Cure Blindness

Abjuration (Reversible)

Range:	Touch	**Components:**	V,S
Duration:	Permanent	**Casting Time:**	1 Round
Area of Effect:	Creature Touched	**Saving Throw:**	None

Level 3 Cleric

Cure Disease

Abjuration (Reversible)

Range:	Touch	**Components:**	V,S
Duration:	Permanent	**Casting Time:**	1 Turn
Area of Effect:	Creature Touched	**Saving Throw:**	None

Level 3 Cleric

Dispel Magic

Abjuration

Range:	6"	**Components:**	V,S
Duration:	Permanent	**Casting Time:**	6 Segments
Area of Effect:	3" Cube	**Saving Throw:**	None

Level 3 Cleric

Description

By touching the creature afflicted, the cleric employing the spell can permanently cure most forms of blindness. Its reverse, cause blindness, requires a successful touch upon the victim, and if the victim then makes the saving throw, the effect is negated.

Description

The cleric cures most diseases - including those of a parasitic, bacterial, or viral nature - by placing his or her hand upon the diseased creature. The affliction rapidly disappears thereafter, making the cured creature whole and well in from 1 turn to 1 week, depending on the kind of disease and the state of its advancement when the cure took place. The reverse of the cure disease spell is cause disease. To be effective, the cleric must touch the intended victim, and the victim must fail the saving throw. The disease caused will begin to affect the victim in 1-6 turns, causing the afflicted creature to lose 1 hit point per turn, and 1 point of strength per hour, until the creature is at 10% of original hit points and strength, at which time the afflicted is weak and virtually helpless.

Description

When a cleric casts this spell, it neutralizes or negates the magic it comes in contact with as follows: A dispel magic will not affect a specially enchanted item such as a scroll, magic ring, wand, rod, staff, miscellaneous magic item, magic weapon, magic shield, or magic armor. It will destroy magic potions (they are treated as 12th level for purposes of this spell), remove spells cast upon persons or objects, or counter the casting of spells in the area of effect. The base chance for success of a dispel magic spell is 50%. For every level of experience of the character casting the dispel magic above that of the creature whose magic is to be dispelled (or above the efficiency level of the object from, which the magic is issuing), the base chance increases by 5%, so that if there are 10 levels of difference, there is a 100% chance. For every level below the experience/efficiency level of the creature/object, the base chance is reduced by 2%. Note that this spell can be very effective when used upon charmed and similarly beguiled creatures. It is automatic in negating the spell caster's own magic.