## *Feign Death*

Necromantic

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|---|---|---|---|
| **Range:** | Touch | **Components:** | V,S,M |
| **Duration:** | 1 Turn + 1 Round / Level | **Casting Time:** | 2 Segments |
| **Area of Effect:** | One Person | **Saving Throw:** | None |

Level 3 Cleric

## *Glyph of Warding*

Abjuration-Evocation

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|---|---|---|---|
| **Range:** | Touch | **Components:** | V,S,M |
| **Duration:** | Permanent until Set Off | **Casting Time:** | Special |
| **Area of Effect:** | 25 Sq Foot / Level | **Saving Throw:** | Special |

Level 3 Cleric

## *Locate Object*

Divination (Reversible)

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|---|---|---|---|
| **Range:** | 6" + 1" / Level | **Components:** | V,S,M |
| **Duration:** | 1 Round / Level | **Casting Time:** | 1 Turn |
| **Area of Effect:** | Special | **Saving Throw:** | None |

Level 3 Cleric

## Description

Except as noted above, this spell is the same as the third level magic-user spell, feign death (q.v.). Note that a character of any level may be affected by the cleric casting this spell, and that the material components are a pinch of graveyard dirt and the cleric's holy/unholy symbol.

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By means of this spell, the caster or any other creature whose levels of experience/hit dice do not exceed the magic-user's own level can be put into a cataleptic state which is impossible to distinguish from actual death. Although the person/creature affected by the feign death spell can smell, hear, and know what is going on, no feeling or sight of any sort is possible; thus, any wounding or mistreatment of the body will not be felt and no reaction will occur and damage will be only one-half normal. In addition, paralysis, poison, or energy level drain will not affect the individual / creature under the influence of this spell, but poison injected or otherwise introduced into the body will become effective when the spell recipient is no longer under the influence of this spell, although a saving throw is permitted. Note that only a willing individual can be affected by feign death. The spell caster is able to end the spell effects at any time desired, but it requires 1 full round for bodily functions to begin again.

## Description

A glyph of warding is a powerful inscription magically drawn to prevent unauthorized or hostile creatures from passing, entering, or opening. It can be used to guard a small bridge, ward an entry, or as a trap on a chest or box. When the spell is cast, the cleric weaves a tracery of faintly glowing lines around the warding sigil. For every square foot of area to be protected, 1 segment of time is required to trace the warding lines from the glyph, plus the initial segment during which the sigil itself is traced. A maximum of a 5' X 5'area per level can be warded. When the spell is completed, the glyph and tracery become invisible, but any creature touching the protected area without first speaking the name of the glyph the cleric has used to serve as a ward will be subject to the magic it stores. Saving throws apply, and will either reduce effects by one-half or negate them according to the glyph employed. The cleric must use incense to trace this spell, and then sprinkle the area with powdered diamond (at least 2,000 g.p. worth) if it exceeds 50 square feet. Typical glyphs shock for 2 points of electrical damage per level of the spell caster, explode for a like amount of fire damage, paralyze, blind, or even drain a life energy level (if the cleric is of high enough level to cast this glyph).

## Description

This spell aids in location of o known or familiar object. The cleric casts the Spell, slowly turns, and knows when he or she is facing in the direction of the object to be located, provided the object is within range, i.e. 7" for 1st level clerics, 8' for 2nd, 9" for 3rd, etc. The casting requires the use of o piece of lodestone. The spell will locate such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder or stairway. By reversal (obscure object), the cleric is able to hide an object from location by spell, crystal ball, or similar means. Neither application of the spell will affect a living creature.