Cure Light Wounds

Necromantic (Reversible)

Range:	Touch	**Components:**	V,S
Duration:	Permanent	**Casting Time:**	5 Segments
Area of Effect:	Character Touched	**Saving Throw:**	None

Level 1 Cleric

Detect Evil

Divination (Reversible)

Range:	12"	**Components:**	V,S,M
Duration:	1 Turn + 1/2 Turn/Level	**Casting Time:**	1 Round
Area of Effect:	1" path	**Saving Throw:**	None

Level 1 Cleric

Detect Magic

Divination

Range:	3"	**Components:**	V,S,M
Duration:	1 Turn	**Casting Time:**	1 Round
Area of Effect:	1" Path, 3" Long	**Saving Throw:**	None

Level 1 Cleric

Description

Upon laying his or her hand upon a creature, the cleric causes from 1 to 8 (1d8) hit points of wound or other injury damage to the creature's body to be healed. This healing will not affect creatures without corporeal bodies, nor will it cure wounds of creatures not living or those which can be harmed only by iron, silver, andfor magical weapons. Its reverse, cause light wounds, operates in the same manner; and if a person is avoiding this touch, a melee combat "to hit" die is rolled to determine if the cleric's hand strikes the opponent and causes such a wound. Note that cured wounds are permanent only insofar as the creature does not sustain further damage, and that caused wounds will heal - or can be cured - just as any normal injury will. Caused light wounds are 1 to 8 hit points of damage.

Description

This is a spell which discovers emanations of evil, or of good in the case of the reverse spell, from any creature or objest For example, evil alignment or an evilly cursed object will radiate evil, but a hidden trap or an unintelligent viper will not. The duration of a detect evil (or detect good) spell is 1 turn + % turn (5 rounds, or 5 minutes) per level of the cleric. Thus a cleric of 1st level of experience can cast a spell with a 1 % turn duration, at 2nd level a 2 turn duration, 2% at 3rd, etc. The spell has a path of detection 1” wide in the direction in which the cleric is facing. It requires the use of the cleric’s holy (or unholy) symbol as its material component, with the cleric holding it before him or her.

Description

When the detect magic spell is cast, the cleric detects magical radiations in a path 1” wide, and up to 3” long, in the direction he or she is facing. The caster can turn 60’ per round. Note that stone walls of 1’ or more thickness, solid metal of but 1/12’ thickness, or 3’ or more of solid wood will block the spell. The spell requires the use of the cleric’s holy (or unholy) symbol.