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ANIMATE DEAD

Range:60'

Duration: Permanent

Effect: Creates zombies or skeletons

This spell allows the caster to make animated, enchanted skeletons or zombies from normal skeletons or dead bodies within range. These animated undead creatures will obey the cleric until they are destroyed by another cleric of a dispel magic spell.

For each experience level of the cleric, he may animate one Hit Die of undead. A skeleton has the same Hit Dice as the original creature, but a zombie has one Hit Die more than the original. Note that this doesn't count character experience levels as Hit Dice: For purposes of this spell, all humans and demihumans are 1 HD creatures, so the remains of a 9th level thief would be animated as a zombie with 2 HD.

Animated creatures do not have any spells, but are immune to sleep and charm effects and poison. Lawful clerics must take care to use this spell only for good purpose. Animating the dead is usually a Chaotic act.

CREATE WATER

Range: 10'

Duration: 6 turns

Effect: Creates one magical spring

With this spell, the cleric summons forth an enchanted spring from the ground or a wall. The spring will flow for an hour creating enough water for 12 men and their mounts (for that day, about 50 gallons). For each of the cleric's experience levels above 8, water for twelve additional men and mounts is created; thus a 10th level cleric could create water for 36 men and horses.

The cleric doesn't have to create the maximum amount of water if he doesn't wish to. He might wish to create a spring which will flow for half an hour, or a few minutes; the player need only tell the GM how many gallons he wants the spell to create, up to the spell's maximum.

CURE SERIOUS WOUNDS*

Range: Touch

Duration: Permanent

Effect: Any one living creature

This spell is similar to a cure light wounds spell, but will cure one creature of $2d6 + 2$ (4-14) points of damage.

The reverse of this spell, cause serious wounds, causes $2d6 + 2$ points of damage to any creature or character touched (no saving throw). The caster must make a normal attack roll to successfully cast the cause serious wounds spell.

DISPEL MAGIC

Range: 120'

Duration: Permanent

Effect: Destroys spells 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 caster of the dispel magic are automatically and immediately destroyed.

Spell effects created by a higher-level caster might not be affected. The chance of failure is 5% per level of difference between the casters. For example, a 7th level cleric trying to dispel a web spell cast by a 9th level magic-user 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 (for example, a spellcaster can cast dispel magic on the victim of a ring of human control and snap hi 'm out of that control, or on a flaming weapon to douse the flame).

DIULANNAN KEIHÄS

Kantama: 50m +5m / loitsijan taso

Kesto: Välitön

Vaikutus: Ampuu maagisen keihään

Loitsu luo maagisen keihään, jonka loitsija määrää lentämään haluamaansa kohteeseen. Keihäs luo erittäin läpäisevän ja voimallisen törmäyksen kohteeseen.

Keihäs läpäisee kaiken vähänkään heikomman materiaalin lentäen kantamansa loppuun ellei törmää tarpeeksi paksuun materiaaliin. Keihäs läpäisee materiaalia seuraavaan tapaan:

Puu	30cm / loitsijan taso
Kivi	10cm / loitsijan taso
Rauta/teräs	2,5cm / loitsijan taso

Jos kohde on olento tulee sille vauriota 1n6/loitsijan taso, haarniska-arvo puolittuen. Vaurio vähenee 1n6 jokaista läpäistyä kerrosta kohti. Esim. jos loitsu heitetään 30cm paksun kiviseinän

läpi, niin osuessaan johonkin olentoon vauriosta vähennetään 3n6. Lisäksi kohteen tulee tehdä pelastusheitto kuolemansädettä vastaan, tai hän pökertyy, ja on pökertynyt kunnes onnistuu pelastusheitossaan. Pelastusheitto heitto tehdään kerran kierroksessa. Pelastusheitto loitsuja vastaan puolittaa vaurion. Jos keihään reitillä on useampia olentoja, keihäs osuu heihin kaikkiin lentäen kantamansa loppuun.

HAVAITSE VALHE

Kantama: 9m

Kesto: 1 kierros

Vaikutus: Yksi olento

Tämän loitsuttuaan pappi pystyy päättelemään puhuuko kohde totta vai valehtelee hän. Loitsijan täytyy ymmärtää puhujan kieltä.

NEUTRALIZE POISON *

Range: Touch

Duration: Permanent

Effect: A creature, container, or object

This spell will make poison harmless either in a creature, a container (such as a bottle), or on one object (such as a chest). It will even revive a victim slain by poison if cast within 10 rounds of the poisoning!

The spell will affect any and all poisons present at the time it is cast, but does not cure any damage (and will thus not revive a poisoned victim who has died of wounds).

The reverse of this spell, create poison, may be cast, by touch, on a creature or container. A cleric cannot cast it on any other object. A victim must make a saving throw vs. poison or be

immediately slain by the poison. If cast on a container, the spell poisons its contents; no saving throw applies, even for magical containers or contents (such as potions). (Of course, when someone drinks those poisoned contents, he gets a saving throw.) Using create poison, or poisoning in any case, is usually a Chaotic act.

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 -1 penalty to attack rolls, but that is the only penalty they suffer.

SPEAK WITH PLANTS

Range: 0 (Cleric only)

Duration: 3 turns

Effect: All plants within 30'

This spell enables the cleric to talk to plants as though they are intelligent. The cleric may request a simple favor, and the plants will grant it if it is within the plants' power to understand and perform. This spell may be used to allow the cleric and party to pass through otherwise impenetrable undergrowth. It will also allow the cleric to communicate with plantlike monsters (such as truants).

STICKS TO SNAKES

Range:120'

Duration: 6 turns

Effect: Up to 16 sticks

This spell turns 2d8 sticks into snakes (detailed below). The snakes may be poisonous (50% chance per snake; the DM can toll 1d6 for each snake; on a roll of 1-3, the snake is poisonous). They obey the cleric's commands, but will turn back into sticks when slain or when the spell's duration ends.

Snakes: NA 2d8 (2d8); AC 6, HD 1; AT 1 bite; Dmg 1d4; MV 90'(30'); Save F1; ML 12; TT Nil; AL Neutral; SA poison (50% chance for each snake to be poisonous); XP 10 (non- poisonous) or 13 (poisonous).

TARMO

Kantama: Kosketus

Kesto: Kierros / taso

Vaikutus: Lisää tarmoa

Loitsun kohde saa +2 bonuksen pelastusheittoihin, 1n10 osumapistettä, ja 1n3 pistettä lisää voimakkuuteen. Ylimääräisiä osumapistettä ei voi parantaa, ja ne vähennetään ensiksi vauriota saadessa. Voimakkuus voi nousta korkeintaan 19. Hahmo, jolla on voimakkuus 19, saa +4 bonuksen osuma- ja vaurioheittoihin.

UKKOSRUMMUT

Kantama: 36m

Kesto: 1 pienkierros

Vaikutus: Yksi lyömäsoitin

Kun tämä loitsu loitsitaan, se antaa yhdelle lyömäsoittimelle (yleensä rumpu) kyvyn päästää valloilleen kuurouttavan kakofonian, kun sitä soitetaan. Ne, jotka ovat kolmen metrin säteellä loitsijasta/soittajasta ovat immuuneja melulle, olivat sitten ystäviä tai eivät.

Kolmen metrin turvavyöhykkeen ulkopuolella vaikutukset ovat hyvinkin pelottavat. Kaikki olennot, joilla on vähemmän osumanoppia kuin pappi, joutuvat välittömästi paniikkiin, ja pakenevat täydessä kauhussa 2n6 pienkierrosta. Olennot joilla on saman verran osumanoppia kuin loitsijalla, saavat pelastusheiton loitsuja vastaan välttääkseen paniikkiin joutumisen. Olennot joilla on enemmän osumanoppia kuin loitsijalla saavat +4 pelastusheittoon. Tasosta riippumatta, kaikki rummutuksen kuulevat olennot turvavyöhykkeen ulkopuolella saavat yhtä paljon vauriota kuin loitsijalla on tasoja.

VALHE

Kantama: 0

Kesto: 1 kierros

Vaikutus: Mahdollistaa päättömän valehtelun

Tämä on vastakohta Havaitse vale - loitsulle. Tämän avulla pappi pystyy uskottavasti kertomaan järjettömiä valheita, ja kumoamaan Havaitse vale - loitsun.