

## 7th LEVEL:

### PLAYERS HANDBOOK:

Prayed	Mana	Spell	Sphere
<input type="checkbox"/>	33	Animate Rock	Elemental
<input type="checkbox"/>	50	Astral Spell	Astral
<input type="checkbox"/>	38	Changestaff	Plant, Creation
<input type="checkbox"/>	40	Chariot of Sustarre	Elemental, Creat.
<input type="checkbox"/>	40	Confusion	Charm
<input type="checkbox"/>	40	Conjure Earth Elemental	Elemental, Summ.
<input type="checkbox"/>	38	Control Weather	Weather
<input type="checkbox"/>	40	Creeping Doom	Animal, Summon.
<input type="checkbox"/>	45	Earthquake	Elemental
<input type="checkbox"/>	50	Exaction	Charm, Summon.
<input type="checkbox"/>	40	Fire Storm	Elemental
<input type="checkbox"/>	55	Gate	Summoning
<input type="checkbox"/>	55	Holy Word	Combat
<input type="checkbox"/>	55	Regenerate	Necromantic
<input type="checkbox"/>	40	Reincarnate	Necromantic
<input type="checkbox"/>	60	Restoration	Necromantic
<input type="checkbox"/>	85	Resurrection	Necromantic
<input type="checkbox"/>	45	Succor	Summoning
<input type="checkbox"/>	38	Sunray	Sun
<input type="checkbox"/>	50	Symbol	Guardian
<input type="checkbox"/>	38	Transmute Metal to Wood	Elemental
<input type="checkbox"/>	45	Wind Walk	Elemental

### TOMEBOOK:

Prayed	Mana	Spell	Sphere
<input type="checkbox"/>	49	Age Dragon	Time
<input type="checkbox"/>	55	Breath of Life	Necromantic
<input type="checkbox"/>	45	Divine Inspiration	Thought, Divin.
<input type="checkbox"/>	40	Hovering Road	Travel
<input type="checkbox"/>	40	Illusionary Fortifications	War
<input type="checkbox"/>	47	Mindkiller	Divination
<input type="checkbox"/>	45	Shadow Engines	War
<input type="checkbox"/>	52	Spacewarp	Numbers
<input type="checkbox"/>	85	Spirit of Power	Summoning
<input type="checkbox"/>	50	Tentacle Walls	Wards
<input type="checkbox"/>	58	Timelessness	Numbers
<input type="checkbox"/>	60	Uncontrolled Weather	Chaos

## QUEST SPELLS:

### TOMEBOOK:

Prayed	Mana	Spell	Sphere
<input type="checkbox"/>	75	Abundance	Creation, Plant
<input type="checkbox"/>	75	Animal Horde	Animal, Summoning
<input type="checkbox"/>	75	Circle of Sunmotes	Sun
<input type="checkbox"/>	75	Conformance	Law
<input type="checkbox"/>	75	Elemental Swarm	Elemental, Summoning
<input type="checkbox"/>	75	Etherwalk	Astral, Travelers
<input type="checkbox"/>	75	Fear Contagion	Charm,, War
<input type="checkbox"/>	75	Health Blessing	Healing, Blessing, Nec.
<input type="checkbox"/>	75	Highway	Travelers
<input type="checkbox"/>	75	Imago Interrogation	Astral, Divin., Time
<input type="checkbox"/>	75	Implosion/Inversion	Numbers, Combat
<input type="checkbox"/>	75	Interdiction	Chaos, Law, Wards
<input type="checkbox"/>	75	Mindnet	Thought
<input type="checkbox"/>	75	Planar Quest	Astral
<input type="checkbox"/>	75	Preservation	Ward
<input type="checkbox"/>	75	Revelation	Divination
<input type="checkbox"/>	75	Reversion	Time
<input type="checkbox"/>	75	Robe of Healing	Healing
<input type="checkbox"/>	75	Siege Wall	Creation, Guardian
<input type="checkbox"/>	75	Shooting Stars	Combat, Sun, Weather
<input type="checkbox"/>	75	Sphere of Security	Protection
<input type="checkbox"/>	75	Spiral of Degeneration	Chaos, Thought
<input type="checkbox"/>	75	Stalker	Creation, Guard, Plant
<input type="checkbox"/>	75	Storm of Vengeance	Element, War, Weather
<input type="checkbox"/>	75	Transformation	Numbers
<input type="checkbox"/>	75	Undead Plague	Necromantic
<input type="checkbox"/>	75	Warband Quest	Charm, War
<input type="checkbox"/>	75	Ward Matrix	Ward
<input type="checkbox"/>	75	Wolf Spirits	Animal, Guardian, Summ

### QUEST SPELLS:

Priests and clerics are the servants of Powers--immortal entities with abilities far beyond those of mere mortals. Yet these servants do not wield magical forces equal to those of wizards; priests have nothing to compare with the wish spell, for example. Circumstances will arise when a priest should be able to call upon the magical energies controlled by his Power to achieve something extraordinary in serving a sacred duty. Quest spells are designed to satisfy these extremes and allow the priest to wield high-powered magic without drastically altering the scope of his magic.

Quest spells are a category of powerful spells without an assigned level. They should not be confused with the 5th-level spell quest, which is a specific single spell.

While quest spells are powerful, they are not as powerful as the energies used by Powers. If a god chose to flatten a mountain or raise an island, he could probably do so. Priests cannot achieve such huge effects; they are still mortal beings. But quest spells do provide a priest with magic more powerful than any other priestly magic; a quest spell could easily mean the difference between success or failure in a mission. Quest spells are capable of affecting large areas or numbers of creatures and allow the shaping of great energies; they are often difficult or impossible to resist or dispel.

Quest spells are not part of a priest's normal repertoire. These spells are granted powers, bestowed directly by one's deity to achieve special goals.

**How Is the Quest Spell Granted** A priest must undergo specific preparations to receive a quest spell. Isolated prayer and meditation for 24 hours are required (double this if he has Wisdom of only 17 or is below 12th level). If this period is interrupted, the priest must begin anew. Following this period, the priest needs one hour to establish and maintain a direct mental link with his deity and receive the spell into his mind. During this communion, the priest is in a state of exultation and is oblivious to the outside world. He cannot be roused from this reverie. The DM may rule that specific ceremonies be carried out by the priest during the time of meditation and the time of the granting of the spell. These ceremonies should be determined in accordance with the nature of the religion. The priest may be required to be in a major church or temple for the ceremony. The presence of junior priests and acolytes, perhaps united in mass prayer, may also be needed. However, these are only suggestions and should not be rigidly enforced--a god of travelers would not require a quest spell to be granted in a temple, for example.

**Introducing the Quest Spell.** Bringing a quest spell into a campaign should be a major event. It should create a powerful atmosphere that includes elements of pageantry, solemnity, and ceremony to make the event come alive in the game. Such considerations of staging and flavor are left to DM discretion and the demands of the campaign.

**The Cost of Quest Spells.** Quest spells are not granted without a price. A priest receiving a quest spell is unable to memorize spells of the highest level which he is allowed. He loses any memorized spells of that level (e.g., a 13th-level cleric is unable to use 6th-level spells).

Once a cleric has been granted a quest spell, he does not gain the ability to automatically cast it again. Each time a priest wishes to use a quest spell, he must repeat the described procedures.