

## Spell Point System for D&D 3.5Ed

**A) Introduction :** Under the standard 3.5 Edition rules wizards, priests, bards, rangers or paladins have a very rigid system for casting spells. This system allows a proportionally larger amount of low level spells than high level spells. But what if a first level spell is all that is required, and the caster has run out? Why waste a third level spell? This system allows the caster to choose which spells he wishes to cast just before casting them. It is aimed at removing the limits on level based casting, allowing a larger number of low level spells, or a small number of higher level spells, to be cast. This flexibility is also modified by the casters natural talent. This system uses the theory that the caster is limited by the amount of magical energy he can wield, not by the amount of information he can remember, as the Players Hand Book suggests.



**B) Calculating Spell Points :** Spell points are calculated based on the base number of points by class and level, plus the modifier for the characters primary attribute, plus the modifier for race. The former spell point multiplier has been done away with.

**B-1) Base Spell Points :** The base spell points are calculated from the tables given in the 3½<sup>rd</sup> Edition Players Hand Book for each class (3-4, 3-6, 3-8, 3-12, 3-13 and 3-18). They are calculated on a one point per level basis, ie a 3<sup>rd</sup> level spell grants 3 points. Sorcerers have not been included as they do not appear in Hurssia.

Class	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>	10 <sup>th</sup>
Adept	1	1	2	2	4	4	5	5	8	8
Bard	---	0	1	2	5	7	7	12	15	15
Cleric / Spec W.	2	3	7	10	16	21	30	37	49	58
Druid / Wizard	1	2	4	7	10	15	20	27	34	43
Paladin / Ranger	---	---	---	0	0	1	1	1	1	3

Class	11 <sup>th</sup>	12 <sup>th</sup>	13 <sup>th</sup>	14 <sup>th</sup>	15 <sup>th</sup>	16 <sup>th</sup>	17 <sup>th</sup>	18 <sup>th</sup>	19 <sup>th</sup>	20 <sup>th</sup>
Adept	13	13	17	17	24	24	29	29	38	38
Bard	22	26	26	36	41	43	57	67	78	84
Cleric	74	85	105	118	139	157	185	202	223	240
Druid	53	64	77	90	103	121	140	157	178	195
Paladin / Ranger	3	6	6	7	11	13	16	17	26	30
Spec. Wizard	73	84	102	115	136	151	175	192	208	225
Wizard	52	63	74	87	100	115	130	147	163	180

**B-2) Bonus Magic Points for High and Low Attributes :** Instead of the original spell multiplier, a new system has been instituted based on table 1-1 of the PHB. This gives bonuses dependant on class and primary attribute. For divine casters the primary attribute is wisdom. For arcane casters it is intelligence. Bards and dragons calculate their bonus magic points charisma. To this system has been added modifiers for very low attributes. Casters with primary scores below nine can now cast spells, but they lose out on spell points.

Class	Caster Level									
Adept	1-3	4-7	8-11	12-15	16+	---	---	---	---	---
Bard	2-3	4-6	7-9	10-12	13-15	16+	---	---	---	---
Cleric, Druid, Wizard, Spec. Paladin / Ranger	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17+	---
<i>I</i>	-4	-12	-24	-36	-51	-69	-90	-106	-124	---
2-3	-3	-9	-15	-23	-33	-45	-52	-60	-69	---
4-5	-2	-6	-9	-13	-18	-24	-24	-24	-24	---
6-7	-1	-3	-6	-10	-10	-10	-10	-10	-10	---
8-9	-1	-3	-3	-3	-3	-3	-3	-3	-3	---
10-11	0	0	0	0	0	0	0	0	0	---
12-13	1	1	1	1	1	1	1	1	1	---
14-15	1	3	3	3	3	3	3	3	3	---
16-17	1	3	6	6	6	6	6	6	6	---
18-19	1	3	6	10	10	10	10	10	10	---
20-21	2	4	7	11	16	16	16	16	16	---
22-23	2	6	9	13	18	24	24	24	24	---
24-25	2	6	12	16	21	27	34	34	34	---
26-27	2	6	12	20	25	31	38	46	46	---
28-29	3	7	13	21	31	37	44	52	61	---
30-31	3	9	15	23	33	45	52	60	69	---
32-33	3	9	18	26	36	48	62	70	79	---
34-35	3	9	18	30	40	52	66	82	91	---
36-37	4	10	19	31	46	58	72	88	106	---
38-39	4	12	21	33	48	66	80	96	114	---
40-41	4	12	24	36	51	69	90	108	126	---

**B-3) Racial Adjustments for Arcane Casters :** In addition to modifiers for attributes, some races are better than others at casting spells. This also varies between the type of magic being cast. The table below gives modifiers for racial spell casters of the arcane tradition.

	Caster Level										2 <sup>nd</sup> Ed.
	2-3	4-6	7-9	10-12	13-15	16+	---	---	---	---	
Bard	2-3	4-6	7-9	10-12	13-15	16+	---	---	---	---	
Wizard, Spec.	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17+	---	
Human	0	0	0	0	0	0	0	0	0	±.00	
Half-Elf	1	3	3	3	3	3	3	3	3	+.05	
Elf	1	3	6	10	10	10	10	10	10	+.10	
Gnome (Illus.)	1	3	3	3	3	3	3	3	3	-.10	
Gnome (Other)	0	0	0	0	0	0	0	0	0	-.10	
Dwarf	-1	-3	-6	-6	-6	-6	-6	-6	-6	-.15	
Hobbit	-1	-3	-6	-10	-10	-10	-10	-10	-10	-.20	
Half-Dragon	2	4	7	11	16	16	16	16	16	---	
Dragon	2	6	12	20	25	31	38	46	46	+.25	
Half-Orc	-1	-3	-6	-10	-10	-10	-10	-10	-10	-.25	

*Similarities :* Barbarians (Dwarf); Half-Demon (Half-Dragon); Centaurs & Descended (Half-Elf); Lycanthrope as per base race; Demons (Dragons); Goblin & Orc (Half-Orc); Undead Casters (As Base Race); White Elves & half-White Elves (Hobbit); Half-Elf/Orc (Half-Elf); True Elves (Half-Dragon); Brownie (Elf); Half-Ogre (Half-Orc); Wemic (Dwarf).

**B-4) Racial Adjustments for Divine Casters :** The below table gives racial modifiers for divine spell casting.

	Caster Level								
	1-3	4-7	8-11	12-15	16+	---	---	---	---
Adept	1-3	4-7	8-11	12-15	16+	---	---	---	---
Cleric, Druid	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17+
Paladin / Ranger	4-7	8-10	11-13	14+	---	---	---	---	---
Human	0	0	0	0	0	0	0	0	0
Half-Elf	1	1	1	1	1	1	1	1	1
Elf	1	3	6	6	6	6	6	6	6
Dwarf	1	3	3	3	3	3	3	3	3
Hobbit	-1	-3	-3	-3	-3	-3	-3	-3	-3
Half-Dragon	1	3	6	10	10	10	10	10	10
Dragon	2	6	12	16	21	27	34	34	34
Half-Demon	2	4	7	11	16	16	16	16	16
Demon	2	6	12	20	25	31	38	46	46
Half-Orc	-1	-3	-6	-10	-10	-10	-10	-10	-10

*Similarities :* Barbarians (Human); Centaurs (Half-Elf); Descended (Elf); Lycanthrope as per base race; Goblin & Orc (Half-Orc); Undead Casters (As Base Race); White Elves & Half-White Elves (Elf); Half-Elf/Orc (Half-Orc); True Elves (Half-Demon); Brownie (Half-Dragon); Half-Ogre (Half-Orc); Wemic (Human).

**B-5) Specialist Wizards & Clerics :** Although specialist wizards are allowed more spell points than normal wizards they have to abide by certain restrictions. Due to his specialisation, these wizards must reserve one quarter (25%) of their spell points for their specialised school. These points may NOT be used for any other spell. Note, at least one spell point is always reserved. Likewise 25% of a Cleric's magic points may only be spent on Domain Spells.

**B-6) Example :** Below is an example of the above process. Ruddle is a Half-Elf wizard with an Intelligence of 16. He is currently fifth level.

<i>Base Spell Points</i>	=	+10
<i>Primary Attribute Bonus</i>	=	+6
<i>Racial Bonus (Arcane)</i>	=	+3
<i>Total</i>	=	+19mp



**C) Knowing Spells :** A wizard or specialist wizard receives his spells through years of study and research. They also learn new spells from other wizardly characters or from finding or acquiring other wizards' books and notes. When a wizard starts his career he only has a few spells, which his master or tutor has taught him. To learn new spells he must either acquire or research them. The former can be expensive or dangerous, whilst the latter is expensive and time consuming.

On the opposite hand to this are the priestly characters, such as clerics, druids, paladins and rangers, who all get their spells from the divine beings. These characters are vessels for their gods, who grant them the use of some of their spells. As such a priest character can use any of the spells allowed to him within the restrictions of his level. Thus a first level cleric has access to his deities first level spells, whilst a fourth level cleric has access to his first and second level spells. A priest gains new spells whenever he gains a level which allows it.

Bards learn their spells from other bards. This tradition is an oral tradition. Dragons pass their spells on in like manner.

**C-1) Beginning Spells :** Initially a wizard or specialist wizard starts with 3d4 levels of spells, whilst an apprentice starts with 2d3. Bards begin the game with their cantrips (see E-1), but no other spells. Spells are chosen by the player, but have to be rolled for against the characters Spellcraft (see Section C-3). If the player wishes to start by knowing a higher level spell he may. A 2nd level spell costs 2 slots, a 3rd 3 and so on. However, it is dangerous for a wizard to attempt to cast spells of a higher level than he normally can (see D-4). Priests start with access to all the 1st level spells from their allowed spheres.

*Example :*

<i>Wizards dice roll</i>	:	$3d4 = 7$
<i>Spells</i>	:	<i>Alarm (1), Mount (1), Magic Missile (1), Invisibility (2), Levitate (2)</i>

*As a 1st level character the wizard would only be able to cast the first three on the list.*

**C-2) Retaining The Knowledge :** Once a wizard or priest knows a spell he can cast it as often as he likes without having to re-memorise it or re-pray for it. Thus a wizard could learn a '*Light*' spell at the age of eighteen never have to re-read the spell until the day he dies. However, if a character is knocked unconscious or falls into a coma the delicate knowledge of the spells must be re-learned or re-prayed for. In the case of a wizard he must study his spell book. Priests must pray to their deities for new divine inspiration.

The wizard must have a full eight hours rest, then he must study his spell book for ten minutes multiplied by the number of spell levels the caster knows. This process must be carried out in a comfortable environment in the peace and quiet. The wizard does not need to re-roll his 'Chance to Learn Spells'. A priest must also gain a full nights rest, and must then spend a full, undisturbed, day praying at a temple or shrine to his deity.

For bards, retaining magic is more important. Since they cast spells from sheer force of personality and learn them orally, they are more at risk from permanently losing spells. If a bard is knocked unconscious or falls into a comma they must make a Spellcraft roll (DC: 15 + Spell Level) to retain each spell. Any spells lost can only be regained by finding another bard.

Even if dragons are knocked unconscious, their spells are innate and therefore they do not need to relearn them.

**C-3) Learning New Spells :** To learn a new spell a wizard must either acquire or research the new spell. Specialist wizards and bards do NOT automatically gain new spells for advancing levels. When a wizard has access to a new spell he must first have a full nights rest. He must then spend four hours plus ten minutes per level of the spell studying the source of the spell (and copying it into his spell book if necessary<sup>1</sup>). When he has done this he has to roll Spellcraft with a DC of 15 + the spell's level. If he succeeds he has learnt the spell, if he fails he must wait until he has increased his understanding, i.e. he has gained a new rank in Spellcraft.

When a priest gains certain new levels he automatically receives more spells from his deity. This represents his deities increased trust in him, and he receives all the spells available to him, but must first spend a day at his temple praying. See section D-1 for the exact levels when a priest gains these spells.

To learn a new spell a bard must find another bard willing to teach him. He must then spend four hours, plus ten minutes per spell level, learning the spell. He must do this after a good nights rest. When this is done the bard must make a Spellcraft roll with a DC of 15 + the spell's level. If he succeeds he has learnt the spell, if he fails he must wait until he has increased his understanding, i.e. he has gained a new rank in Spellcraft. This is the same procedure for dragons.

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<sup>1</sup> When attempting to learn from a 'primed' scroll, the character will set the scroll off. The affects of this are up to the DM.

**C-4) Maximum Spells :** A wizard, specialist wizard or bard must also pay heed to the maximum number of spells per spell level he can remember. This is now defined as their Intelligence Score. Thus a wizard with an intelligence of 16 may only know 16 spells for each level. Whilst this is unlikely to be a problem with the higher level spells, first to third level spells may prove a problem. Thus, once a wizard has a spell in his book he can elect which spells to learn. This is done in the same way as a wizard would re-learn his spells after being knocked unconscious, see section C-2, except that he may not cast any spells the day before the process starts (his mind must be clear).

Bards can only know a maximum of their Intelligence divided by two spells per level. A bard can choose not to remember a spell, but should he later want it, he must find another teacher, as if he had been knocked unconscious (C-2).

**C-5) The Spell Book :** Spell books come in all shapes and sizes. They are only useful to wizards (although bards share the same kind of spells, they are incompatible). These books are very expensive, and usually the casters most prized possession. Each spell takes up (1d6-1)+SL in pages, where SL is the level of the spell. Cantrips take up 1 page. Every spell requires at least one page. The table below shows the costs and capacities of the major spell book types:

Book	Pages	Max. Level	Base Cost	Weight
Scroll Papers <sup>2</sup>	10	3rd	500sa	1lb
Note-Book	25	5th	2,600sa	6lb's
Travelling	50	7th	5,100sa	12lb's
Standard	100	8th	5,100sa	20lb's
Encyclopaedia	200	9th	10,100sa	50lb's

**C-6) Starting Spell Books :** An apprentice wizard (1<sup>st</sup> level) starts with a Travelling spell book. The first pages are taken up with cantrips. Bards and other classes do not automatically start with spell books.

**C-7) Bards Under 3½ Edition :** Although bards use arcane magic, they do so by rote learning and not by the study of books. Bardic magic is not written down. Bards cannot exchange spells with wizards and vice versa. Bards use their own spell list as per the phb, including curative spells. Bardic cantrips are still based on Intelligence. Bards can overcast if they learn a bardic spell higher than their acceptable level. Bardic magic is incompatible with the *Still Spell* and *Silent Spell* Feats.



**D) Casting Spells :** Spells are cast in the normal way, as per the PHB and DMG. However, when a spell is cast a number of Spell Points are temporarily removed. This represents the magical energy being drained from the caster. The number of points removed is equal to the level of the spell. Thus a 2<sup>nd</sup> level spell costs two points to cast. After a spell has been cast the caster does not lose it from his memory and may be cast over and over, provided he has the points. When the caster reaches zero spell points he may employ no more magical spells until he has rested. All other constraints for casting time, spell components etc. are the same.

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<sup>2</sup> This is different from the one-use casting scrolls in the back of the DMG, which have been 'primed' by the wizard who made them.

**D-1) Spell Level Limit :** The caster is still capped by the maximum castable level of his spells. Letting 1st level Mages loose with 'Wish' spells would be disastrous. Therefore, despite the extra freedom of spell casting, the caster still has to obey certain 'maximum limits'. The table below shows at which character level the caster may use each level of spell. If a dash is shown the caster may never use that level of spell. For priests this also shows when they gain access to new levels of spells. Wizards, Specialist Wizards and Bards may cast spells over this limit, but run the risk of causing an explosion, see section D-2.

Spell Level	1	2	3	4	5	6	7	8	9
Adept	1	4	8	12	16	---	---	---	---
Bard	2	4	7	10	13	16	---	---	---
Cleric	1	3	5	7	9	11	13	15	17
Druid	1	3	5	7	9	11	13	15	17
Paladin	4	8	11	14	---	---	---	---	---
Ranger	4	8	11	14	---	---	---	---	---
Spec. Wizard	1	3	5	7	9	11	13	15	17
Wizard	1	3	5	7	9	11	13	15	17

**D-2) Overcasting and Powering-Up a Spell :** If the wizard wishes to take the risk he may cast spells above the limit outlined in section D-1. The practise is very dangerous as the caster is not always able to control the magical energies he is summoning. For every level of the spell, over his limit, he has a +20% chance of blowing his brains out in a magical explosion. The caster must have access to the spell he is casting (thus only Wizards and Bards can do this) and must have enough spell points to cast the spell. Once the risk has been calculated, roll percentile dice, with chances of 100% or more automatically failing. If the result is under the percentile chance, or if there is an automatic failure the caster takes  $x d10$  damage, where  $x$  is the difference between his spell level limit and the level of the spell. Also, anyone standing within 10' of the caster takes  $x d6$  points of magical damage from the explosion. These rules also apply to powering up variable spells like *Fireball*, *Lightning Bolt* and *Burning Hands*.

*Example: Ruddle the 6th level wizard finds a spell book with a Wish spell in it. Ruddle successfully learns the spell and attempts to cast it. The spell level limit for Ruddle is 3, and the level of the Wish spell is 9. Ruddle has a 120% of blowing his brains out  $((9-3) \times 20\%)$ , which doesn't require a dice roll. Ruddle casts the spell, and takes 6d10 points of damage, whilst his companion Erwin the Fighter, who was standing next to him, takes 6d6 damage. Ruddle only has 12 hit points, whilst Erwin has 42. Ruddle takes 37 points of damage and dies instantly, whilst Erwin takes 21 points of damage and isn't very happy!!!*

**D-3) Regaining Spell Points :** Regaining spell points depends upon the type of caster. Wizards and bards must sleep to refresh spell points, whilst priests and paladins must pray to their deity. Rangers must commune with nature for a period to regain spell points. For every two hours of sleep a wizard or bard has, he regains one quarter of his total spell points (rounded off), similarly for every two hours a ranger spends communing with nature he regains one quarter. Every time a priest or paladin wishes for more spell points he must pray to his deity. This may only be carried out once per day, as most deities get annoyed with pestering priests. The priest or paladin must *justify* why or perform some task before he is granted more spell points.

**D-4) Spell Components :** Spell casters need to have the components, where noted, available when casting the spell. Casters with the *Eschew Components* feat do not need components if they cost less than 1gp<sup>3</sup>. The *Spell Component Pouch* holds 10 of each mundane (non-cost or focus related) component per pound of weight<sup>4</sup>. The standard pouch (2lb) thus holds 20 sets of components. Each extra lb in weight adds 2.5gp to the cost and 10 to the capacity.



<sup>3</sup> PHB p94  
<sup>4</sup> PHB p130

**E) Cantrips :** All characters have the potential to cast Cantrips and Orisons. Under these rules a character must have the Cantrip feat. No feat, no casting cantrips or orisons. Aristocrats, Adepts, Clerics, Druids, Paladins, Western Monks and Rangers all cast Orisons by default, although they may also cast cantrips (this is a separate feat, usually with a separate cost). Everyone else casts Cantrips.

As well as the listed '0' level spells, cantrips and orisons allow a character to do very minor magical affects which are not covered by any other spell (ie, drying ones underpants instantly).

Casting a cantrip or orison is done by making either an Intelligence (Cantrips) or Wisdom (Orisons) check against a DC of 12 with a bonus of half the characters spellcasting level (rounded down). A natural '1' has resulted in a magical fumble. Cantrips and Orisons do not use magic points.

Character Class (Type)	Feat Slots
Adept <sup>(O)</sup> , Bard <sup>(C)</sup> , Cleric <sup>(O)</sup> , Druid <sup>(O)</sup> , Western Monk <sup>(O)</sup> , Wizard <sup>(C)</sup> , Arcanist <sup>(C)</sup>	0
Eastern Monk <sup>(C)</sup> , Paladin <sup>(O)</sup> , Ranger <sup>(O)</sup> , Runecaster <sup>(C)</sup>	1
Adept <sup>(C)</sup> , Aristocrat <sup>(O/C)</sup> , Beserker <sup>(C)</sup> , Cleric <sup>(C)</sup> , Commoner <sup>(C)</sup>	2
Druid <sup>(C)</sup> , Expert <sup>(C)</sup> , Fighter <sup>(C)</sup> , Paladin <sup>(C)</sup> , Ranger <sup>(C)</sup> , Rogue <sup>(C)</sup>	2
Warrior <sup>(C)</sup> , Western Monk <sup>(C)</sup>	2

**E-1) Cantrips / Orisons Known :** Adepts, Arcanists, Clerics, Druids, Western Monks and Wizards start the game knowing the full range of cantrips or orisons available to them as default. Note that if a cleric etc. also takes the cantrip feat they do not automatically know all the cantrips (see below). Bards start the game knowing 4 cantrips from their cantrip list. Any character except ranger taking the Orison feat automatically gets the full list of Orisons according to the cleric list. Rangers use the druid orison list. Any character not yet mentioned who takes the cantrip feat begins the game knowing 1d4 cantrips and can learn others subsequently from a wizard or spell book. Cantrips do not require a spell book and are considered always memorised, although they can also be written down.

**E-2) Metamagic Feats :** These use up an extra magic point per slot used. The table below can be used as a quick reference guide to the permitted feats<sup>5</sup>. Each point also adds to the spell's level. If the spell level, plus the MP cost of the feat, exceeds the safe level allowed in Section D-1 then the caster has effectively Overcast and applies said rules from Section D-2.

Feat	Max Spell Applicable to	Added MP Cost	Source	Notes
Consecrate Spell	8 <sup>th</sup>	1	CD	Gains the 'good' descriptor
Corrupt Spell	8 <sup>th</sup>	1	CD	Gains the 'evil' descriptor
Delay Spell	6 <sup>th</sup>	3	CA	Delay a spell 1 to 5 rnds
Empower spell	7 <sup>th</sup>	2	PHB1	all variables +½
Enlarge spell	8 <sup>th</sup>	1	PHB1	double range
Eschew Materials	9 <sup>th</sup>	0	PHB1	no components (<1gp)
Extend spell	8 <sup>th</sup>	1	PHB1	double duration
Heighten spell	8 <sup>th</sup>	<i>as increase</i>	PHB1	increases spells level
Imbued Summoning	8 <sup>th</sup>	1	PHB2	3 <sup>rd</sup> or lower to summoned creature
Maximise Spell	6 <sup>th</sup>	3	PHB1	all variables maximised
Nonlethal Substitution	8 <sup>th</sup>	1	CA	1 type energy does nonlethal
Persistent Spell	3 <sup>rd</sup>	6	CA	personnal lasts upto 24hrs
Quicken Spell	5 <sup>th</sup>	4	PHB1	Std becomes Free action
Rapid Spell	8 <sup>th</sup>	1	CD	Reduces full rnd + times
Reach Spell	7 <sup>th</sup>	2	CD	Touch becomes 30'
Repeat Spell	6 <sup>th</sup>	3	CA	repeats the following rnd
Silent Spell	8 <sup>th</sup>	1	PHB1	No verbal; Not available to bards
Smiting Spell	8 <sup>th</sup>	1	PHB2	Place touch spell in weapon
Still Spell	8 <sup>th</sup>	1	PHB1	No semantic
Transdimensional Spell	8 <sup>th</sup>	1	CD	Affect Ethereal/Shadow Creatures
Twin Spell	5 <sup>th</sup>	4	CA	Casts spell twice
Widen Spell	6 <sup>th</sup>	3	PHB1	Widens area spells

<sup>5</sup> Metamagic spells from the PHB1/2 and Complete ... series not on here are not allowed.

**E-3) Divine Feats :** These feats are based on a cleric's ability to turn undead. The table below shows which ones are available under this system. Any not listed from the PHB1, PHB2 or *Complete* series are not available. Since not all clerics can turn/rebuke undead, the list shows which are available to these 'Non-Turner' clerics. Clerics who cannot normally turn undead can use these feats a number of times a day equal to three, plus their charisma bonus. Druids have no access to Divine Feats except where noted.

Feat	Source	Non-Trnr	Notes
Disciple of the Sun	CD	✗	Swap 2 Turns to destroy undead instead of turning them
Divine Armour	PHB2	✓	Swap Turn for DR 5/- for 1 Rnd
Divine Fortune	PHB2	✓	Swap Turn for +4 to Next Save
Divine Justice	PHB2	✓	Swap Turn to Return Damage
Divine Metamagic	CD	✓	See E-4
Divine Spell Power	CD	✓	Swap Turn to increase the caster level on the next spell
Divine Ward	PHB2	✓	Swap Turn to Increase 'Touch' Range to 'Warded Character'
Elemental Healing	CD	✓	Swap Turn for healing to subtype within 60'
Elemental Smiting	CD	✓	Swap Turn for elemental smiting
Empower Turning	CD	✗	Multiply turning damage by 1.5
Extra Turning	PHB1	✗	+4 Turn Checks
Glorious Weapons	CD	✓	Swap Turn to align all allies weapons in 60' to good or evil
Improved Turning	PHB1	✗	+1 Level for Turning
Profane Aura	PHB2	✓	Swap Turn for 60' Cold Clammy Mist, +2 Ac for Undead
Profane Boost	CD	✓	Swap Turn to maximise <i>Inflict</i> spells
Quicken Turning	CD	✗	Turn as a free action
Sacred Boost	CD	✓	Swap Turn to maximise <i>Cure</i> spells
Sacred Healing	CD	✓	Swap Turn to grant creatures within 60' Fast Healing
Sacred Radiance	PHB2	✓	Swap Turn for for 60' Aura of Light, +2 Non-Evil / -2 Evil
True Believer	CD	✓	Can be taken by druids; +2 on one save each day

**E-4) Divine Metamagic :** This feat, from the Complete Divine source book, allows a cleric to use Turning Undead powers to power metamagic feats, such as Quicken. This uses a number of turn checks equal to one, plus the magic points the metamagic feat would use. Thus Quicken would use five checks instead of four magic points. A *Quickened Teleport* would only cast the Cleric of Tarrak five magic points, not nine. However, it does not circumvent the rules on over-casting spells (See D-2). Thus whilst it only costs five magic points, the cleric would have to make an 'Overcast' roll as if he'd expended nine in one go. Likewise, this feat can only be used within the level limits laid out in section E-2.





**F) Modified Spells & Magic** : This section details individual spells and magics which require a certain amount of modification.

**F-1) Cure Minor Wounds** : Cantrips and Orisons in their current form were not in AD&D. They were introduced in version 3.0, and *Cure Minor Wounds* was one of the spells introduced. The spell heals 1hp of damage. This works fine under the standard spell casting rules because even a high level cleric can only do this upto 6 times per day. However, under my house rules cantrips and orisons can be cast as many times per day as the caster can make his DC roll. Obviously with *Cure Minor Wounds* this has major healing implications. Even a fighter with over 100hp could be healed from unconscious to full hits within 10 minutes. Therefore, to bring it back to the power level it is supposed to be, *Cure Minor Wounds* can only be used once per wound.

**F-2) Bringing Back the Dead** : Contrary to the standard rules on page 171 of the PhB, it is the deity, not the deceased who decides whether they should return. *Raise Dead*, *Reincarnate*, *Resurrection* and *True Resurrection* only work if the characters god has work for them on the prime material. If they don't, the spell will fail. Note it is the character's god, not the casting cleric or druids deity, which makes the decision (since the soul is being taken from another domain). Attempting to cast these spells is not considered an evil or misaligned act.

This all assumes a character had some form of belief and is in another place. Any character who would be described as an atheist will have gone to Limbo. In which case any of the above spells will work if the character wishes to return (which is highly likely given how boring Limbo is). The spells do require the casting characters deity having a vested interest in the aetheists return though.

*Limited Wish* or *Wish* can be used to bring back the dead, but the gods will normally demand something of both the wizard and the victim. The price could be very high. These spells can be used to bring back aethesits from Limbo without any problems (or divine interference).



#### Revisions :

Revision	Date	Notes
2.0	22/02/96	Original Draft of these Rules
3.5.0	15/11/09	Start of Revision Control. Refined the rules on the Divine Metamagic feat and Non-Turning Clerics.
3.5.1	01/03/11	Spell Components section added (D-4)
3.5.2	30/04/11	Added Racial Adjustments & Improved E-3
3.5.3	09/01/14	Adjust the racial bonuses for gnomes – gnomes differ from 2 <sup>nd</sup> ed in terms of mechanics (B-3).
3.6	20/02/14	Added the section on modified spells and <i>Cure Minor Wounds</i> (F & F-1)
3.7	02/04/14	Clarified section C-1 on Bard's starting spells, plus added the notes on how <i>Resurrection</i> works (F-2).