Resist Fire

Alteration

Range:	Touch	**Components:**	V,S,M
Duration:	1 Turn / Level	**Casting Time:**	5 Segments
Area of Effect:	Creature Touched	**Saving Throw:**	None

Level 2 Cleric

Silence, 15' Radius

Alteration

Range:	12"	**Components:**	V,S
Duration:	2 Rounds / Level	**Casting Time:**	5 Segments
Area of Effect:	30' Diameter Sphere	**Saving Throw:**	None

Level 2 Cleric

Slow Poison

Necromantic

Range:	Touch	**Components:**	V,S,M
Duration:	1 Hour / Level	**Casting Time:**	1 Segment
Area of Effect:	Creature Touched	**Saving Throw:**	None

Level 2 Cleric

Description

When this spell is placed upon a creature by a cleric, the creature's body is toughened to withstand heat, and boiling temperature is comfortable. The recipient of the resist fire spell can even stand in the midst of very hot or magical fires such as those produced by red-hot charcoal, a large amount of burning oil, flaming swords, fire storms, fire balls, meteor swarms, or red dragon's breath - but these will affect the creature, to some extent. The recipient of the spell gains a bonus of +3 on saving throws against such attack forms, and all damage sustained is reduced by 50%; therefore, if the saving throw is not made, the creature sustains one-half damage, and if the saving throw is made only one-quarter damage is sustained. Resistance to fire lasts for 1 turn for each level of experience of the cleric placing the spell. The caster needs a drop of mercury as the material component of this spell.

Description

Upon casting this spell, complete silence prevails in the area of its effect. All sound is stopped, so all conversation is impossible, spells cannot be cast, and no noise whatsoever issues forth. The spell can be cast into the air or upon an object. The spell of silence lasts for 2 rounds for each level of experience of the cleric, i.e. 2 rounds at 1st level, 4 at 2nd, 6 at 3rd, 8 at 4th and so forth. The spell can be cast upon a creature, and the effect will then radiate from the creature and move as it moves. If the creature is unwilling, it saves against the spell, and if the saving throw is made, the spell effect locates about one foot behind the target creature.

Description

When this spell is placed upon a poisoned individual it greatly slows the effects of any venom, even causing a supposedly dead individual to have life restored if it is cast upon the victim within a number of turns less than or equal to the level of experience of the cleric ofter the poisoning was suffered, i.e. a victim poisoned up to 10 turns previously could be temporarily saved by a 10th or higher level cleric who cast slow poison upon the victim. While this spell does not neutralize the venom, it does prevent it from substantially harming the individual for the duration of its magic, but each turn the poisoned creature will lose 1 hit point from the effect of the venom (although the victim will never go below 1 hit point while the slow poison spell's duration lasts). Thus, in the example above, the victim poisoned 10 turns previously has only 10 hit points, so when the 10th level cleric casts the spell, the victim remains with 1 hit point until the spell duration expires, and hopefully during that period a full cure can be accomplished. The material components of this spell are the cleric's holy/unholy symbol and a bud of garlic which must be crushed and smeared on the victim's bare feet.