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CLAIRAUDIENCE

Range:60'

Duration: 12 turns

Effect: Hear through another's ears

With this spell, the caster may hear through the ears of any single creature in spell range. "Hearing" through a creature's ears takes one full turn, after which the caster can change to another creature, even one in another direction; he does not have to cast the spell again to do so. Two feet of rock or a thin coating of lead blocks the effects of this spell. No saving throw is allowed.

CLAIRVOYANCE

Range:60'

Duration: 12 turns

Effect: See through another's eyes

With this spell, the caster may see through the eyes of any single creature in spell range. "Seeing" through a creature's eyes takes one full turn, after which the caster can change to another creature, even one in another direction; he does not have to cast the spell again to do so. Two feet of rock or a thin coating of lead blocks the effects of this spell. No saving throw is allowed.

INFRAVISION

Range: Touch
Duration: 1 day
Effect: One living creature

This spell enables the recipient to see in the dark, to a 60' range, with the same sort of vision possessed by dwarves and elves. Infravision is the ability to see heat (and the lack of heat). Dwarves, elves, and casters of the infravision spell have infravision in addition to normal sight and can see 60' in the dark. infravision does not work in normal and magical light. Fire and other heat sources can interfere with infravision, just as a bright flash of light can make normal vision go black for a short time.

With infravision, warm things appear red, and cold things -appear blue. For example, an approaching creature could be seen as a red shape, leaving faint reddish footprints. A cold pool of water would seem a deep blue color. Characters with infravision can even see items or creatures which are the same temperature as the surrounding air (such as a table or a skeleton), since air flow will inevitably show the viewer their borders, outlining them in a faint Egghter-blue tone. Until they move, they will be very faint to the eye; once they start moving, they become blurry but very obvious light-blue figures.

Infravision isn't good enough to read by. A character can use his infravision to recognize an individual only if they are within 10' distance unless the individual is very, very distinctive (for example, 8' tall or walking with a crutch).

HOLD PERSON *

Range:180'
Duration: 9 turns
Effect: Paralyzes up to 4 creatures

The hold person spell will affect any human, demihuman, or human-like creature (bugbear, dryad, gnoll, hobgoblin, kobold, lizard man, ogre, orc, nixie, pixie or sprite, for instance). It will not affect the undead or creatures larger than ogres. Each victim must make a saving throw vs. spells or be paralyzed for nine turns. The spell may be cast at a single person or at a group. If cast at a single person, the victim suffers a - 2 penalty to

the saving throw. If cast at a group, it will affect up to four persons (of the cleric's choice), but with no penalty to their rolls. The paralysis may only be removed by the reversed form of the spell, or by a dispel magic spell.

The reverse of the spell, free person, removes the paralysis of up to four victims of the normal form of the spell (including hold person cast by a magic-user or an elf). It has no other effect; it does not, for instance, remove the effects of a ghoul's paralysis ability.

LEVITATE

Range:0

Duration: 6 turns + 1 turn/ level of the caster

Effect: The spellcaster only

When this spell is cast, the spellcaster may move up or down in the air without any support. This spell does not, however, allow the spellcaster to move from side to side. For example, a spellcaster could levitate to a ceiling, and then could slowly move sideways by pushing and pulling. His movement up or down is at the rate of 20' per found.

The spell cannot be cast on another person or object. The spellcaster may carry a normal amount of weight while levitating, up to 2,000 cn (200 lbs) in weight, possibly another mansized creature (if it isn't wearing metal armor). Any creature smaller than man-sized can be carried, unless heavily laden. No saving throw is allowed.

CHARM MONSTER

Range:120'

Duration: Special

Effect: One or more living creatures

This spell effect is identical to that of a charm person spell, but will affect any creature except an undead monster. If cast on victims with 3 Hit Dice or less, the spell will charm 3d6 (3-18) victims. Otherwise, it will charm only one victim. Each victim may make a saving throw vs. spells to avoid the effects.

INVISIBILITY

Range:240'

Duration: Permanent until broken

Effect: One creature or object

This spell will make any one creature or object invisible. When a creature becomes invisible, all items that he carries and wears also become invisible. Any invisible item becomes visible again when it leaves the creature's possession (dropped, set down, etc.). A light source (such as a torch) may be made invisible, but the light given off will always remain visible.

If the spellcaster makes an object invisible that is not being carried or worn, it will become visible again when touched by any living creature. An invisible creature will remain invisible until he or she attacks or casts any spell.

SOTATORVI

Kesto: Joitakin sekunteja

Kantama: 0

Vaikutus: Luo 30 m pitkän ja 6 m leveän ääniaallon, joka aiheuttaa tuhoa.

Tämä loitsu luo voimakkaan ääniaallon, joka alkaa loitsunheittäjän suusta ja päättyy 30 metrin päähän ja on 6 metriä leveä. Kaikki loitsun alueelle joutuneet "pehmeät", elävät olennot ottavat 2n6 tuhoa ja heidän täytyy tehdä pelastusheitto loitsuja vastaan etteivät he kuuroutuisi.

Kuurous kestää yhden kierroksen. Kaikki kovat ja elottomat ääniaallon tielle joutuvat materiaalit saavat loitsijan tason määrän kuusi sivuisilla heitetyn tuloksen verran tuhoa (max. 20n6). Loitsun aiheuttama ääni on niin voimakas, että se voidaan kuulla 1 km/taso päässä. Jos loitsu taivotaan taistelussa, niin vihollisten on tehtävä moraali tarkistus tai paeta paikalta (ei tehoa olentoihin, joiden ON on 5 tai suurempi).

SPEAK WITH THE DEAD

Range: 10

Duration: 1 round per level of the cleric

Effect: Cleric may ask three questions

By means of this spell, a cleric may ask three questions of a deceased spirit if the body is within range.

A cleric of 6th or 7th level can contact recently deceased spirits (those dead up to 4 days). Cleric's of levels 8-14 have slightly more power (cont-acting spirits up to 4 months dead), and clerics of levels 15-20 have even more (speaking with corpses up to 4 years dead). No time limits apply to clerics of 21st level or greater.

The spirit will always reply in a tongue known to the cleric, but can only offer knowledge of things up to the time of its death. If the spirit's alignment is the same as the cleric's, it will provide clear and brief answers; however, if the alignments differ, the spirit may reply in riddles.