Animate Dead

Necromantic

Range:	1"	**Components:**	V,S,M
Duration:	Permanent	**Casting Time:**	1 Round
Area of Effect:	Special	**Saving Throw:**	None

Level 3 Cleric

Continual Light

Alteration (Reversible)

Range:	12"	**Components:**	V,S
Duration:	Permanent	**Casting Time:**	6 Segments
Area of Effect:	6" Radius Globe	**Saving Throw:**	None

Level 3 Cleric

Create Food & Water

Alteration

Range:	1"	**Components:**	V,S
Duration:	Permanent	**Casting Time:**	1 Turn
Area of Effect:	1 Cubic Foot / Level	**Saving Throw:**	None

Level 3 Cleric

Description

This spell creates the lowest of the undead monsters, skeletons or zombies, from the bones or bodies of dead humans. The effect is to cause these remains to become animated and obey the commands of the cleric casting the spell. The skeletons or zombies will follow, remoin in an area and attack any creature (or just a specific type of creature) entering the place, etc. The spell will animate the monsters until they are destroyed or until the magic is dispelled. (See dispel magic spell). The cleric is able to animate 1 skeleton or 1 zombie for each level of experience he or she has attained. Thus, a 2nd level cleric can animate 2 of these monsters, a 3rd level 3, etc. The act of animating dead is not basically a good one, and it must be used with careful consideration and good reason by clerics of good alignment. It requires a drop of blood, a piece of human flesh, and a pinch of bone powder or a bone shard to complete the spell.

Description

This spell is similar to a light spell, except that it lasts until negated (by a continual darkness or dispel magic spell) and its brightness is very great, being nearly as illuminating as full daylight. It can be cast into air, onto an object, or at a creature. In the third case, the continual light affects the space about one foot behind the creature if the latter makes its saving throw. Note that this spell will blind a creature if it is successfully cast upon the visual organs, for example. Its reverse causes complete absence of light.

Description

When this spell is cast, the cleric causes food and/or water to appear. The food thus created is highly nourishing, and each cubic foot of the material will sustain three humon-sized creatures or one horse-sized creature for a full day. For each level of experience the cleric has attained, 1 cubic foot of food and/or water is created by the spell, i.e. 2 cubic feet of food are created by a 2nd level cleric, 3 by a 3rd, 4 by a 4th, and so on; or the 2nd level cleric could create 1 cubic foot of food and 1 cubic foot of water, etc