Cure Serious Wounds

Necromantic (Reversible)

Range:	Touch	**Components:**	V,S
Duration:	Permanent	**Casting Time:**	7 Segments
Area of Effect:	Creature Touched	**Saving Throw:**	None

Level 4 Cleric

Detect Lie

Divination (Reversible)

Range:	3"	**Components:**	V,S,M
Duration:	1 Round / Level	**Casting Time:**	7 Segments
Area of Effect:	One Person	**Saving Throw:**	None

Level 4 Cleric

Divination

Divination

Range:	0	**Components:**	V,S,M
Duration:	Special	**Casting Time:**	1 Turn
Area of Effect:	Special	**Saving Throw:**	None

Level 4 Cleric

Description

This spell is a more potent version of the cure light wounds spell (q.v.). Upon laying his or her hand upon a creature, the cleric causes from 3 to 17 (2d8+1) hit points of wound or other injury damage to the creature's body to be healed. This healing will affect only those creatures listed in the cure light wounds spell explanation. Cause serious wounds, the reverse of the spell, operates similarly to the cause light wounds spell, the victim having to be touched first, and if the touch is successful, it will inflict 3 to 17 hit points.

Description

When the cleric employs this spell, the recipient is immediately able to determine if truth is being spoken. The spell lasts one round for each level of experience of the cleric casting the detect lie. Gold dust is necessary for this spell. Its reverse, undetectable lie, makes bald-face untruths seem reasonable, or simply counters the detect lie spell powers. The reverse spell requires brass dust as its material component.

Description

Similar to an augury spell, a divination spell is used to determine information regarding an area. The area can be a small woods, large building, or section of a dungeon level. In any case, its location must be known. The spell gives information regarding the relative strength of creatures in the area; whether a rich, moderate or poor treasure is there; and the relative chances for incurring the wrath of evil or good supernatural, super powerful beings if the area is invaded and attacked. The base chance for correct divination is 60%, plus 1 % for each level of experience of the cleric casting the spell, i.e. 65% at 5th level, 66% at 6th, etc. The Dungeon Master will make adjustments to this base chance considering the facts regarding actual area being divined. If the result is not correct, inaccurate information will be obtained. The material components of the divination are a sacrificial creature, incense, and the holy symbol of the cleric. If an unusually potent divination is attempted, sacrifice of particularly valuable gems or jewelry and/or magic items may be required.