

New Spells

A Basic Fantasy RPG Supplement

Release 5

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement includes a number of new spells, as well as rules for spells of the 7th level. The spells in this document have been provided by a number of people; please read Section 15 of the OGL (on the last page of this document) for a full list. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

CHARACTER CLASSES, Supplement

Cleric, revised table

The following table adds 7th level spells.

Level	Exp. Points	Hit Dice	Spells						
			1	2	3	4	5	6	7
1	0	1d6	-	-	-	-	-	-	-
2	1,500	2d6	1	-	-	-	-	-	-
3	3,000	3d6	2	-	-	-	-	-	-
4	6,000	4d6	2	1	-	-	-	-	-
5	12,000	5d6	2	2	-	-	-	-	-
6	24,000	6d6	2	2	1	-	-	-	-
7	48,000	7d6	3	2	2	-	-	-	-
8	90,000	8d6	3	2	2	1	-	-	-
9	180,000	9d6	3	3	2	2	-	-	-
10	270,000	9d6+1	3	3	2	2	1	-	-
11	360,000	9d6+2	4	3	3	2	2	-	-
12	450,000	9d6+3	4	4	3	2	2	1	-
13	540,000	9d6+4	4	4	3	3	2	2	-
14	630,000	9d6+5	4	4	4	3	2	2	1
15	720,000	9d6+6	4	4	4	3	3	2	1
16	810,000	9d6+7	5	4	4	3	3	2	1
17	900,000	9d6+8	5	5	4	3	3	2	2
18	990,000	9d6+9	5	5	4	4	3	3	2
19	1,080,000	9d6+10	6	5	4	4	3	3	2
20	1,170,000	9d6+11	6	5	5	4	3	3	3

Magic-User, revised table

The following table adds 7th level spells.

Level	Exp. Points	Hit Dice	Spells						
			1	2	3	4	5	6	7
1	0	1d4	1	-	-	-	-	-	-
2	2,500	2d4	2	-	-	-	-	-	-
3	5,000	3d4	2	1	-	-	-	-	-
4	10,000	4d4	2	2	-	-	-	-	-
5	20,000	5d4	2	2	1	-	-	-	-
6	40,000	6d4	3	2	2	-	-	-	-
7	80,000	7d4	3	2	2	1	-	-	-
8	150,000	8d4	3	3	2	2	-	-	-
9	300,000	9d4	3	3	2	2	1	-	-
10	450,000	9d4+1	4	3	3	2	2	-	-
11	600,000	9d4+2	4	4	3	2	2	1	-
12	750,000	9d4+3	4	4	3	3	2	2	-
13	900,000	9d4+4	4	4	4	3	2	2	1
14	1,050,000	9d4+5	4	4	4	3	3	2	1
15	1,200,000	9d4+6	5	4	4	3	3	2	1
16	1,350,000	9d4+7	5	5	4	3	3	2	2
17	1,500,000	9d4+8	5	5	4	4	3	3	2
18	1,650,000	9d4+9	6	5	4	4	3	3	2
19	1,800,000	9d4+10	6	5	5	4	3	3	2
20	1,950,000	9d4+11	6	5	5	4	4	3	3

SPELLS

This supplement adds a number of spells for Clerics and Magic-Users. With the exception of the 7th level spells listed below, no table is provided for randomly selecting these new spells; it is up to the GM as to whether any of them are available, and if so, how a player character goes about learning them; the GM should feel free to use any, all, or none of the material in this supplement.

The new Magic-User spells can be learned from NPCs as determined by the Game Master, or developed by means of magical research, or possibly found in spell books in special treasure hoards.

The Game Master must decide how the Clerical spells in this work will be made available. Some Clerics might simply be allowed to pray for any of these spells; or, the GM may decide that only certain deities can provide specific spells. It is even possible that special prayers must be discovered in ancient religious texts in order to acquire certain spells.

Seventh Level Magic-User Spells

1	Delayed Blast Fireball
2	Invisibility, Mass
3	Longevity
4	Phase Door
5	Power Word Stun
6	Sword
7	Teleport, Greater
8	Wychlamp Aura

Analyze Magic Range: 5'
Magic-User 2 Duration: Special

This spell permits the caster to discover information about a magic item or a permanently enchanted area. For each turn spent studying the enchanted item or area, the caster may learn one feature of the enchantment. Features include spell effects, bonuses, and command words or activating conditions. The GM will choose the order in which the features are revealed, but command words or activating conditions should be last. *Note that the number of charges remaining for a charged item is not revealed by this spell.*

Each turn of study requires the caster to make a d20 roll, adding his or her Intelligence bonus and level. The total result must be 21 or higher to succeed; any failure ends the spell. A natural 1 is always a failure.

The item or area to be studied must be within 5' of the caster, and he or she must maintain moderate concentration.

Even with the best rolls, the caster can only learn about one feature per level of ability. The caster does not initially know how many features an item has, but he or she knows when the last feature is discovered (if the caster makes it that far).

With respect to bonuses (for magic weapons, etc.) use the following table:

Description	Bonus				
	+1	+2	+3	+4	+5
Weak	1-18	1	1	--	
Moderate	19-20	2-19	2-7	1	
Strong	--	20	8-19	2-19	1-2
Very Strong	--	--	20	20	3-20

So, for a Sword +1, +3 vs. Dragons, if the caster makes his or her first roll (learning about the first feature, the base +1), the GM rolls 1d20 secretly. If the GM gets 1-18, he or she describes the basic enchantment as "weak;" if he gets 19 or 20, it's "moderate." If the second roll is made (for the +3 vs. Dragons), the GM rolls again, but this time the most likely result is "strong" (or more precisely, "strongly enchanted against Dragons"). The caster will know at this point (but not before) that there are no further features to discover.

Aura of Fire Range: Touch
Magic-User 3 Duration: 1 turn

This spell covers the recipient's body in hot red flames that move as he or she does. The flames will not harm the target nor damage any possessions carried, but will do 1d6 points of fire damage to anyone in contact with them. In particular, anyone attacking the recipient with a melee weapon (except, perhaps, a very long weapon such as a spear or polearm) will suffer this damage. Likewise, anyone hit in melee by the recipient of this spell will receive this damage in addition to normal damage done.

Aura of Frost Range: Touch
Magic-User 3 Duration: 1 turn

Casting this spell allows the caster to create a ring of icy blue flames around the recipient's body that moves as he or she does. The flames will not harm the target nor damage any possessions carried, but will do 1d6 points of cold damage to anyone in contact with them. In particular, anyone attacking the recipient with a melee weapon (except, perhaps, a very long weapon such as a spear or polearm) will suffer this damage. Likewise, anyone hit in melee by the recipient of this spell will receive this damage in addition to normal damage done.

NEW SPELLS

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Binding

Magic-User 2

Range: 30'

Duration: 1 round/level

The target of this spell must be a rope, chain, cord, string or similar object. A maximum of 50' plus 5' per caster level of rope, cord, or string may be affected; if the target is a chain, a maximum of 20' plus 5' per caster level may be affected. The caster may cause the target to coil itself neatly, spread itself untidily, loop or wrap around a creature or object, release the creature or object, knot itself, or untie itself. Each action takes one round. If used to climb, the rope functions as a **rope of climbing**; if used to capture or entangle a victim, it behaves as a **rope of entanglement**, except that the rope can only affect targets within a foot of itself, and it has an AC of only 12 (15 if the target is a chain) and can take a mere 2 hit points of slashing damage before being cut.

Chant of the Holy Defender

Cleric 4

Range: Special

Duration: Special

This spell is a rhythmic chant taken up by the cleric. The caster may affect 1 friendly living creature per 4 levels of the caster which is within 60' at the time of the casting. Each creature affected by the spell gains the following benefits:

1. Morale (or loyalty) is increased by 2 points, to a maximum of 11.
2. Each creature affected gains 1d6+6 "phantom" hit points, in a fashion similar to a **potion of heroism**. Any damage taken is subtracted from these points first; any that remain when the spell ends are lost.
3. Each affected creature gains a +1 bonus to hit.

The benefits of this spell end for an individual creature if it leaves the 60' radius of the chanting cleric, or for all when the cleric stops chanting. This spell may be combined with the Bless spell.

Chill

Magic-User 1

Range: 10'

Duration: 2 rounds

This spell does 1d4 points of cold damage to one creature within the given range. Furthermore, the creature must save vs. Paralysis or suffer a penalty of -1 to melee attack and damage rolls for 1d6 rounds. If the target is near a large heat source, the save is made with a +2 bonus.

Chime of Release

Magic-User 2

Range: 60'

Duration: Instantaneous

This spell releases one creature from its bonds, chains or shackles, causing locks to spring open, chain links to separate and knots to untie. It also affects bonds within the mouth, so it will remove a gag or the bit from a steed. It can affect any number of ropes, chains, or locks at one time, but will only free a single creature. When this spell is cast, the sound of a chime will be heard emanating from the target creature's vicinity, audible to any creature within a 60' spherical volume; the range will be reduced by half if walls or closed doors intervene between the target creature and a potential listener.

Command

Cleric 1

Range: 10'

Duration: 1 round

The caster speaks a single-word command which will be obeyed by a single creature within the given range. The command must be given in a language the recipient understands. The recipient will do its best to obey, as long as the command is a clear, imperative verb. "Suicide" isn't a verb. "Die" would cause the recipient to fake death for the duration of the spell (believing it was dead). Typical commands are back, halt, flee, run, stop, fall, fly, go, leave, surrender, sleep, rest, etc.

Undead are not affected. Creatures with Intelligence of 13 or more and creatures with 6 or more hit dice may save vs. Spells to resist.

Delayed Blast Fireball

Magic-User 7

Range: 100'+10'/level

Duration: special

This spell creates a small glowing bead at any location chosen by the caster, up to the listed range. This bead will explode in an improved form of **fireball** at a time chosen by the caster; when it explodes, it will do 1d6+1 points of damage per caster level to all within a spherical volume with a 20' radius, just as with the standard fireball spell. The bead may explode immediately if the caster so desires, or may be delayed up to 10 rounds; the caster chooses the time when the spell is cast, and cannot subsequently be changed.

If a delay is chosen, the glowing bead lies at its destination until it detonates. A creature can pick up and hurl the bead (with the same range as a dagger); if the bead is handled within 1 round of its scheduled detonation, there is a 25% chance that the bead detonates instantly, i.e. before it can be thrown.

Drainblade
Magic-User 4Range: Touch
Duration: 1 round / level

This spell imbues an edged weapon with the ability to drain blood with each successful strike made against a living creature. When a living creature is hit by a weapon affected by this spell the target suffers an additional point of damage. This extra point of damage is transferred to the wielder as healing; as with other forms of healing, this spell will not increase the wielder's hit points above their normal maximum. Non-living creatures such as undead, golems, living statues, and so on will not be affected by this magic.

Dream
Level 5Range: Special
Duration: Special

This allows the caster to visit and communicate with another creature through the victim's dream. The caster must have met the creature, and must speak its name when casting the spell. The spell is not limited by distance. This spell does not cause the victim to fall asleep: if the victim is not sleeping the spell fails. If the victim knows the dream is magically induced and does not wish to have the dream, he or she can make a save vs. Spells to wake up. The caster controls the dream as if it were a particularly compelling form of illusion, but nothing in the dream has any real effect. In particular, the victim wakes up immediately if killed in the dream.

Familiar
Magic-User 2Range: Touch
Duration: Special

With this spell, the caster binds a single animal into his service as a familiar. The creature must be present, and the caster must touch it to cast the spell. Only normal (non-magical) creatures of 1-1 hit die or lower and having animal intelligence may be made into familiars. Further, each spellcaster may have only one familiar at a time. If a familiar dies, the caster will not be able to successfully cast this spell again for 2d6 months (the period to be rolled by the GM and not revealed to the player). A saving throw vs. Spells is allowed to resist, and if this roll succeeds, the animal chosen is not compatible with the caster and cannot become his or her familiar.

The familiar will behave as if permanently charmed by its master, and will perform any task assigned to it to the best of its ability. The creature's morale is increased by 2 points (to a maximum of 11), and it receives improved intelligence equal to 3+1d4 points. Familiars normally capable of speech (such as parrots) or sign language (such as monkeys) can even carry on conversations. Familiars also age at only half the normal rate for their kind, so a cat familiar (for instance) might easily live forty years.

The familiar and its master are linked telepathically, allowing normal communication in both directions. The caster can see through the eyes of the familiar with moderate concentration. He or she can also sense the direction and approximate distance to the familiar (in general terms, such as "northeast more than a mile away" or "south more than a hundred miles and underground") by concentrating fully upon it for 1d6 rounds.

The connection between the master and familiar will extend any distance on the same plane, but if they are on different planes, the familiar saves vs. Spells once per week with success meaning it has been freed from the master. The freed familiar loses all benefits gained from this spell and becomes a normal animal. The master is affected as if his familiar has died. If the familiar was well treated by its former master it will be friendly toward him or her should they meet again, and the master may cast this spell (even if the normal time limit has not expired) to re-bind the animal as his or her familiar again.

Holy Word
Cleric 7Range: 30' radius
Duration: instantaneous

This spell represents the single most powerful word of any cleric's purest faith. When uttered, the cleric pulses with a blinding radiance and all enemies of the cleric within a 30' radius that can hear him suffer 1d6 points of damage per level of the cleric. Because of the searing light emanating from him, each enemy within range that can see the cleric must make a save vs. Spells or be blinded. Creatures struck dead by this spell burst into fierce flames and burn down to a fine ash within a single round.

Immunity to Normal WeaponsMagic-User 3
Range: Touch
Duration: 5 rounds + 1/level

This spell temporarily makes the target immune to non-magical weapons. Anyone affected by this spell is treated as an enchanted creature for the purpose of magic which specifically affects them (for instance, a **sword +1, +3 vs. enchanted creatures** applies its special bonus to a creature protected by this magic).

Invisibility, Mass
Magic-User 7Range: 240'
Duration: Special

This spell bestows the effect of an **invisibility** spell on all creatures within a 30' by 30' area, exactly as if each such creature had received its own spell; thus, each subject will remain invisible until he or she attacks or casts a spell, and will remain invisible after leaving the area of effect. As with the normal invisibility spell, this spell lasts at most 24 hours.

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Longevity Range: Self
Magic-user 7 Duration: Permanent

This spell will halt the aging process in the caster for 1d4+1 years. During this period, the caster's physical appearance and general health remain as they were at the time of the casting, as if he or she has not aged a day. Aging attacks, such as those from a ghost, subtract from the Longevity years first before actually aging the victim. Because of the tremendous magical strain of this spell on the body and soul, a caster can only benefit from it once every 5 years. Casting this spell requires a bloodstone gem of at least 2,000 gp in value, which is consumed in the casting.

Magic Mirror Range: 10'
Magic-User 4 Duration: 1 round per level

Turns a reflective surface within range into a scrying device through which the caster can view other creatures or areas. The caster must name the area or creature, and must be familiar with the named target. The caster and any other creatures viewing the mirror will be able to see the images, but only the caster will hear sounds from the target area or creature. Detection and vision spells can be cast into it, allowing the caster to detect magic, see invisible, and so on in the area being viewed. If a creature is targeted, the view will follow the creature, but if an area is named the view cannot be moved or changed.

Major Spell Immunity
Magic-User 6 Range: Self
 Duration: 1 round/level

This spell creates a 1-inch thick green translucent shell around the caster that provides protection from the effects of low level spells, whether they are harmful or beneficial in nature. The caster is immune to the effects of all 1st-2nd level spells, and experiences at most half of the effects of 3rd and 4th level spells. The caster's own spells are unaffected by the shell, and he or she can lower the protection of the shell for 1 round at a time as an act of will, allowing the caster to receive spells from others (such as magical healing). At the end of such a round, the shell automatically resumes functioning.

Minor Spell Immunity
Magic-User 4 Range: Self
 Duration: 1 round/level

This spell creates a 1-inch thick green translucent shell around the caster that provides protection from the effects of low level spells, whether they are harmful or beneficial

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in nature. The caster is immune to the effects of all 1st level spells, and experiences at most half of the effects of 2nd and 3rd level spells. The caster's own spells are unaffected by the shell, and he or she can lower the protection of the shell for 1 round at a time as an act of will, allowing the caster to receive spells from others (such as magical healing). At the end of such a round, the shell automatically resumes functioning.

Minor Warding Range: Touch
Magic-User 2 Duration: Special

This spell cloaks an object with an invisible aura of harmful energy. The first living creature touching the object sets off this ward, receiving 3d6 points of damage; no saving throw is allowed to avoid or reduce the damage. The object is unaffected by this discharge.

Non-living creatures such as undead or golems will not set off a minor ward. The caster is free to handle the object at will without danger of triggering this magic. The maximum duration of the spell is 1 hour per level of the caster, and the object to be warded must fit within a 10' cubical volume.

Pacifism Range: 10' per level
Magic-User 5 Duration: 2d10 rounds

This spell causes a creature with an intelligence lower than 14 to have a change of heart. The target creature must save vs. Spells or lay down its weapons. Roll a Morale check for all creatures in the encounter allied with the target; if the Morale check fails, the allied creatures also cease fighting. When the duration expires, all affected creatures resume their original natures.

This spell is a "charm" spell, and thus does not affect creatures immune to those spells.

Phase Door Range: Touch
Magic-User 7 Duration: 1 usage/2 levels

This spell creates a magical passage through a wall, the floor, the ceiling or even through a section of ground. The phase door is invisible and inaccessible to all creatures except the caster, who is the only one that can use the passage. The passage is 10' deep plus another 5' for every three caster levels. The caster disappears when entering the phase door and appears when he or she exits. If desired, the caster can take one other creature through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor it is possible to see through it without using it.

A phase door is subject to **dispel magic**, but only from someone who is of higher level than the caster. If anyone

is within the passage when it is dispelled, he or she is harmlessly ejected (determine randomly in which direction).

It is possible to allow other creatures to use the phase door by setting some triggering condition for the door. Such conditions can be as simple or elaborate as desired. They can be based on a creature's name or identity, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify.

Power Word Stun Range: 120'
Magic-User 7 Duration: Variable

The caster utters a single word of power that instantly causes one creature of his or her choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 71 or more hit points is unaffected by power word stun. If the target has between 36 and 70 hit points the duration is 1d6 rounds. If the target has 35 hit points or less the duration is 2d6 turns.

Refresh Range: Touch
Cleric 1 Duration: 1 hour

This spell will refresh a creature who is hungry, thirsty, and/or tired. They will be able to act, think, and fight with complete ability for the duration of the spell.

Remove Paralysis Range: touch
Cleric 3 Duration: instantaneous

This spell negates paralysis for the targeted individual, whether due to magic or monster special attacks.

Restore Health Range: Touch
Cleric 2 Duration: Instantaneous

This spell removes unnatural weakness, mental or physical debilitation or exhaustion from the touched individual. This spell is useful for restoring temporary ability score draining, such as the strength-draining touch of a shadow. The caster chooses which ability score the spell will restore when casting. It has no effect on permanent ability score loss or energy drain.

Ring of Greater Healing*
Cleric 7 Range: 15 ft. radius
Duration: Instantaneous

This spell allows the caster to cure serious wounds on multiple creatures within 15 ft. Ring of Greater Healing

cures 3d6+3 points of damage on the caster plus one living creature per 3 levels of the caster. If more creatures are within the area of effect than the caster may heal, then the caster decides which creatures receive the healing. Against undead this spell inflicts damage instead of healing; such creatures may save vs. Spells for no damage.

The reverse of this spell, Ring of Greater Infliction, allows the caster to inflict serious wounds on multiple creatures within 15 ft. Ring of Greater Infliction causes 3d6+3 points of damage to one living creature per 3 levels of the caster. If more creatures are within the area of effect than the caster may damage, then the caster decides which creatures are affected. Target creatures may save vs. Spells for no damage. Against Undead this spell heals damage instead of harming.

Ring of Lesser Healing*
Cleric 5 Range: 15 ft. radius
Duration: instantaneous

This spell allows the caster to cure light wounds on multiple creatures within 15 ft. Ring of Lesser Healing cures 1d6+1 points of damage on the caster plus one living creature per 3 levels of the caster. If more creatures are within the area of effect than the caster may heal, then the caster decides which creatures receive the healing. Against undead, this spell inflicts damage instead of healing; such creatures may save vs. Spells for no damage.

The reverse of this spell, Ring of Lesser Infliction, allows the caster to inflict light wounds on multiple creatures within 15 ft. of him. Ring of Lesser Infliction causes 1d6+1 points of damage to one living creature per 3 levels of the caster. If more creatures are within the area of effect than the caster may damage, then the caster decides which creatures are affected. Target creatures may save vs. Spells for no damage. Against undead, the Ring of Lesser Infliction actually heals damage.

Sacrifice* Range: touch
Cleric 3 Duration: permanent

This spell allows the cleric to transfer any desired number of hit points from himself to the target. The reverse of this spell, **drain life**, allows the caster to drain 1d6+1 hp from a creature, with a successful attack roll. The hit points are transferred to the cleric through healing.

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Sanctuary Range: Self
Cleric 1 Duration: 2 rounds + 1/level

This spell forces all opponents to make a save vs Spells in order to attack the caster. If the save isn't made, the attacker will ignore the caster. The effect does not prevent effects of area attacks (fireball, ice storm, etc.). While under protection from the spell, the caster can't perform offensive acts (GM's discretion), but may take any other action.

Shield of the Faithful Range: self
Cleric 2 Duration: 1 round / level

This spell creates an aura of protection centered on the caster. The caster and any allies within a 10 ft. radius gain a +1 bonus to Armor Class and all Saving Throws.

Starlight Blade Range: touch
Magic-User 6, Cleric 5 Duration: 1 round/level

When cast upon a weapon, Starlight Blade enhances its abilities against undead creatures of all types. The weapon immediately begins to glow with a silvery radiance and with each stroke leaves a trail of white sparkles, like stars in the night sky. Any undead creature struck suffers an additional 1d6+1 points of damage. In addition, the wielder of the weapon may roll to Turn the creature as if a 5th level Cleric.

Contrary to this spell's name, Starlight Blade works equally well on any type of weapon.

Stoneskin Range: Self
Magic-User 1 Duration: 1 turn

Protects the caster. The caster's skin becomes hard and stone-like, giving the caster a +2 bonus to AC vs. melee and hand thrown attacks, and a +4 bonus to AC vs. normal sized fired missiles.

Sword Range: 30'
Magic-User 7 Duration: 1 round/level

This spell brings into being a shimmering, swordlike plane of force. The sword strikes at any opponent within its range, as desired, starting in the round that the spell is cast. The sword attacks its designated target once each round on the caster's turn. It attacks as a fighter of the same level of the caster and the attack roll is modified by the caster's Intelligence bonus. The sword can hit even creatures immune to non-magical weapons and it inflicts 3d4 hit points of damage per hit. On a natural roll of 19

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or 20, it will automatically hit its target, no matter the armor class. The sword can only be destroyed with a dispel magic.

Teleport, Greater Range: Self
Magic-User 7 Duration: Instantaneous

This spell functions like teleport, except that there is no range limit and there is no chance of arriving off target. In addition, the caster needs not have seen the destination, but in that case he or she must have at least a reliable description of the teleport destination. If the caster attempts to teleport with insufficient information (or with misleading information), he or she disappears and simply reappears in the original location. Interplanar travel is not possible.

Wychlamp Aura Range: Self
Magic-User 7 Duration: 1 round/level

The caster of this spell receives the effect of an Anti-Magic Shell (as the spell). In addition, any magic cast upon or including the caster in its area of effect is affected in the following ways:

Aimed spells targeted at the caster (like Magic Missile) will be deflected. Roll 1d6; on 1-2, the magic is reflected back at the offending caster. Otherwise, it is deflected at a random target.

Area effect magic is altered as follows (roll 1d10):

1-2	Area of effect is doubled and damage is halved (if applicable).
3-4	Target point of the spell may be redetermined by the protected magic-user.
5	Complete nullification of the incoming spell.
6	The incoming spell is unaffected.
7-8	Spell is randomly targeted as a grenade like missile using the target point as the centre.
9-10	Area of effect is halved and damage is doubled (if applicable).

Magical attacks delivered by touch are always reflected back on the attacker.

Censure Range: 30'
Cleric 1 Duration: Instantaneous

The cleric utters a condemnation of the target's behavior or conduct. This creates a point of divine energy, which the cleric hurls at the target. The cleric must roll to hit, and if he or she misses then the spell has no effect. If the target is hit, it gets a saving throw vs spells and if it passes the spell has no effect. If it fails, then roll on the following table to determine the spell's effect:

1d12	Outcome
1-2	Stunned for 1d4+1 rounds
3-6	Paralyzed for 1d4+1 rounds
7-10	Move slowed by 50% for 1d4+1 rounds
11-12	Number of attacks reduced by 50% for 1d4+1 rounds

This spell is ineffective against creatures of 7th level or higher.

Correction of Gamchicoth

Cleric 1 Range: 30 ft
 Duration: 13 rounds

If the target of this spell fails to save against it, then for the duration of this spell the target suffers 1 hp of damage each time it hits a creature in melee. The reverse of this spell, **Punishment of Nehema**, for the spell's duration any creature striking the target in melee is healed for 1 hp.

Both the normal and reverse form of the spell may be in effect on the same creature, but multiple spells of this type will override and replace the previous ones rather than add to them. For example, if a creature is under the sixth level divine spell **Vituperation of Nehema**, a Correction of Gamchicoth will work as normal but a Punishment of Nehema will erase the previous spell.

Detect Disease Range: 10'
 Cleric 1 Duration: 1 round/level

The caster of this spell is empowered to detect disease in one creature (whether the disease is natural or magical). If there is more than one disease, the number of diseases will be revealed. Furthermore, there is a 10% chance per caster level of discovering the exact type of disease present.

Detect Poison Range: Touch
 Cleric 1 Duration: 1 round/level

This spell empowers the cleric to know whether one object or substance has been poisoned or is poisonous. In addition, there is a 10% chance per level of the cleric to determine the virulence of the poison, defined as "strong" (saving throw penalty of -2 or more), "normal" (saving throw adjustment of -1, 0 or +1) or "weak" (saving throw adjustment of +2 or more, or any non-fatal venom or toxin).

Guardian's Sigil Range: Touch
 Cleric 1 Duration: 6 turns

The guardian's sigil is a mystic rune the cleric marks on the ground. The cleric designates a guardian for the sigil. The guardian must be a speaking creature of the cleric's religion, and must freely accept the guardianship. For the spell's duration, the guardian must remain standing on the rune. While standing there, the guardian is healed of 1d4 hit points of damage each time he or she slays a hostile creature. If the guardian moves outside the spell's area of effect before the duration expires, the spell will catastrophically fail, causing a supernatural feedback effect that inflicts 1d8 points of damage on the guardian.

Halo Range: Touch
 Cleric 1 Duration: 1 round

This spell grants a brief, miraculous resistance to supernatural attack. The recipient kneels in silent prayer, and the cleric touches him or her on the forehead. A mystical glow surrounds the recipient's head until the end of the next round. During that time, any spell or magical effect directed against the recipient has a 75% chance of dissipating without effect; those effects which are not blocked by the spell are still subject to normal saving throws, if such are allowed.

Repair Range: Touch
 Cleric 1 Duration: Instantaneous

Repair restores damaged, broken or shattered non-magical objects. It can repair broken magic items, but their magical properties will not be restored. The spell only works on non-living material, but it can work on material that was formerly alive such as wood or leather. It can repair damaged skeletons or zombies, instantly returning them to full hit points, but will not work on other undead creatures. If used on a damaged golem, the spell restores 2d4 hp of damage the creature might have suffered.

Scribe Range: Self
 Cleric 1 Duration: Up to 8 hours

For the spell's duration the cleric's handwriting speed is doubled. His or her handwriting becomes magically clear and legible, and no transcription errors or misspellings will occur. The cleric can copy texts and manuscripts, or compose new ones, with equal ease. If the cleric is 7th level or higher, he or she will be able to scribe clerical scrolls with the aid of this spell; all normal costs must be paid, but time required will be reduced by half.

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