Airy Water

Alteration

Range:	0	**Components:**	V,S,M
Duration:	1 Turn / Level	**Casting Time:**	5 Segments
Area of Effect:	2" sphere/4" hemisphere	**Saving Throw:**	None

Level 5 Magic-User

Animal Growth

Alteration (Reversible)

Range:	6"	**Components:**	V,S,M
Duration:	1 Round / Level	**Casting Time:**	5 Segments
Area of Effect:	8 animals in a 2" square	**Saving Throw:**	None

Level 5 Magic-User

Animate Dead

Necromantic

Range:	1"	**Components:**	V,S,M
Duration:	Permanent	**Casting Time:**	5 Rounds
Area of Effect:	Special	**Saving Throw:**	None

Level 5 Magic-User

Description

The airy water spell turns normal liquid such as water or water based infusions or solutions to o less dense, breathable substance. Thus, if the magic-user were desirous of entering an underwater place, he or she would step into the water, cast the spell and sink downwards in a globe of bubbling water which he or she and any companions in the spell's area of effect could move freely in and breathe just as if it were air rather than water. The globe will move with the spell caster. Note that water breathing creatures will avoid a sphere (or hemisphere) of airy water, although intelligent ones can enter it if they are able to move by means other than swimming, but no water-breathers will be able to breathe in an area affected by this spell. There is only one word which needs to be spoken to actuate the magic, and the material component of the spell is a small handful of alkaline or bromine salts.

Description

Except as noted above, and for the fact that the material component of the spell is a pinch of powdered bone, this is the same as the fifth level druid spell animal growth (q.v.).

When this spell is cast, the druid causes all animals, up to a maximum of 8, within a 2" square area to grow to twice their normal size. The effects of this growth are doubled hit dice (with resultant improvement in attack potential) and doubled damage in combat. The spell lasts for 2 melee rounds for each level of experience of the druid casting the spell. Note that the spell is particularly useful in conjunction with a charm person or animal or a speak with animals spell. The reverse reduces animal size by one half, and likewise reduces hit dice, attack damage, etc.

Description

Except as noted above, this spell is the same as the third level cleric spell animate dead (q.v.).

This spell creates the lowest of the undead monsters, skeletons or zombies, from the bones or bodies of dead humans. The effect is to cause these remains to become animated and obey the commands of the cleric casting the spell. The skeletons or zombies will follow, remoin in an area and attack any creature (or just a specific type of creature) entering the place, etc. The spell will animate the monsters until they are destroyed or until the magic is dispelled. (See dispel magic spell). The cleric is able to animate 1 skeleton or 1 zombie for each level of experience he or she has attained. Thus, a 2nd level cleric can animate 2 of these monsters, a 3rd level 3, etc. The act of animating dead is not basically a good one, and it must be used with careful consideration and good reason by clerics of good alignment. It requires a drop of blood, a piece of human flesh, and a pinch of bone powder or a bone shard to complete the spell.