Aerial Servant

Conjuration/Summoning

Range:	1"	**Components:**	V,S,
Duration:	1 Day / Level	**Casting Time:**	9 segments
Area of Effect:	Special	**Saving Throw:**	None

Level 6 Cleric

Animate Object

Alteration

Range:	3"	**Components:**	V,S
Duration:	1 Round / Level	**Casting Time:**	9 Segments
Area of Effect:	1 Cubic Foot / Level	**Saving Throw:**	None

Level 6 Cleric

Blade Barrier

Evocation

Range:	3"	**Components:**	V,S
Duration:	3 Rounds / Level	**Casting Time:**	9 Segments
Area of Effect:	Special	**Saving Throw:**	None

Level 6 Cleric

Description

This spell summons an invisible aerial servant (see ADVANCED DUNGEONS 8 DRAGONS, MONSTER MANUAL) to do the bidding of the cleric who coniured it. The creature does not fight, but it obeys the command of the cleric with respect to finding and returning with whatever obiect or creature that is described to it. Of course, the object or creature must be such as to allow the aerial servant to physically bring it to the cleric or his or her assign. The spell caster should keep in mind the consequences of having an aerial servant prevented, for any reason, from completion of the assigned duty. The spell lasts for a maximum of 1 day for each level of experience of the cleric who cast it. The aerial servant returns to its own plane whenever the spell lapses, its duty is fulfilled, it is dispelled, the cleric releases it, or the cleric is slain. The cleric must have a protection from evil spell, or be within a magic circle, thaumaturgic triangle, or pentagram when summoning an aerial servant unless the cleric has his or her religious symbol or a religious artifact or relic to use to control the creature. Otherwise, the creature will slay its summoner and return from whence it came. The aerial servant will always attack by complete surprise when sent on a mission, and gain the benefit of 4 free melee rounds unless the creature involved is able to detect invisible objects in which case a six-sided die is rolled, and 1 = 1 free round, 2 = 2 free rounds, 3 = 3 free rounds, 4 = 4 free rounds, and 5 or 6 = 0 free rounds (the opponent is not surprised at all). Each round the aerial servant must dice to score a hit, and when a hit is scored, it means the aerial servant has grabbed the item or creature it was sent to take and bring back to the cleric. If a creature is involved, the aerial servant's strength is compared to the strength of the creature to be brought. If the creature in question does not have a strength rating, roll the appropriate number of the correct type of hit dice for the aerial servant and for the creature it has grabbed. The higher total is the stronger.

Description

This powerful spell enables the cleric casting it to imbue inanimate obiects with mobility and o semblance of life. The animated object, or objects, then attack whomever or whatever the cleric first designates. The object can be of any material whatsoever - wood, metal, stone, fabric, leather, ceramic, glass, etc. The speed of movement of the object is dependent upon its means of propulsion and its weight. A large wooden table would be rather heavy, but its legs would give it speed. A rug could only slither along. A jar would roll. Thus a large stone pedestal would rock forward at 1" per round, a stone statue would move at 4" per round, a wooden statue 8 ' per round, on ivory stool of light weight would move at 12". Slithering movement is about 1" to 2" per round, rolling 3" to 6" per round. The damage caused by the attack of an animated object is dependent upon its form and composition. Light, supple objects can only obscure vision, obstruct movement, bind, trip, smother, etc. Light, hard objects con fall upon or otherwise strike for 1-2 hit points of damage or possibly obstruct and trip as do light, supple objects. Hard, medium weight objects con crush or strike for 2-8 hit points of damage, those larger and heavier doing 3-12, 4-16, or even 5-20 hit points of damage. The frequency of attack of animated objects is dependent upon their method of locomotion, appendages, and method of attack. This varies from as seldom as once every five melee rounds to as frequently as once per melee round. The armor class of the object animated is basically a function of material and movement ability with regard to hitting. Damage is dependent upon the type of weapon and the object struck. A sharp cutting weapon is effective against fabric, leather, wood and like substances. Heavy smashing and crushing weapons are useful against wood, stone, and metal objects. Your referee will determine all of these factors, as well as how much damage the animated object can sustain before being destroyed. The cleric can animate 1 cubic foot of material for eoch level of experience he or she has attained. Thus, a 14th level cleric could animate one or more obiects whose solid volume did not exceed 14 cubic feet, i.e. o large statue, two rugs, three chairs, or a dozen average crocks.

Description

The cleric employs this spell to set up a wall of circling, razor-sharp blades. These whirl and flash in endless movement around an immobile point. Any creature which attempts to pass through the blade barrier suffers 8-64 (8d8) hit points of damage in doing SO. The barrier remains for 3 melee rounds for every level of experience of the cleric casting it. The barrier can cover any area from as small as 5' square to as large as 2 square, i.e. 20'X20' under ground, 60'X60' outdoors.