Augury

Divination

Range:	0	**Components:**	V,S,M
Duration:	Special	**Casting Time:**	2 Rounds
Area of Effect:	Caster	**Saving Throw:**	None

Level 1 Cleric

Chant

Conjuration/Summoning

Range:	0	**Components:**	V,S
Duration:	Time of Chanting	**Casting Time:**	1 Turn
Area of Effect:	3" Radius	**Saving Throw:**	None

Level 1 Cleric

Detect Charm

Divination (Reversible)

Range:	3"	**Components:**	V,S
Duration:	1 / Turn	**Casting Time:**	1 Round
Area of Effect:	One Creature	**Saving Throw:**	None

Level 1 Cleric

Description

The cleric casting an augury spell seeks to divine whether an action in the immediate future (within 3 turns) will be for the benefit of, or harmful to, the party. The base chance for correctly divining the augury is 70%. plus 1 % for each level of the cleric casting the spell, i.e. 71% at 1st level, 72% at 2nd, etc. Your referee will determine any adjustments due for the particular conditions of each augury. For example, assume that a party is considering the destruction of a weird seal which closes a portal. Augury is used to find if weal or woe will be the ultimate result to the party. The material component for augury is a set of gem-inlaid sticks, dragon bones, or similar tokens, or the wet leaves of an infusion which remain in the container after the infused brew is consumed. If the last method is used, a crushed pearl of at least 100 g.p. value must be added to the concoction before it is consumed.

Description

By means of the chant, the cleric brings into being a special favor upon himself or herself and his or her party, and causes harm to his or her enemies. Once the chant spell is completed, all attacks, damage and saving throws made by those in the area of effect who are friendly to the cleric are at + 1, while those of the cleric's enemies are at -1. This bonus/penalty continues as long as the cleric continues to chant the mystic syllables and is stationary. An interruption, however, such as an attack which succeeds and causes damage, grappling the chanter, or a magical silence, will break the spell.

Description

When used by a cleric, this spell will detect whether or not a person or monster is under the influence of a charm spell. Up to 10 creatures can be thus checked before the spell wanes. The reverse of the spell protects from such detection, but only a single creature can be so shielded.