Conjure Animals

Conjuration/Summoning

Range:	3"	**Components:**	V,S
Duration:	2 Rounds / Level	**Casting Time:**	9 Segments
Area of Effect:	Special	**Saving Throw:**	None

Level 6 Cleric

Find the Path

Divination (Reversible)

Range:	Touch	**Components:**	V,S,M
Duration:	1 Turn / Level	**Casting Time:**	3 Rounds
Area of Effect:	Creature Touched	**Saving Throw:**	None

Level 6 Cleric

Heal

Necromantic (Reversible)

Range:	Touch	**Components:**	V,S
Duration:	Permanent	**Casting Time:**	3 Rounds
Area of Effect:	Creature Touched	**Saving Throw:**	None

Level 6 Cleric

Description

The conjure animals spell enables the cleric to summon o mammal, or several of them, to his locale in order that the creature(s) can ottock the cleric's opponents. The conjured animal(s) remain in the cleric's locale for 2 melee rounds for each level of experience of the cleric conjuring it (them), or until slain. The spell caster can, by means of his incantation, call up one or more mammals with hit dice whose total does not exceed his or her level. Thus, a cleric of 12th level could conjure one mammal with 12 hit dice, two with 6 hit dice each, three with 4 hit dice each, 4 with 3 hit dice each, six with 2 hit dice each, or 12 with 1 hit die each. For every + 1 (hit point) of a creature's hit dice, count 1/4 of a hit die, i.e. a creature with 4 +3 hit dice equals a 4 3/4 hit dice creature. The creature(s) summoned by the spell will unfailingly attack the opponent(s) of the cleric by whom the spell was cast.

Description

By use of this spell, the cleric is enabled to find the shortest, most direct route that he or she is seeking, be it the way to or from or out of a locale. The locale can be outdoors or underground, a trap or even a maze spell. The spell will enable the cleric to select the correct direction which will eventually lead him or her to egress, the exact path to follow (or actions to take), and this knowledge will persist as long as the spell lasts, i.e. 1 turn for each level of experience of the cleric casting find the path. The spell frees the cleric, ond those with him or her from a maze spell in a single melee round and will continue to do so as long as the spell lasts. The material component of this spell is a set of divination counters of the sort favored by the cleric - bones, ivory counters, sticks, carved runes, or whatever. The reverse, lose the path, makes the creature touched totally lost and unable to find its way for the duration of the spell, although it can be led, of course.

Description

The very potent heal spell enables the cleric to wipe away disease and injury in the creature who receives the benefits of the spell. It will completely cure any and all diseases and/or blindness of the recipient and heal all hit points of damage suffered due to wounds or injury, save 1 to 4 (d4). It dispels o feeblemind spell. Naturally, the effects can be negated by later wounds, injuries, and diseases. The reverse, harm, infects the victim with a disease and causes loss of all hit points, as damage, save 1 to 4 (d4), if a successful touch is inflicted. For creatures not affected by the heal (or harm) spell, see cure light wounds.