



Approved New Campaign Spells

Arcane

Mercurio's Mystical Vestment (aka Mercurial Vestment)

Conjuration (Creation) [Force]

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: 1 standard action

Range: touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

An invisible but tangible field of force surrounds the subject of Mercurio's Mystical Vestment providing a +4 armor bonus to AC. In addition the spell grants the subject a +2 dodge bonus to armor class and Reflex saves. Any condition that makes you lose your Dexterity bonus to AC also makes you lose your dodge bonuses. Unlike mundane armor, the armor bonus from Mercurio's Mystical Vestment entails no armor check penalty, arcane spell failure chance, or speed reduction. Since the Vestment is made of force, incorporeal creatures cannot bypass it the way they could normal armor.

Divine

Hammer of Gravitus Morte

Evocation

Level: Cleric 3

Components: V,S,M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One Creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You create a hammer of force similar to spiritual weapon. The only difference is that the damage now does $1d8 + 1d6/4$ caster levels + Wis modifier, so at 8th level the spell would do $1d8 + 2d6 + Wis$ Modifier against any undead foe. Against non-undead this spell has no effect. This acts as a spiritual weapon in all other respects.



Grasp of the Grave

Necromancy

Level: Clr 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100ft + 10ft/level)

Target: One creature

Duration: 1 round/level

Saving Throw: Will partial; see text

Spell Resistance: Yes

This spell causes the ground around the victims feet to swell up and encase their lower legs in earth. A ranged touch attack is required to hit the creature. Afterwards the creature is held in place by the earth and is unable to move their legs. They may defend themselves (but they lose their Dex bonus to AC), and may even attack, provided they do not move from the spot they are held in. The creature's facing cannot change, and if they were prone when this spell was cast on them, they will remain prone. A strength check (DC 18) is required to break the hold. After 1 round has elapsed the creature must make a Will save or be affected as if they were under the effects of fatigue.

This spell was created by the church of Gravitus Morte in an attempt to halt tomb robbers. It was deemed this a safer spell than hold person, because if it was accidentally tripped, that person could be saved through alerting others to their location. In tombs this spell is used in conjunction with a closing door trap. The spell goes off and "holds" the person in place as they watch and flail helplessly as the door to the tomb closes in front of them. Defiling of the dead is not tolerated by the sect of Gravitus Morte and this spell is used to remind people of that.

In combat situations this spell can be used as a more effective hold person spell as it takes a full round action to break free, which incurs attacks of opportunity, or they may defend themselves but they are much easier to deal with without their Dex bonus and might be even weaker if they failed their Will save.

Defensively this spell could be used to anchor a person to the ground for a better hold at the end of a rope, or to counter the effects of a gust of wind or similar spell.

Material component is a handful of consecrated earth, which is consumed in the casting.