Cure Light Wounds

Necromantic (Reversible)

Range:	Touch	**Components:**	V,S,M
Duration:	Permanent	**Casting Time:**	4 Segments
Area of Effect:	Character Touched	**Saving Throw:**	None

Level 2 Druid

Feign Death

Necromantic

Range:	1"	**Components:**	V,S,M
Duration:	4 Rounds +1 Rnd/Lvl	**Casting Time:**	3 Segments
Area of Effect:	One Creature	**Saving Throw:**	None

Level 2 Druid

Fire Trap

Evocation

Range:	Touch	**Components:**	V,S,M
Duration:	Permanent until triggered	**Casting Time:**	1 turn
Area of Effect:	Object Touch	**Saving Throw:**	1/2 damage

Level 2 Druid

Description

With the exception of the fact that the druid must have mistletoe (of any sort) to effect this spell, it is the same as the first level cleric cure light wounds spell.

Upon laying his or her hand upon a creature, the cleric causes from 1 to 8 hit points of wound or other injury damage to the creature's body to be healed. This healing will not affect creatures without corporeal bodies, nor will it cure wounds of creatures not living or those which can be harmed only by iron, silver, and for magical weapons. Its reverse, cause light wounds, operates in the same manner; and if a person is avoiding this touch, a melee combat "to hit" die is rolled to determine if the cleric's hand strikes the opponent and causes such a wound. Note that cured wounds are permanent only insofar as the creature does not sustain further damage, and that caused wounds will heal - or can be cured - just as any normal injury will. Caused light wounds are 1 to 8 hit points of damage.

Description

Except as noted above, this spell is the same as the third level magic-user feign death spell (q.v.) . The material component is a piece of dead oak leaf (in addition to mistletoe, of course).

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

This spell is the same as the fourth level magic-user fire trap spell (q.v.) except as shown above and for the fact that the material components are holly berries and a stick of charcoal to trace the outline of the closure.

Any closable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth) is affected by a fire trop spell, but the item so trapped cannot have a second spell such as hold portal or wizard lock placed upon it except as follows: if a fire trap/hold portal is attempted, only the spell first cast will work, and the other will be negated (both negated if cast simultaneously). If o fire trap is cast after a wizard lock, the former is negated, if both are cast simultaneously both are negated, and if a wizard lock is cost after placement of o fire trap there is a 50% chance that both spells will be negated. A knock spell will not affect a fire trap in any way - as soon as the offending party enters/touches, the trap will discharge. The caster can use the trapped object without discharging it. When the trap is discharged there will be an explosion of 5' radius, and all creatures within this area must make saving throws versus magic. Damage is 1-4 hit points plus 1 hit point per level of the magic-user who cost the spell, or one-half the total amount for creatures successfully saving versus magic. The item trapped is NOT harmed by this explosion. There is only 50% of the normal chance to detect a fire trop, and failure to remove it when such action is attempted detonates it immediately. To place this spell, the caster must trace the outline of the closure with a bit of sulphur or saltpeter.