Find Traps

Divination

Range:	3"	**Components:**	V,S
Duration:	3 Turns	**Casting Time:**	5 Segments
Area of Effect:	1" Path	**Saving Throw:**	None

Level 2 Cleric

Hold Person

Enchantment/Charm

Range:	6"	**Components:**	V,S,M
Duration:	4 Rounds + 1 Round/Lvl	**Casting Time:**	5 segments
Area of Effect:	One to Three Creatures	**Saving Throw:**	Negates

Level 2 Cleric

Know Alignment

Divination (Reversible)

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

Level 2 Cleric

Description

When a cleric casts a find traps spell, all traps -- concealed normally or magically -- of magical or mechanical nature become visible to him or her. Note that this spell is directional, and the caster must face the desired direction in order to determine if a trap is laid in that particular direction.

Description

This spell holds immobile, and freezes in places, from 1-3 humans or humanoid creatures (see below) for 5 or more melee rounds. The level of the cleric casting the hold person spell dictates the length of time the effect will last. The basic duration is 5 melee rounds at 1st level, 6 rounds at 2nd level, 7 rounds at 3rd level, etc. If the spell is cast at three persons, each gets a saving throw at the normal score; if only two persons are being enspelled, each makes their saving throw at -1 on their die; if the spell is cast at but one person, the saving throw die is at -2. Persons making their saving throws are totally unaffected by the spell. Creatures affected by a hold person spell are: brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs. hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, and troglodytes. The spell caster needs a small, straight piece of iron as the material component of this spell.

Description

A know alignment spell enables the cleric to exactly read the aura of a person - human, semi-human, or non-human. This will reveal the exact alignment of the person. Up to 10 persons can be examined with this spell. The reverse totally obscures alignment, even from this spell, of a single person for 1 turn, two persons for 5 rounds, etc. Certain magical devices will negate the ability to know alignment.