

# CHAPTER 7: NEW SPELLS

In the ancient world spells and other magical phenomena weren't considered supernatural, but rather part of the natural order. The ancients cast spells or invoked magical charms on a routine basis. The gods walked among the people and appeared during religious rituals. The spells, omens, and curses of *Testament* are not necessarily

recommended for use in other d20 settings. Some (like *skill craftsmanship*) are easily adaptable, but others (like *curse unto generations*) are less applicable in a campaign where the gods don't take as personal an interest in the affairs of mortals, or in which the bonds of family, tribe, and nation are unimportant.

## - NEW SPELLS -

In addition to the spells of the *Player's Handbook*, the following new spells are available to spellcasters in the *Testament* setting. Some are restricted to spellcasters of a particular religion: (B) Babylonian, (C) Canaanite, (E) Egyptian, (I) Israelite. Others are only appropriate to certain gods within a pantheon (e.g., *might of the gods* for war deities).

### BLACKGUARD SPELLS

#### 4TH-LEVEL

**Protection From Holy.** Grants protection from the effects of holy weapons and spells.

### CLERIC SPELLS

#### 1ST-LEVEL

**Challenge of the Lord (I).** Sanctifies a challenge between a worshiper and an enemy. If the worshiper wins an honorable victory, he gains a boon.

**Community Protection:** Protects community from drought, demons and devils, pestilence, plague, vermin, or war.

**Inflict Pain.** Touch attack, 1d8+1/level subdual damage.

**Skilled Craftsmanship.** Grants bonus to worshiper's Craft skill for a year.

#### 2ND-LEVEL

**Allure.** Increases target's Charisma.

**Ba Guardian (E).** Summons a bird that automatically intercepts blows.

**Sense Temptation.** Caster senses whether anyone within 60 ft. is giving in to temptation.

#### 3RD-LEVEL

**Bestow Curse.** Causes a debilitating condition to affect the subject.

**Everflow (I).** Multiplies an existing quantity of a liquid one hundred fold.

**Hawk of the Sun (E).** Summons a glowing celestial hawk that provides illumination and that fights undead.

**Light in the Shadows.** A light appears around anyone attempting to Hide or Move Silently.

**Portent (B, C, E).** Receive an omen from the gods about a future event.

**Shield of the Lord (I).** Creates a divine shield for the caster.

**Suffer For Your Sins (I).** Inflicts damage on a creature based on its negative Piety.

**Water Into Wine.** Transforms water into another beverage.

#### 4TH-LEVEL

**Bestow Affliction.** Inflicts a non-contagious disability on the target.

**Greatness of Tribe.** Shares the ability bonuses of members of the immediate family.

**Hand of Time.** Accelerates all magical effects in the area of effect.

**Increase Fertility.** Improves chances of a pregnancy.

**Light Before Thee, Darkness Behind.** Creates a zone of *light* and *darkness* around an object.

**Remove Affliction.** Cures conditions such as paranoia, lameness, and impotence.

**Wall of Light.** Erects a wall that causes anyone who passes through it to glow.

**Witchbreaker (I).** Inflicts damage on arcane spellcasters.

**Zone of Peace.** Creates a zone where a truce is enforced.

#### 5TH-LEVEL

**Contingent Curse.** The next time the subject commits a sin, he receives an appropriate affliction.

**Demand from Stone (I).** The ground becomes a guardian and provider.

**Malaise.** Causes generalized ill health for one or more creatures.

**Mark of Impiety.** Places a curse on sinners that allows people to do extra damage to them.

**Mass Contagion.** As per *contagion*, but with multiple targets.

**Untiring.** The target does not need to make Endurance checks, and isn't encumbered by weight.

**Wall of Thunder.** Erects a wall that electrocutes and deafens anyone who passes through it.

**Wisdom of the Snake (E).** A magical snake appears to aid the faithful.

#### 6TH-LEVEL

**Bestow Major Curse.** Causes a greatly debilitating condition to affect the subject.

**Exile (B, C, E).** Causes damage to the wicked in their homeland.

**Fertile Womb.** Eliminates barren condition.

**Lightning Contingency.** Absorbs a lightning bolt and transforms it into any 1st-3rd-level spell effect.

**Mass Blindness/Deafness.** As per *blindness/deafness*, but with multiple targets.

**Remove Exile (B, C, E).** Removes the effects of an *exile* spell from one who has been cast out of his homeland.

**See the Hidden.** Clearly see creatures (e.g., angels, demons, and devils) in the Hidden world.

**Staff Succor.** Temporarily adds 10 charges to any enchanted staff.

**Touch of the Goddess (B, C, E).** Subject receives many healing benefits, including immunity to natural and magical disease.

#### 7TH-LEVEL

**Divine Path.** Summons a divine manifestation to chart a course.

**Doorway to the Underworld (B, C, E).** Creates a portal into the world of the afterlife.

**Hasten Birth.** Brings any pregnancy to term.

**Mass Curse.** As per *bestow curse*, but with multiple targets.

**Mass Inflict Serious Wounds.** As per *inflict serious wounds*, but with multiple targets.

**Might of the Gods.** Augments the Strength, Constitution, or Dexterity of nearby fighters.

**Speak with the Hidden.** Enables a person to communicate with beings that are Hidden from the world.

#### 8TH-LEVEL

**Curse Unto Generations.** Curses a man's brothers and sons or a woman's sisters and daughters for four generations.

**God Form (B, C).** Channel a god's power through caster's body.

**Mass Affliction.** As per *bestow affliction*, except on multiple targets.  
**Sign of God.** Reveals a god's presence on the battlefield.

### 9TH-LEVEL

**Angel in Harm's Way (I).** A guardian angel replaces the cleric, while the cleric remains in an untouchable sanctuary.

**Globe against the Arcane.** Creates an antimagic shell that negates arcane spells.

**Rain of Blood.** An unholy rain blights land, poisons water, and lowers morale.

**Rejuvenation (B or C).** Restores subject to his physical prime.

## PALADIN SPELLS

### 1ST-LEVEL

**Fellowship of Wounds.** Blesses wounded allies of the paladin.

### 2ND-LEVEL

**Dying Curse.** Curses whoever kills the paladin.

### 3RD-LEVEL

**Paladin's Chariot.** Summons a special chariot.

### 4TH-LEVEL

**Greatness of Tribe.** Shares the ability bonuses of members of the immediate family.

**Protection from Unholy.** Grants protection from the effects of unholy weapons and spells.

**Remove Affliction.** Cures conditions such as paranoia, lameness, and impotence.

**Untiring.** The target does not need to make Endurance checks, and isn't encumbered by weight.

## PSALMIST SPELLS

### 1ST-LEVEL

**Battlefield Oratory (I).** Gives troops an inspired speech to boost their morale before battle.

**Walking Song (I).** Improves a group's walking speed over difficult terrain.

### 2ND LEVEL

**Allure.** Increases target's Charisma.

**Rowing Song (I).** Improves the party's rowing speed.

**Song of Contemplation (I).** Forces two people to stop fighting each other.

### 3RD LEVEL

**Bestow Curse.** Causes a debilitating condition to affect the subject.

**Exhilarating Performance (I).** Grants bonuses to other's Perform rolls.

**Tale of Heroes (I).** Adds combat bonuses to caster's party.

### 4TH LEVEL

**Injunction (I).** Casts an inverse *sanctuary* on someone.

**Song of Perseverance (I).** Improves ability to resist pain.

**Wall of Song (I).** Creates a barrier of song that must be countered with a song to be traversed.

### 5TH LEVEL

**Compel Song (I).** Forces someone to sing a song that allows him to be influenced by caster.

**Inspire True Love.** Causes the subject's true love to come to him.

**Mass Contagion.** As per *contagion*, but with multiple targets.

**Song of Penitence (I).** Removes sin or the mark of a *song of shame* from someone who's willing to make the appropriate sacrifices.

**Understand All Speech.** Makes comprehensible the speech of all living things, whether or not they are intelligent.



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### 6TH LEVEL

**Bestow Major Curse.** Causes a greatly debilitating condition to affect the subject.

**Song of Shame (I).** Marks someone for ridicule throughout the world.

**Song of the Wind (I).** Call forth a wind that blows away the sinful.

## QUESHOT SPELLS

### 1ST-LEVEL

**Allure.** Increases target's Charisma.

**Passion Play (C).** Shared healing with a kiss.

### 2ND-LEVEL

**Increase Fertility.** Improves chances of a pregnancy.

**Token of Romance (C).** Inclines the target favorably toward the caster's advances.

**Water Into Wine.** Transforms water into another beverage.

### 3RD-LEVEL

**Bestow Curse.** Causes a debilitating condition to affect the subject.

**Coming Of Age (C).** Bestows a permanent ability score increase as part of a one-time religious ritual.

**Cramps (C).** Causes pain throughout the victim's body.

### 4TH-LEVEL

**Bestow Affliction.** Inflicts a non-contagious disability on the target.

**Curtain of Charm (C).** Enchants a curtain so that anyone who passes through it is susceptible to *charm* effects.

**Greatness of Tribe.** Shares the ability bonuses of members of the immediate family.

**Remove Affliction.** Cures conditions like paranoia, lameness, and impotence.

**Untiring.** The target does not need to make Endurance checks, and isn't encumbered by weight.

### 5TH-LEVEL

**Fertile Womb.** Eliminates barren condition.

**Inspire True Love.** Causes the subject's true love to come to him.

**Shatter True Love (C).** Causes the subject's true love to hate him.

### 6TH-LEVEL

**Bestow Major Curse.** Causes a greatly debilitating condition to affect the subject.

**Dance of Nakedness (C).** Strips a target of all armor, magical augmentations and protections.

**Hasten Birth.** Brings any pregnancy to term.

**Kiss of Death (C).** Kills the victim at an appointed time.

**Touch of the Goddess (B, C, E).** Subject receives many healing benefits, including immunity to natural and magical disease.

**Treacherous Phantasm.** Lures the victim into danger by way of a phantasmal companion.

## SORCERER AND WIZARD SPELLS

### 1ST-LEVEL

**Create Bricks.** Creates materials for building.

**Inflict Pain.** Touch attack, 1d8+1/level subdual damage.

**Manipulate True Name.** Plays with the emotions of someone whose True Name is known to the caster.

### 2ND-LEVEL

**Allure.** Increases target's Charisma.

**Harm True Name.** Hurts someone whose True Name is known to the caster.

**Infant's Augury.** Reveals a child's future.

**Stumble.** Causes an opponent to fall when he attempts a movement action.

### 3RD-LEVEL

**Capture Starlight.** Unleashes a trail of burning stars.

**Light in the Shadows.** A light appears around anyone attempting to Hide or Move Silently.

**Window.** Creates an opening in solid matter through which the caster can see, cast spells, and fire missiles.

### 4TH-LEVEL

**Bestow Curse.** Causes a debilitating condition to affect the subject.

**Light Before Thee, Darkness Behind.** Creates a zone of *light* and *darkness* around an object.

**Slay True Name.** Kills someone whose True Name is known to the caster.

**Wall of Light.** Erects a wall that causes anyone who passes through it to glow.

### 5TH-LEVEL

**Compel True Name.** Forces a humanoid creature to speak a name that gives the caster power over it.

**Invisible Window.** As per *window*, but visible only on one side.

**Shackle.** Places a magic shackle on target's wrist or ankle.

**Understand All Speech.** Makes comprehensible the speech of all living things, whether or not they are intelligent.

### 6TH-LEVEL

**Game of Dooms.** Engages two people in a competition with a curse as the price for the loser.

**Lightning Pyre.** Creates a burning electrical field that allows the caster to tap into it for a variety of effects.

**Mass Contagion.** As per *contagion*, but with multiple targets.

**Soul Vulture.** Summons an ethereal vulture that eats the victim's essence and delivers it to the caster.

**Swallow Spell.** Allows caster to eat scrolls and then cast the ingested spells.

**Wall of Stars.** Creates an improved *wall of force* that the caster can pass through at will.

### 7TH-LEVEL

**Bestow Major Curse.** Causes a greatly debilitating condition to affect the subject.

**Inspire True Love.** Causes the subject's true love to come to him.

**Power Word: Fear.** Causes large numbers of creatures to flee in panic.

### 8TH-LEVEL

**Mass Curse.** As per *bestow curse*, but with multiple targets.

**Treacherous Phantasm.** Lures the victim into danger by way of a phantasmal companion.

### 9TH-LEVEL

**Curse Unto Generations.** Curses a man's brothers and sons or a woman's sisters and daughters for four generations.

**Celestial Vision.** Allows for several powerful divinations and temporarily increases Wisdom.

**Compel Any True Name.** Forces any creature to speak a name that will give the caster power over it.

# NEW CLERIC DOMAINS

## DESERT DOMAIN

This domain deals with true desert, as well as the arid wilderness bordering the inhabited lands of the *Testament* setting.

**Granted Power:** You gain the Endurance feat.

### DESERT DOMAIN SPELLS

- 1 **Endure Elements.** Subject ignores 5 damage/round from one energy type.
- 2 **Endurance.** Subject gains 1d4+1 Con for 1 hour/level
- 3 **Pass Without Trace.** One subject/level leaves no tracks.
- 4 **Prostration.** Inflicts heat prostration on multiple targets.
- 5 **Untiring.** The target does not need to make Endurance checks, and isn't encumbered by weight.
- 6 **Magnificent Tent.** Door leads to extradimensional tent.
- 7 **Divine Path.** Summons a divine manifestation to chart a course.
- 8 **Soul Vulture.** Summons an ethereal vulture that eats the victim's essence and delivers it to the caster.
- 9 **Treacherous Phantasm.** Lures the victim into danger by way of a phantasmal companion.

## FERTILITY DOMAIN

This domain covers personal and animal fertility and the characteristics of one's offspring, as opposed to the fertility of the fields, which is covered by the Plant domain.

**Granted Power:** You receive +2 to all Fortitude saves involving Endurance, and +1 to all Charisma skill checks made for the purpose of seduction.

### FERTILITY DOMAIN SPELLS

- 1 **Endurance.** Subject gains 1d4+1 Con for 1 hour/level.
- 2 **Increase Fertility.** Improves chances of a pregnancy.
- 3 **Remove Affliction.** Cures conditions such as paranoia, lameness, and impotence.
- 4 **Greatness of Tribe.** Shares the ability bonuses of members of the immediate family.
- 5 **Fertile Womb.** Eliminates barren condition.
- 6 **Touch of the Goddess.** Subject receives many healing benefits, including immunity to natural and magical disease.
- 7 **Hasten Birth.** Brings any pregnancy to term.
- 8 **God Form.** Channel a god's power through caster's body.
- 9 **Rejuvenation.** Restores subject to his physical prime.

## HEAVEN DOMAIN

This domain encompasses the sky, the celestial sphere, and the dwelling places of many gods. This domain is often associated with ruling deities.

**Granted Power:** You receive low-light vision.

### HEAVEN DOMAIN SPELLS

- 1 **Stars Beneath Your Feet.** Surface movement does not touch the ground.
- 2 **Fly.** Subject flies at speed of 90 ft.
- 3 **Capture Starlight.** Unleashes a trail of burning stars.
- 4 **Circle of Stars.** Receives an improved *sanctuary* spell.

- 5 **Wall of Stars.** Creates an improved *wall of force* that the caster can pass through at will.
- 6 **Heaven's Light.** Creates a field of light that can either heal or harm.
- 7 **Reverse Gravity.** Objects and creatures fall upward.
- 8 **Sunbeam.** Beam blinds and deals 3d6 damage.
- 9 **Celestial Vision.** Allows for several powerful divinations and temporarily increases Wisdom.

## PESTILENCE DOMAIN

This is usually the domain of gods of suffering and death. Some fertility gods also have this domain as a complementary sphere of influence.

**Granted Power:** You may use a withering touch once per day. Your withering touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, the victim attempts a Fortitude save vs. a DC equal to 10+ your level. If the victim fails the save, he permanently loses 1 point of Strength, Constitution or Dexterity (victim's choice).

### PESTILENCE DOMAIN SPELLS

- 1 **Ray of Enfeeblement.** Ray reduces Str by 1d6 points +1 point/two levels.
- 2 **Summon Swarm.** Summons swarms of small crawling or flying creatures.
- 3 **Contagion.** Infects subject with chosen disease.
- 4 **Diminish Plants.** Reduces size or blights growth of normal plants.
- 5 **Malaise.** Causes generalized ill health for one or more creatures.
- 6 **Plant Blight.** Stunts growth of vegetation, reduces crop yields.
- 7 **Creeping Doom.** Carpet of insects attacks at your command.
- 8 **Horrid Wilting.** Deals 1d8 damage/level within 30 ft.
- 9 **Plague.** Begins the epidemic spread of contagious disease.

## THUNDER DOMAIN

This is the domain of the gods of violent weather.

**Granted Power:** +1 save and Damage reduction, 5/-- vs. all electrical effects.

### THUNDER DOMAIN SPELLS

- 1 **Shocking Grasp.** Touch delivers 1d8 +1/level electricity damage.
- 2 **Resist Elements.** Subject ignores 12 damage/round from one energy type.
- 3 **Call Lightning.** Directs lightning bolts (1d10/level) during storms.
- 4 **Lightning Bolt.** Deals 1d6 electricity damage/level.
- 5 **Wall of Thunder.** Erects a wall that electrocutes and deafens anyone who passes through it.
- 6 **Lightning Contingency.** Absorbs a lightning bolt and transforms it into any 1st-3rd-level spell effect.
- 7 **Control Weather.** Changes weather in local area.
- 8 **Chain Lightning.** Deals 1d6 electricity damage/level; secondary bolts.
- 9 **Storm of Vengeance.** Storm rains acid, lightning, and hail.