Exorcise

Abjuration

Range:	1"	**Components:**	V,S,M
Duration:	Permanent	**Casting Time:**	1 - 100 Turns
Area of Effect:	One Creature / Object	**Saving Throw:**	None

Level 4 Cleric

Lower Water

Alteration (Reversible)

Range:	12"	**Components:**	V,S,M
Duration:	1 Turn / Level	**Casting Time:**	1 Turn
Area of Effect:	1" x 1" / Level	**Saving Throw:**	None

Level 4 Cleric

Neutralize Poison

Alteration (Reversible)

Range:	Touch	**Components:**	V,S
Duration:	Permanent	**Casting Time:**	7 Segments
Area of Effect:	Creature, 1' Cu / 2 Lvls	**Saving Throw:**	None

Level 4 Cleric

Description

The spell of exorcism will negote possession of a creature or an object by any outside or supernatural force. This includes control of a creature by some force in an obiect, possession by magic jar (q.v.) spell, demonic possession, curse, and even charm, for the exorcise spell is similar to a dispel magic spell. Furthermore, it will affect a magical item if such is the object of the exorcism. Thus a soul obiect of ony sort which comes under successful exorcism will make the life force of the creature concerned wholly inhabit its nearest material body, wholly ond completely. (Cf. ADVANCED DUNGEONS 8 DRAGONS, MONSTER MANUAL, Demon.) The exorcise spell, once begun, cannot be interrupted, or else it is spoiled and useless. The base chance for success is a random 1% to 100%. Each turn of exorcism the dice are rolled, and if the base chance number, or less, is rolled, the spell is successful. Bose chance of success is modified by -1% for each level of difference between the cleric's level of experience and the level of the possessor or possessing mogic. where the smaller number is the cleric's level. In the obverse, a +1% cumulative is added. The referee can determine base chance according to the existing circumstances if he or she so desires. Material components for this spell ore the holy object ofthe cleric and holy water (or unholy, in the case-of evil clerics, with respect to object and water). A religious artifact or relic can increase the chance of success by from 1% to 50%, according to the power of the artifact or relic.

Description

The cleric casting a lower water spell causes water or similar fluid in the area of effect to sink away. Lowering is 5% of original effect for every level of experience of the cleric, i.e. 40% ot 8th level, 45% at 9th, 50% at loth, etc. The effect of the spell lasts for 1 turn for each level of experience of the cleric casting it. Likewise, the area of effect increases by level of experience, an 8th level cleric affecting an area of 8" X 8", a 9th level an area of 9" X 9", and so forth. Material components of this spell are the cleric's religious symbol and a pinch of dust. The reverse of the spell causes the water or similar fluid to return to its normal highest level, plus one foot for every level of experience of the cleric casting it.

Description

By means of a neutralize poison spell, the cleric detoxifies any sort of venom in the creature or substance touched. Note that an opponent, such as a poisonous reptile or snake (or even an envenomed weapon of an opponent) unwilling to be so touched requires the cleric to score a hit in melee combat. Effects of the spell are permanent only with respect to poison existing in the touched creature at the time of the touch, i.e. creatures (or objects) which generate new poison will not be permanently detoxified. The reversed spell, poison, likewise requires an attack (a "to hit" touch which succeeds), and the victim is allowed a saving throw versus poison. If the latter is unsuccessful, the victim is killed by the poison.