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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.

CREATE AIR

Range: Immediate area, 8,000 cu. ft.

Duration: 1 hour per level of caster

Effect: Provides breathable air

This spell provides breathable air, especially in areas where otherwise there is none to be had. It is cast on a volume of 8,000 cubic feet (such as a 20' x 20' x 20' room) and, while it is in effect, everyone in that area has good air to breathe.

Customarily, it's used when dungeon explorers are trapped where air is running out. When cast in this fashion, the spell effect stays in one place; it does not move with the caster. However, it does not have to be cast in only that way; it can be cast on enclosed vehicle interiors (such as the below-deck areas of ships), living creatures, or pieces of equipment. When it is so cast, it will provide pressurized air for the duration of the spell effect, and the spell will travel with the vehicle on which it is cast.

The spell may be cast upon one person, whereupon he can breathe normally. It's not the same as water breathing, though-if he dives underwater, he can still breathe, but great quantities of air are always bubbling up from him, making stealthy travel an impossibility. The spell may be cast upon a specific piece of equipment like a helmet, and whichever one person wears it may breathe normally. If the helmet is not fully enclosed (i.e., airtight), air will leak out from it under pressure; underwater this makes stealthy movement impossible.

A flying creature on which this spell is cast can not only breathe in hostile environments, it can fly through airless void. This means that a pegasus-rider could cast one spell on himself and one on his pegasus, and then the two of them could fly into the ether of outer space. The spell does not protect people from the effects of poison gasses unless the gas in question is a normal component of the atmosphere.

DISPEL MAGIC

Range:120'

Duration: Permanent

Effect: Destroys smells in a 20' cube

This spell destroys other spell effects in a cubic volume of 20'x 20'x 20'. It does not affect magical items. Spell effects created by a caster (whether cleric, druid, magic-user, or elf) of a level equal to or lower than the spellcaster of the dispel magic are automatically and immediately destroyed. Spell effects created by a higher-level spellcaster might not be affected. The chance of failure is 5 % per level of difference between the spellcasters.

For example, a 7th level magic-user trying to dispel a web spell cast by a 9th level cleric would have a 10% chance of failure. Dispel magic will not affect a magical item (such as a scroll, a

magical sword, etc.). However, it can dispel the effects of the magical item when that item is used (a spellcaster can cast dispel magic on the victim of a ring of human control and snap him out of that control).

FIREBALL

Range: 240'

Duration: Instantaneous

Effect: Explosion in a sphere 40' diameter

This spell creates a missile of fire that bursts into a ball of fire with a 40' diameter (20' radius) where it strikes a target. The fireball will cause 1d6 points of fire damage per level of the caster to every creature in the area of effect.

Each victim may make a saving throw vs. spells; if successful, the spell will only do half damage. For example, a fireball cast by a 6th level spellcaster will burst for 6d6 (6-36) points of damage; characters who make their saving throw vs. spell will take only half of the damage rolled on the dice.

FLY

Range: Touch

Duration: 1d6 (1-6) turns + 1 turn per level of the caster

Effect: One creature may fly

This spell allows the target it is cast upon (possibly the spellcaster himself) to fly. The recipient can fly in any direction and at any speed up to 360' (120') by mere concentration. The recipient may also stop and hover at any point (as a levitate spell); this does not require concentration.

HASTE *

Range:240'

Duration: 3 turns

Effect: Up to 24 creatures move double speed

This spell allows up to 24 creatures in a 60'diameter circle to perform actions at double speed for half an hour (3 turns). Those affected may move at up to twice normal speed and make double the normal number of missile or hand- to-hand attacks.

This spell does not affect the rate at which magic works, so a hasted spellcaster can still not cast more than one spell per round, and the use of magical devices (such as wands) cannot be speeded up. The reverse of this spell, slow, will remove the effects of a haste spell, or will cause the victims to move and attack at half normal speed.

As with haste, the slow spell does not affect spellcasting or the use of magical devices. The victims may make a saving throw vs. spells to avoid the effect.

HOLD PERSON *

Range:120'

Duration: 1 turn/level

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 cleric). It has no other effect; e.g., it does not remove the effects of a ghoul's paralysis ability.

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 Eghter-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).

INVISIBILITY 10' RADIUS

Range: 120'

Duration: Permanent until broken

Effect: All creatures within 10'

This spell makes the recipient (and all others within 10' at the time of the casting) invisible. This is an area effect, and those who move further than 10' from the recipient become visible. They may not regain invisibility by returning to the area.

Otherwise, the invisibility is the same as that bestowed by the spell invisibility. An invisible creature will remain invisible until he or she attacks or casts any spell. All items carried (whether by the recipient or others within 10') also become invisible.

LIGHTNING BOLT

Range: 180'

Duration: Instantaneous

Effect: Bolt 60' long, 5' wide

This spell creates a bolt of lightning, starting up to 180' away from the caster and extending 60' in a straight line further away. All creatures within the area of effect take 1d6 points of damage per level of the spellcaster. (Thus a 6th level elf would cast a lightning bolt doing 6d6 points of damage.)

Each victim may make a saving throw vs. spells; if successful, he takes only half damage. If the lightning bolt strikes a solid surface (such as a wall), it will bounce back toward the caster until the total length of the bolt is 60'.

PROTECTION FROM EVIL 10' RADIUS

Range: 0

Duration: 12 turns

Effect: Barrier 20' diameter

This spell creates an invisible magical barrier all around the caster, extending for a 10' radius in all directions. The spell serves as protection from attacks by monsters of an alignment other than the caster's. Each creature within the barrier gains a + 1 to all saving throws, and all attacks against those within are penalized by - 1 to the attacker's attack roll while the spell lasts.

In addition, enchanted creatures cannot attack those within the barrier in hand-to-hand (melee) combat. (An enchanted creature is any creature which is magically summoned or controlled, such as a charmed character, or one that is not harmed by normal weapons. A creature that can be hit only by a silver weapon-a werewolf, for example-is not an enchanted creature. If anyone within the barrier attacks an enchanted creature, the barrier will no longer prevent the creature from attacking hand-to-hand, but the bonus to saving throws and penalty to attack rolls will still apply.

Attackers, including enchanted creatures, can attack people inside the barrier by using missile or magical attacks. They do suffer the penalty to attack rolls, but that is the only penalty they suffer.

PROTECTION FROM NORMAL MISSILES

Range: 30'

Duration: 12 turns

Effect: One creature

This spell gives the recipient complete protection from all small nonmagical missiles (such as arrows, quarrels, thrown spears, etc.); the ranged attacks simply miss. Large or magical attacks, such as a catapult stone or a magic arrow, are not affected.

The spellcaster can cast the spell on any one creature within the spell's range.

WATER BREATHING

Range:30'

Duration: 1 day (24 hours)

Effect: One air-breathing creature

This spell allows the recipient to breathe while underwater (at any depth). It does not affect his movement in any way, nor does it interfere with the breathing of air if the recipient emerges from the water.

KIELET *

Kesto: 1 kierros

Kantama: 0

Vaikutus: Mahdollistaa puhumisen millä kielellä tahansa.

Kun tämä loitsu taiotaan, niin loitsun heittäjä kykenee puhumaan minkä tahansa olennon (poislukien hirviöt ja maagiset olennot) kanssa. Loitsun käänteinen versio estää puhumisen aiheuttamalla sanojen muodostumisen käsittämättömäksi mongerrukseksi.

BRANNARTIN KUOLLEEN TEESKENTELEMINE

Kesto: 1 kierros +1 pienkierros/taso

Kantama: Kosketus

Vaikutus: Saattaa loitsun heittäjän kuolemaa muistuttavaan tilaan

Sama kuin papin teeskentele kuollutta.