□□□□□ **Giant Insect** (A) R: 20 yd; C: V,S,M; D: Spcl; CT: 7; AoE: Spcl; Save: None; PH217.
 □□□□□□□□ **Shrink Insect**
 □□□□□□□□ **Hallucinatory Forest** (Pl) R: 80 yd; C: V,S; D: Perm; CT: 7; AoE: 40' sq/lvl; Save: None; PH218.
 □□□□□□□□ **Revealed Wood**
 □□□□□□□□ **Hold Plant** (Pl) R: 80 yd; C: V,S; D: 1 rd/lvl; CT: 7; AoE: Spcl; Save: Neg; PH218.
 □□□□□□□□ **Imbue with Spell Ability** (Ch) R: Touch; C: V,S,M; D: Spcl; CT: 1 tn; AoE: Person touched; Save: None; PH218.
 □□□□□□□□ **Inverted Ethics** (Chaos) R: 120 yd; C: V,S,M; D: 1 tn; CT: 1; AoE: Spcl; Save: Neg; TM80.
 □□□□□□□□ **Join with Astral Traveler** (Ast) R: 0; C: V,S; D: Spcl; CT: 1 tn; AoE: Caster; Save: None; TM81.
 □□□□□□□□ **Leadership** (War) R: Spcl; C: V,S,M; D: Spcl; CT: Spcl; AoE: 1 creature; Save: None; TM81.
 □□□□□□□□ **Doubt** Save: Neg.
 □□□□□□□□ **Lower Water** (Ele-Water) R: 120 yd; C: V,S,M; D: 1 tn/lvl; CT: 1 tn; AoE: Spcl; Save: None; PH218.

□□□□□□□□ **Raise Water**
 □□□□□□□□ **Mental Domination** (Th) R: 50 yd; C: V,S,M; D: 3 rd/lvl; CT: 4; AoE: 1 creature; Save: Neg; TM81.
 □□□□□□□□ **Modify Memory** (Time) R: 30'; C: V,S; D: Perm; CT: Spcl; AoE: 1 creature; Save: Neg; TM83.
 □□□□□□□□ **Neutralize Poison** (H) R: Touch; C: V,S; D: Perm; CT: 7; AoE: creature or 1 cu ft/2 lvl; Save: None; PH219.
 □□□□□□□□ **Poison Save** Neg.
 □□□□□□□□ **Plant Door** (Pl) R: Touch; C: V,S,M; D: Spcl; CT: 7; AoE: Spcl; Save: None; PH219.
 □□□□□□□□ **Probability Control** (Num) R: 30 yd; C: V,S,M; D: Spcl; CT: 4; AoE: 1 creature; Save: Neg; TM83.
 □□□□□□□□ **Produce Fire** (Ele-Fire) R: 40 yd; C: V,S,M; D: 1 rd; CT: 7; AoE: 12' sq; Save: None; PH219.
 □□□□□□□□ **Quench Fire**
 □□□□□□□□ **Protection from Evil, 10' Radius** (Pr) R: Touch; C: V,S,M; D: 1 tn/lvl; CT: 7; AoE: 10' radius; Save: None; PH219.
 □□□□□□□□ **Protection from Good, 10' Radius**
 □□□□□□□□ **Protection from Lightning** (Pr, W) R: Touch; C: V,S,M; D: Spcl; CT: 7; AoE: creature touched; Save: None; PH 219.
 □□□□□□□□ **Rapport** (Th) R: 30 yd; C: V,S; D: 1 tn+1 rd/lvl; CT: 1 rd; AoE: 1 creature; Save: None; TM84.
 □□□□□□□□ **Reflecting Pool** (D) R: 10 yd; C: V,S,M; D: 1 rd/lvl; CT: 2 hr; AoE: Spcl; Save: None; PH219.
 □□□□□□□□ **Repel Insects** (A, Pr) R: 0; C: V,S,M; D: 1 tn/lvl; CT: 1 rd; AoE: 10' radius; Save: None; PH220.
 □□□□□□□□ **Solipsism** (Th) R: 10 yd/lvl; C: V,S,M; D: Spcl; CT: 1 rd; AoE: 100 sq ft+100 sq ft/lvl; Save: Spcl; TM84.
 □□□□□□□□ **Speak with Plants** (Pl) R: 0; C: V,S,M; D: 1 rd/lvl; CT: 1 tn; AoE: 30' radius; Save: None; PH220.
 □□□□□□□□ **Spell Immunity** (Pr) R: Touch; C: V,S,M; D: 1 tn/lvl; CT: 1 rd; AoE: Creature touched; Save: None; PH220.
 □□□□□□□□ **Sticks to Snakes** (Pl) R: 30 yd; C: V,S,M; D: 2 rd/lvl; CT: 7; AoE: 1d4 sticks+1 stick/lvl in 10' cube; Save: None; PH220.
 □□□□□□□□ **Snakes to Sticks**
 □□□□□□□□ **Tanglefoot** (War) R: 240 yd; C: V,S,M; D: 2 tn/lvl; CT: 2 tn; AoE: 100 sq yd/lvl; Save: None; TM85.
 □□□□□□□□ **Selective Passage**
 □□□□□□□□ **Thought Broadcast** (Th) R: 30 yd; C: V,S,M; D: 1 tn+3 rd/lvl; CT: 5; AoE: 1 creature; Save: Neg; TM85.
 □□□□□□□□ **Tongues** (D) R: 0; C: V,S; D: 1 tn; CT: 7; AoE: Caster; Save: None; PH220.
 □□□□□□□□ **Babble** AoE: 60' radius.
 □□□□□□□□ **Tree Steed** (Tra) R: 10 yd; C: V,S,M; D: 1 hr/lvl; CT: 4; AoE: 1 log/plank; Save: None; TM86.
 □□□□□□□□ **Uplift*** (All) R: 0; C: V,M; D: 1 tn; CT: 12 hr; AoE: 1 priest; Save: None; TM86.
 □□□□□□□□ **Weather Stasis** (Wards) R: 30 yd; C: V,S,M; D: 1 hr/lvl; CT: 1 tn; AoE: 10' cube/lvl; Save: None; TM87.

Combat Modifiers

Situation	Attack Roll Modifier
Attacker on higher ground	+1
Defender invisible	-4
Defender off-balance	+2
Defender sleeping or held	Automatic
Defender stunned or prone	+4
Defender surprised	+1
Missile fire, long range	-5
Missile fire, medium range	-2
Rear attack	+2

Cover & Concealment Modifiers

Target is:	Cover	Concealment
25% hidden	-2	-1
50% hidden	-4	-2
75% hidden	-7	-3
90% hidden	-10	-4

Priest Spells (con't)

6th Level

- **Aerial Servant** (Sum) R: 10 yd; C: V,S; D: 1 day/lvl; CT: 9; AoE: Spcl; Save: None; PH226.
- **Age Creature** (Time) R: Touch; C: V,S,M; D: Perm; CT: 1 rd; AoE: 1 creature; Save: Neg; TM98.
- **Restore Youth** Save: Spcl.
- **Animal Summoning III** (A, Sum) R: 100 yd/lvl; C: V,S; D: Spcl; CT: 9; AoE: Spcl; Save: None; PH226.
- **Animate Object** (Cre, Sum) R: 30 yd; C: V,S; D: 1 rd/lvl; CT: 9; AoE: 1 cu ft/lvl; Save: None; PH226.
- **Anti-Animal Shell** (A, Pr) R: 0; C: V,S,M; D: 1 tn/lvl; CT: 1 rd; AoE: 20'-diam hemisphere; Save: None; PH226.
- **Blade Barrier** (Cre, Guard) R: 30 yd; C: V,S; D: 3 rd/lvl; CT: 9; AoE: Spcl; Save: Spcl; PH227.
- **Conjure Animals** (Sum) R: 30 yd; C: V,S; D: 2 rd/lvl; CT: 9; AoE: Spcl; Save: None; PH227.
- **Conjure Fire Elemental** (Ele-Fire) R: 80 yd; C: V,S; D: 1 tn/lvl; CT: 6 rd; AoE: Spcl; Save: None; PH227.
- **Dismiss Fire Elemental**
- **Crushing Walls** (Wards) R: Touch; C: V,S,M; D: Perm until activated; CT: 1 tn; AoE: Spcl; Save: None; TM98.
- **Disbelief** (Th) R: 0; C: V,S; D: 1 rd/lvl; CT: 5; AoE: Spcl; Save: Spcl; TM99.
- **Dragonbane** (Wards) R: 10 yd/lvl; C: V,S,M; D: 1d4 rd+1 rd/2 lvl; CT: 1 rd; AoE: 5' cube/lvl; Save: Neg; TM99.
- **Find the Path** (D) R: Touch; C: V,S,M; D: 1 tn/lvl; CT: 3 rd; AoE: Creature touched; Save: None; PH227.
- **Lose the Path**
- **Fire Seeds** (Ele-Fire) R: Touch; C: V,S,M; D: Spcl; CT: 1 rd/seed; AoE: Spcl; Save: ½; PH227.
- **Forbiddance** (Pr) R: 30 yd; C: V,S,M; D: Perm; CT: 6 rd; AoE: 60' cube/lvl; Save: Spcl; PH228.
- **Gravity Variation** (War) R: 10 yd/lvl; C: V,S,M; D: 1 tn/3 lvl; CT: 2 tn; AoE: 120x120 yd sq; Save: None; TM100.
- **The Great Circle*** (Sun) R: 0; C: V,S; D: 1 rd; CT: 6 tn; AoE: Spcl; Save: Spcl; TM100.
- **The Black Circle*** Save: ½.
- **Group Mind** (Th) R: 0; C: V,S; D: 1 tn+1 rd/lvl; CT: 1 rd; AoE: 30 yd diam; Save: None; TM101.
- **Heal** (H) R: Touch; C: V,S; D: Perm; CT: 1 rd; AoE: Creature touched; Save: None; PH228.
- **Harm**
- **Heroes' Feast** (Cre) R: 10 yd; C: V,S,M; D: 1 hr; CT: 1 tn; AoE: 1 creature/lvl; Save: None; PH228.
- **Land of Stability** (Wards) R: 10 yd/lvl; C: V,S,M; D: 1 day/lvl; CT: 6; AoE: 10' cube/lvl; Save: None; TM101.
- **Legal Thoughts** (Law) R: 10 yd; C: V,S; D: Perm; CT: 1 tn; AoE: 1 creature; Save: Neg; TM101.
- **Liveoak** (Pl) R: Touch; C: V,S,M; D: 1 day/lvl; CT: 1 tn; AoE: 1 oak; Save: None; PH228.
- **Monster Mount** (Tra) R: 30 yd; C: V,S; D: 1 hr/lvl; CT: 6; AoE: 20' radius; Save: Neg; TM102.
- **Part Water** (Ele-Water) R: 20 yd/lvl; C: V,S,M; D: 1 tn/lvl; CT: 1 tn; AoE: Spcl; Save: None; PH229.
- **Physical Mirror** (Num) R: 30 yd; C: V,S,M; D: 1d4+8 rd; CT: 6; AoE: Spcl; Save: None; TM102.
- **Reverse Time** (Time) R: 30 yd; C: V,S,M; D: 1d4 rd; CT: 6; AoE: 1 creature; Save: Neg; TM103.
- **Seclusion** (Num) R: Touch; C: V,S,M; D: 3d12 rd+4 rd/lvl; CT: 6; AoE: 1 creature; Save: Neg; TM103.
- **Skip Day** (Time) R: 0; C: V,S; D: Instant; CT: 1 rd; AoE: 10' radius; Save: Neg; TM104.
- **Sol's Searing Orb** (Sun) R: 30 yd; C: V,S,M; D: Instant; CT: 6; AoE: 1 gem; Save: Spcl; TM104.
- **Speak with Monsters** (D) R: 30 yd; C: V,S; D: 2 rd/lvl; CT: 9; AoE: Caster; Save: None; PH229.
- **Spiritual Wrath*** (C) R: 300 yd; C: V,S; D: Instant; CT: 1 tn; AoE: Spcl; Save: ½; TM105.
- **Stone Tell** (D, Ele-Earth) R: Touch; C: V,S,M; D: 1 tn; CT: 1 tn; AoE: 1 cu yd; Save: None; PH229.
- **Transmute Water to Dust** (Ele-Earth/Water) R: 60 yd; C: V,S,M; D: Perm; CT: 8; AoE: 1 cu yd/lvl; Save: Spcl; PH229.
- **Transmute Dust to Water**
- **Transport Via Plants** (Pl) R: Touch; C: V,S; D: Spcl; CT: 4; AoE: Spcl; Save: None; PH229.
- **Turn Wood** (Pl) R: 0; C: V,S; D: 1 rd/lvl; CT: 9; AoE: 120' wide path, 20' long/lvl; Save: None; PH229.
- **Wall of Thorns** (Cre, Pl) R: 80 yd; C: V,S; D: 1 tn/lvl; CT: 9; AoE: 10' cube/lvl; Save: None; PH230.
- **Weather Summoning** (Wea) R: 0; C: V,S; D: Spcl; CT: 1 tn;

AoE: Spcl; Save: None; PH230.

□□□□ **Word of Recall** (Sum) R: 0; C: V; D: Spcl; CT: 1; AoE: Spcl; Save: None; PH230.

7th Level

- **Age Dragon** (Time) R: 30 yd; C: V,S,M; D: 1 rd/lvl; CT: 1 rd; AoE: 1 creature; Save: Neg; TM105.
- **Animate Rock** (Ele-Earth) R: 40 yd; C: V,S,M; D: 1 rd/lvl; CT: 1 rd; AoE: 2 cu ft/lvl; Save: None; PH230.
- **Astral Spell** (Ast) R: Touch; C: V,S; D: Spcl; CT: ½ hr; AoE: Spcl; Save: None; PH231.
- **Breath of Life** (Nec) R: 0; C: V,S,M; D: 1 hr/lvl; CT: 1 tn; AoE: Spcl; Save: None; TM105.
- **Breath of Death**
- **Changestaff** (Cre, Pl) R: Touch; C: V,S,M; D: Spcl; CT: 4; AoE: Caster's staff; Save: None; PH231.
- **Chariot of Sustarre** (Cre, Ele-Fire) R: 10 yd; C: V,S,M; D: 12 hr; CT: 1 tn; AoE: Spcl; Save: None; PH231.
- **Confusion** (Ch) R: 80 yd; C: V,S,M; D: 1 rd/lvl; CT: 1 rd; AoE: 1d4 creatures in 40x40 ft sq; Save: Spcl; PH231.
- **Conjure Earth Elemental** (Ele-Earth, Sum) R: 40 yd; C: V,S; D: 1 tn/lvl; CT: 1 tn; AoE: Spcl; Save: None; PH232.
- **Dismiss Earth Elemental**
- **Control Weather** (Wea) R: 0; C: V,S,M; D: 4d12 hr; CT: 1 tn; AoE: 4d4 sq mi; Save: None; PH232.
- **Creeping Doom** (A, Sum) R: 0; C: V,S; D: 4 rd/lvl; CT: 1 rd; AoE: Spcl; Save: None; PH232.
- **Divine Inspiration** (D, Th) R: 0; C: V,S,M; D: Instant; CT: 5; AoE: Caster; Save: None; TM106.
- **Earthquake** (Ele-Earth) R: 120 yd; C: V,S,M; D: 1 rd; CT: 1 tn; AoE: 5' diam/lvl; Save: None; PH233.
- **Exaction** (Ch, Sum) R: 10 yd; C: V,S,M; D: Spcl; CT: 1 rd; AoE: 1 creature; Save: None; PH233.
- **Fire Storm** (Ele-Fire) R: 160 yd; C: V,S; D: 1 rd; CT: 1 rd; AoE: 20' cube/lvl, 16 (min) 10' cubes; Save: ½; PH234.
- **Fire Quench**
- **Gate** (Sum) R: 30 yd; C: V,S; D: Spcl; CT: 5; AoE: Spcl; Save: None; PH234.
- **Holy Word** (C) R: 0; C: V; D: Spcl; CT: 1; AoE: 30' radius; Save: None; PH234.
- **Unholy Word**
- **Hovering Road** (Tra) R: 0; C: V,S,M; D: 1 tn/lvl; CT: 1 rd; AoE: Spcl; Save: None; TM106.
- **Illusory Fortification** (War) R: 240 yd; C: V,S,M; D: Spcl; CT: 10 tn; AoE: Spcl; Save: None; TM107.
- **Mind Tracker** (D) R: Spcl; C: V,S,M; D: Spcl; CT: 1 tn; AoE: 1 creature; Save: Spec; TM107.
- **Regenerate** (Nec) R: Touch; C: V,S,M; D: Perm; CT: 3 rd; AoE: Creature touched; Save: None; PH234.
- **Wither**
- **Reincarnate** (Nec) R: Touch; C: V,S; D: Perm; CT: 1 tn; AoE: Creature touched; Save: None; PH234.
- **Restoration** (Nec) R: Touch; C: V,S; D: Perm; CT: 3 rd; AoE: Creature touched; Save: None; PH235.
- **Energy Drain**
- **Resurrection** (Nec) R: Touch; C: V,S,M; D: Perm; CT: 1 tn; AoE: Creature touched; Save: None; PH235.
- **Destruction** Save: Spcl.
- **Shadow Engines** (War) R: 240 yd; C: V,S,M; D: 8 tn; CT: 3 tn; AoE: 180x180 yd sq; Save: None; TM108.
- **Spacewarp** (Num) R: 50 yd; C: V,S,M; D: 1 rd/lvl; CT: 7; AoE: 50'-diam; Save: None; TM109.
- **Spirit of Power*** (Sum) R: 0; C: V,S,M; D: 1 hr; CT: 3 tn; AoE: Casters; Save: None; TM109.
- **Succor** (Sum) R: Touch; C: V,S,M; D: Spcl; CT: 1 day; AoE: Spcl; Save: None; PH235.
- **Call**
- **Sunray** (Sun) R: 10 yd/lvl; C: V,S,M; D: 1d4+1 rd; CT: 4; AoE: 5' radius+spcl; Save: Spcl; PH235.
- **Symbol** (Guard) R: Touch; C: V,S,M; D: 1 tn/lvl; CT: 3; AoE: Spcl; Save: Neg; PH236.
- **Tentacle Walls** (Wards) R: Touch; C: V,S,M; D: Spcl; CT: 1 rd; AoE: 50' cube; Save: None; TM110.
- **Timelessness** (Num) R: Touch; C: V,S,M; D: 1 day/lvl; CT: 7; AoE: 1 creature; Save: Neg; TM110.
- **Transmute Metal to Wood** (Ele-Earth) R: 80 yd; C: V,S,M; D: Perm; CT: 1 rd; AoE: 1 object; Save: Spcl; PH236.
- **Uncontrolled Weather** (Chaos) R: 0; C: V,S; D: 1 tn/lvl; CT: 1 tn; AoE: 4d4 sq mi; Save: None; TM111.
- **Wind Walk** (Ele-Air) R: Touch; C: V,S,M; D: 1 hr/lvl; CT: 1 rd; AoE: Spcl; Save: None; PH236.

Experience Points; Weapon/Nonweapon Prof.: Weapon/Nonweapon Proficiencies. * See the section on hierophant druids in the *Player's Handbook*, page 37.

Level	Cleric XP	Cleric XP	Druid XP	Spells per Day Cleric/Druid	Weapon Prof.	Nonweapon Prof.	Hit Dice (d8)
1	0	0	0	1	2	4	1
2	1,500	2,000	2,000	2	2	4	2
3	3,000	4,000	4,000	21	2	5	3
4	6,000	7,500	7,500	32	3	5	4
5	13,000	12,500	12,500	331	3	5	5
6	27,500	20,000	20,000	332	3	6	6
7	55,000	35,000	35,000	3321	3	6	7
8	110,000	60,000	60,000	3332	4	6	8
9	225,000	90,000	90,000	44321	4	7	9
10	450,000	125,000	125,000	44332	4	7	9+2
11	675,000	200,000	200,000	544321	4	7	9+4
12	900,000	300,000	300,000	655322	5	8	9+6
13	1,125,000	750,000	750,000	666422	5	8	9+8
14	1,350,000	1,500,000	1,500,000	6665321	5	8	9+10
15	1,575,000	3,000,000	3,000,000	6666421	5	9	9+12
16	1,800,000	3,500,000	3,500,000	7776431	6	9	9+14
17	2,025,000	500,000*	500,000*	7777532	6	9	9+16
18	2,250,000	1,000,000	1,000,000	8888642	6	10	9+18
19	2,475,000	1,500,000	1,500,000	9988642	6	10	9+20
20	2,700,000	2,000,000	2,000,000	9998752	7	10	9+22

Cleric and Druid Abilities by Level

Priest's THAC0 and Saving-Throw Table

Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
THAC0	20	20	20	18	18	18	16	16	16	14	14	14	12	12	12	10	10	10	10	8
Poison, Paralyzation, Death Magic	10	10	10	9	9	9	7	7	7	6	6	6	5	5	5	4	4	4	4	2
Rod, Staff, Wand	14	14	14	13	13	13	11	11	11	10	10	10	9	9	9	8	8	8	8	6
Petrification, Polymorph*	13	13	13	12	12	12	10	10	10	9	9	9	8	8	8	7	7	7	7	5
Breath Weapon**	16	16	16	15	15	15	13	13	13	12	12	12	11	11	11	10	10	10	10	8
Spell***	15	15	15	14	14	14	12	12	12	11	11	11	10	10	10	9	9	9	9	7

* Excluding *polymorph wand* attacks.

** Excluding those that cause petrification or polymorph.

*** Excluding those for which another saving-throw type is specified, such as death, petrification, polymorph, etc.

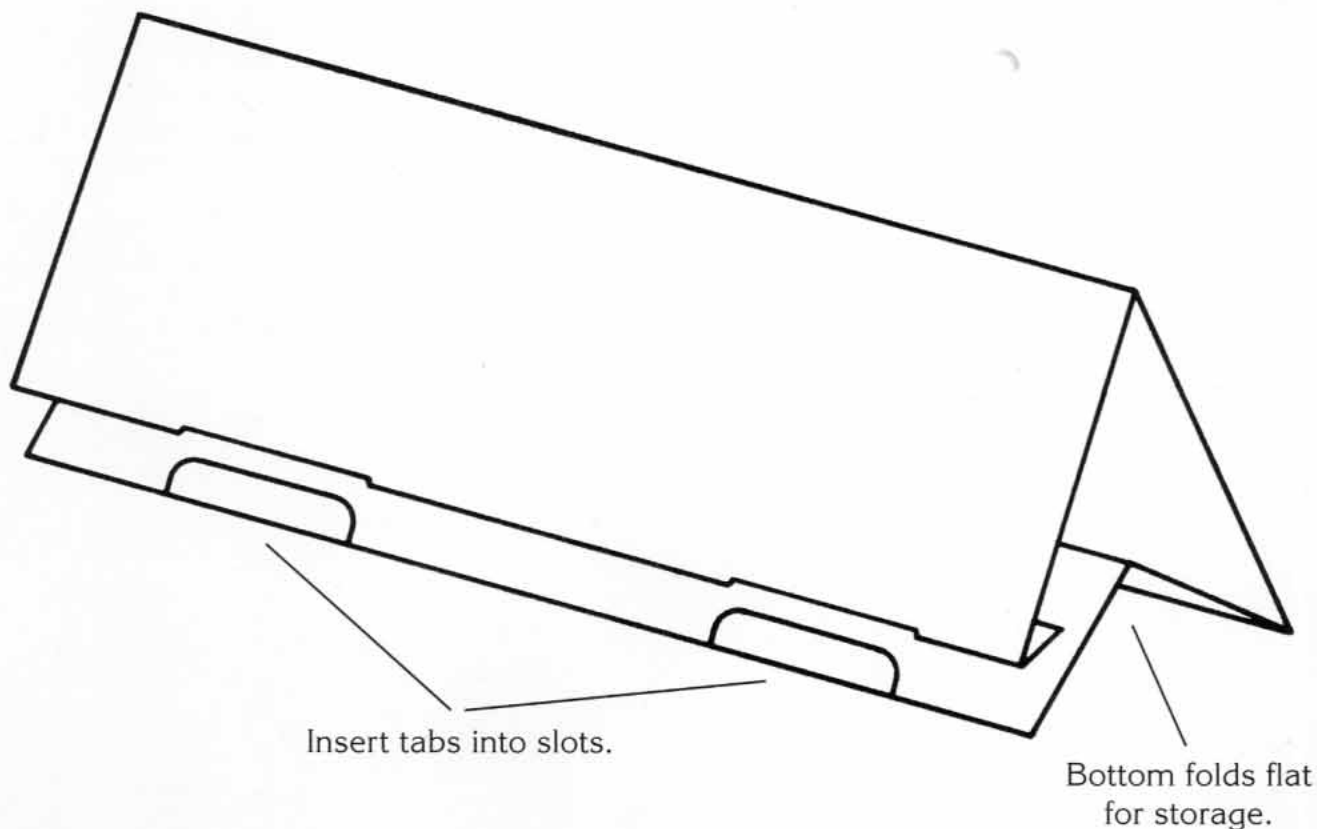
How to Use the Priest's Screen

This *Priest's Screen* provides convenient access to tables and lists from the ADVANCED DUNGEONS & DRAGONS® game *Player's Handbook*, *Tome of Magic*, and *Complete Priest's Handbook*.

The *Priest's Screen* package contains a screen that provides attack numbers (THAC0s) and saving throws for priest characters in one large-print, combined table. The other side of the screen provides an experience table showing the abilities and powers gained with increasing levels. The screen is assembled by inserting the tabs into the slots as shown in the diagram below. The screen can then fold flat by collapsing the bottom panel for transport to and from your AD&D® game.

Also included are four sheets of reference tables and lists, including a complete list of all priest's spells in the *Player's Handbook* and *Tome of Magic*. Permission is given to photocopy these sheets for personal use only.

Assembly and Storage Diagram



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2nd Edition

Official Game Accessory

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By David "Zeb" Cook

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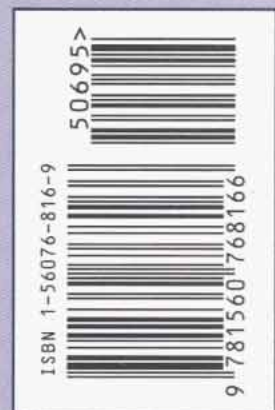


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