Snake Charm

Enchantment/Charm

Range:	3"	**Components:**	V,S
Duration:	Special	**Casting Time:**	5 Segments
Area of Effect:	Special	**Saving Throw:**	None

Level 2 Cleric

Speak With Animals

Alteration

Range:	0	**Components:**	V,S
Duration:	2 Rounds ./ Level	**Casting Time:**	5 Segments
Area of Effect:	One Animal Within 3"	**Saving Throw:**	None

Level 2 Cleric

Spiritual Hammer

Invocation

Range:	3"	**Components:**	V,S,M
Duration:	1 Round / Level	**Casting Time:**	5 Segments
Area of Effect:	One Opponent	**Saving Throw:**	Special

Level 2 Cleric

Description

When this spell is cast, a hypnotic pattern is set up which causes one or more snakes to cease all activity except a semi-erect postured swaying movement. If the snakes are charmed while in a torpor, the duration of the spell is 3 to 6 turns (d4+2); if the snakes are not torpid, but are not aroused and angry, the charm lasts 1 to 3 turns; if the snakes are angry and/or attacking, the snake charm spell will last from 5 to 8 melee rounds (d4+4). The cleric casting the spell can charm snakes whose hit points are less than or equal to those of the cleric. On the average, a 1st level cleric could charm snakes with a total of 4 or 5 hit points; a 2nd level cleric 9 hit points, a 3rd level 13 or 14 hit points, etc. The hit points can represent a single snake or several of the reptiles, but the total hit points cannot exceed those of the cleric casting the spell.

Description

By employing this spell, the cleric is empowered to comprehend and communicate with any warm or cold-blooded animal which is not mindless (such as an amoeba). The cleric is able to ask questions, receive answers, and generally be on amicable terms with the animal. This ability lasts for 2 melee rounds for each level of experience of the cleric employing the spell. Even if the bent of the animal is opposite to that of the cleric evil/good, good/evil), it and any others of the same kind with it will not attack while the spell lasts. If the animal is neutral or of the same general bent as the cleric (evil/evil, good/good), there is a possibility that the animal, and its like associates, will do some favor or service for the cleric. This possibility will be determined by the referee by consulting a special reaction chart, using the charisma of the cleric and his actions as the major determinants. Note that this spell differs from speak with monsters (q...), for it allows conversation only with basically normal, non-fantastic creatures such as apes, bears, cats, dogs, elephants, and so on.

Description

By calling upon his or her deity, the cleric casting spiritual hammer spell brings into existence a field of force which is shaped vaguely like a hammer. This area of farce is hammer-sized, and as long as the cleric who invoked it concentrates upon the hammer, it will strike at any opponent within its range as desired by the cleric. The force area strikes as a magical weapon equal to one plus per 3 levels of experience of the spell caster for purposes of being able to strike creatures, although it has no magical plusses whatsoever "to hit", and the damage it causes when it scares a hit is exactly the same as a normal war hammer, i.e. 1-6 versus opponents of man-size or smaller, 1-4 upon larger opponents. Furthermore, the hammer strikes at exactly the same level as the cleric controlling it, just as if the cleric was personally wielding the weapon. As soon as the cleric ceases concentration, the spiritual hammer is dispelled. Note: If the cleric is behind an opponent, the force can strike from this position, thus gaining all bonuses for such an attack and negating defensive protections such as shield and dexterity. The material component of this spell is a normal war hammer which the cleric must hurl towards opponents whilst uttering a plea to his or her deity. The hammer disappears when the spell is cast.