

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.



- CHAPTER 7: SPELLS -

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.