

## Section 9: Priest Spells:

As with mage spells, all PCs start with the first three levels of priest spells, and some only work within a certain range.

### Level 1:

Minor Bless: Makes the character harder to hit and take less damage from blows. It

also makes the PC hit more often, and his or her blows do more damage. Its

effects decay with time.

Minor Heal: Increases the health of the selected PC a small amount, up to the PCs

maximum health.

Weaken Poison: Reduces the amount of poison running around in the veins of the

selected PC.

Turn Undead: (R 8) When cast on an undead creature, it usually does a reasonable

amount of damage to it. It has no effect on non-undead.

Location: Returns the party's x-y location in the town.

### Level 2:

Bless: Like Minor Bless, but better. Its effect increases with the level of the caster.

Cure Poison: Like Weaken Poison, but better. Its effect increases with the level of the caster.

Curse: (R 10) The opposite of bless. It makes everything work much worse for the

victim, for a time.

Light: Gives a short, reasonable quality magical light source.

Wound: (R 5) Deals a painful blow to the targeted victim. The damage increases

with your level.

### Level 3:

Heal: A much better version of Minor Heal.

Minor Heal All: Casts one minor heal on each PC.

Holy Scourge: (R 8) This spell gives the victim a powerful curse, the effect of which increases with the level of the caster.

Detect Life: This spell causes all other living things to appear on your map for a short time. Note, however, that this spell only detects creatures in areas you have

explored.

Repel: (R 10) Makes the victim very afraid. With luck, it will flee.

Level 4:

Cure All Poison: Causes everyone to become less poisoned. Useful for dealing with those nasty swamps.

Curse All: (R 10) Causes all monsters within ten spaces to receive a powerful curse.

Dispel Undead: (R 8) Deals a deadly blow to the targeted undead nasty. Chance of having effect increases with the level of the caster.

Remove Curse: Occasionally, you will put on an item which then refuses to be taken off. Casting this spell has a chance of removing the curse.

Level 5:

Bless Party: Much like Bless, but affects everyone.

Major Heal: Works like the Heal spell, but gives much more bang for the spell points.

Raise Dead: This spell returns a dead character to life. However, you need to have

Resurrection Balm for the spell to work, and there is a small chance (decreasing

with your level) that it turns the corpse to dust. A dusted character can only be

revived with a Resurrect spell.

Flamestrike: (R 9) The first good offensive priest spell. It chars all beings adjacent to the space you target. The damage done increases with the level of the caster.

Level 6:

Heal All: Like the Heal spell, but affects the whole party. Very efficient.

Revive: This spell heals all damage and cures all poison for one PC.

Ravage Enemy: (R 10) This spell works similarly to the spell of the same name for

magicians, but you select one target and it has a very intense bad effect.

Destone: Certain rare monsters can turn one of your characters to stone. This valuable spell undoes the damage.

Level 7:

Revive All: When cast, the party receives a powerful healing (increasing with level of the caster) and has poison cured as well.

Ravage Spirit: (R 4) Demons have a nasty tendency to resist any spells you throw at

them. This spell gives them a blow which, most of the time, does a lot of damage.

The chance of success increases with the level of the caster.

Resurrect: Like raise dead, but much more effective, and works on even a dusted

character. It still requires Resurrection Balm to cast.

Divine Thud: (R 12) The most powerful offensive priest spell. It delivers a stunning blow of force to all beings within two spaces of the targeted space.