

DUNGEONS & DRAGONS®

Tome of the Magic of Mystara

Volume 2 – Divine Magic

By Marco Dalmonte & Matteo Barnabè



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INTRODUCTION

PREFACE TO THE FIRST EDITION

By Marco Dalmonte and Matteo Barnabè

This supplement presents the two types of magic within the universe of Mystara according to the D&D rules: arcane magic (characteristic of mages and elves) and divine magic (typical of clerics, druids, and shamans). Each has certain characteristics, is subject to certain rules, and has particular limits that are explained in the pages that follow, and which every Dungeon Master and player should know to play a spellcaster character better.

This manual is the fruit of a long job of reading, elaboration, and editing of all the material published for D&D and Mystara according to the rules originally presented in the Basic, Expert, Companion, and Master rule sets, and then assembled in the *Rules Cyclopedica*. This supplement attempts to homogenise the rules that often appear at odds or simply not codified, making it simpler for the players and Dungeon Master to manage the use and creation of spells, magic items, spellcasting classes.

The *Tome of the Magic of Mystara* can be used with the classic D&D rules, and also refers to the free supplements available online, written (separately or in collaboration) by the authors of this manual; they are the *Manual of General Skills* (indispensable compendium for any D&D campaign, independent of the setting), the *Manual of Weapons and Mastery*¹ (that proposes a clearer mastery system and a complete list of weapons suitable for any campaign) and the *Complete Guide to the Immortals of Mystara*² (a useful supplement for defining the pantheons that exist on Mystara and giving a touch of originality and diversity to each divine spellcaster).

Hoping that the readers appreciate their work so far, the authors of this manual invite those that want to provide further spells, classes, or rules to add to the Tome, or simply express their opinion on the manual, to contact them privately by e-mail.

Barbiano – Castelbolognese, 25/03/2002

PREFACE TO THE SECOND EDITION v. 2.92

By Marco Dalmonte

As it has been seven years since the publication of the first edition of the Tome, I have felt the need to update this manual taking inspiration from the new edition of D&D (the Third). At the same time, I have tried to find and correct in a timely manner all the spells introduced in the preceding manual, especially in relation to their level of power, and to balance some of the classes presented in the Tome (in particular the druid and the rune master), upgrading them to make them more attractive to play. Give the size that the already voluminous Tome of Magic has assumed, it has, for practicality, been subdivided into three volumes.

This Second Volume is dedicated to divine magic, and sees the description of over 430 spells and the introduction of new classes, in particular the Ascetic (a mystic with divine powers) and the Bard (now a divine spellcaster to make it more faithful to the historic figure of the first bards); the restyling of the Consecrated Champions, Druid, demi-human Cleric, and Keeper of the Relic to make it more faithful to the canonical material as well as some originality; the elimination of the Ranger class meant as nature's champion (a role covered by the Druidic Defender, a type of Consecrated Champion); increased spell lists both for clerics and druids to make them more versatile; and an appendix with different spell lists for each Immortal, to make each cleric unique based on their own faith.

Once again I hope that anyone who owns this manual can use it to improve their game sessions and to draw from it new ideas for their campaign: in this case the Tome it will have more than adequately carried out its function.

Particular thanks go to all my players and the following members of the Mystara forum, who over the years have contributed with their comments and suggestions to refine some of the content of this volume:

Giampaolo Agosta (Agathokles)
Alarico Ariani (Atendoro)
Michele C. (Lo Zompatore)
Stefano Caire (Verro Diabolico)
Domenico Coppola (Xarabas Ayendir)
Simone Neri (Zendrolion)

Marco Dalmonte

Ravenna, April 2008 (2.0) – July 2012 (2.91)

¹Now replaced by the *Mystaran Armoury* manual.

²Now replaced by the *Codex Immortalis* manual.

Classic D&D: reasons for the vintage choice

By Matteo Barnabè

Resuming the *Tome of the Magic of Mystara* after many years the first, inevitable question that I had is the same that is certainly crossing the minds of many readers: what today is the appeal of a manual that makes reference to the Classic D&D rules, when we now have the opportunity to test and fully appreciate an elegant, versatile, and enjoyable rules system like that of Third Edition of D&D?

The quickest and easiest answer – for nostalgic reasons – is also the least satisfying. A more in depth study of the two rule systems reveals in fact that Classic D&D, despite the dust of the years that has by now begun to accumulate on the honoured boxed set, can still boast some valid points of strength in respect to that well-oiled, but sometimes slightly cumbersome, mechanism which is Third Edition (from now on written as D&D 3E/3.5), and that I will try here to briefly highlight:

Immediacy: It is undeniable that the Third Edition rules, with the thousands of excellent details that enrich it and make it complete (feats, prestige classes, attacks of opportunity, a plethora of class privileges, etc.), it turns out to be significantly more complex and therefore less immediate than the Classic D&D rules. D&D 3E is probably the ideal choice for a campaign of the medium or long term, but if the objective is that of introducing novices to role playing or to prepare a quick and effective one-shot (an adventure in a single game session, like a tournament adventure) then it has to give way to Classic D&D.

Simplicity: Creating a new character D&D 3E is often an ordeal that requires a notable investment of time and energy, particularly if the character is of high level and a spellcaster; in Classic D&D to the contrary it is normally a very quick and painless activity. Naturally, most players think that creating their own PC with the D&D 3E rules is, in virtue of the almost infinite wealth of available options, a very satisfying experience and that therefore merits the time spent (and I have heard more than one veteran player affirm with pride that in 3E the real fun is creating the character). But for the master, who routinely has to create NPCs and also frequently introduce new monsters or modify and adapt existing monsters, things are different, and the simplicity of Classic D&D becomes an undeniable quality.

Rate: In D&D 3E the management of combat is sophisticated and rigorous and the options available to the characters are numerous: attacks of opportunity, threatened areas, reach weapons, criticals, sneak attacks, readied and held actions, charges, feats, and counterspells make every combat not merely a tactical exercise but also a fascinating experience. The other side of the coin is that, if all the players (and master) aren't experts and prepared, combat becomes a very long affair that, at higher levels, can easily monopolise the entire game session. Combat in Classic D&D is less elaborate, more linear, perhaps more predictable, but is certainly quicker and this is a characteristic that the consummate master can (and must) use to his own advantage, to maintain the frenetic action and exciting every time weapons are used and consequently maintain a high rate of narration.

Versatility: Although the perfect modularity of Third Edition seems to leave no room for the Classic D&D rule system in terms of versatility, in reality it is easy to verify that the latter can easily defend itself, as is shown in this weighty *Tome of the Magic of Mystara* that you hold, which is a systematic collection of variants, supplements, additional and optional rules which are seamlessly added (or however without great difficulty) to the body of standard rules, and which each master can easily expand and personalise according to his own requirements. To make a work similar to Third Edition would require a titanic effort, because of the need to accommodate the numerous technical aspects and keep all their respective interactions. If this seems too abstract, think about how cautious you need to be with the simple introduction of a new spell in 3E, with the need to pay attention to the way in which it can interact – to cite only one of the more macroscopic aspects – with the various metamagic feats, in order to avoid an innocuous spell giving rise to potentially unbalancing combinations; when it comes to describing a new feat or prestige class the precautions must be greater still (and experience has shown that even the professional game designers can make game breaking mistakes).

I conclude here this short and certainly incomplete analysis, in the hope of having convinced the reader, which if he isn't adopting the Classic D&D system for his own group, to at least continue to read the *Tome*.

Groningen (NL), April 2008

Good reading and good gaming!

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REFERENCE TERMS

In this supplement, a precise terminology was chosen in regards to the effects of magic, and to avoid confusing the reader, the commonest terms are described below.

GENERIC TERMS

Arcane magic: the magic characteristic of those that have direct control of the magical energy present in the universe to influence the surrounding reality. It is the prerogative of wizards (or sorcerers), elves, fey races, and bards (who however use music rather than magical formulae to evoke the magic).

Divine magic: the magic characteristic of those that have indirect control of the magical energy, subordinate to a link with a divinity or a universal mystical force (Law or Chaos). In practice, those that use divine magic don't directly control the evoked power, but drawing on the power of a specific supernatural force that is available to them. It is the prerogative of clerics (or priests), druids, shamans, and all those classes that acquire magical powers due to worshipping a divinity or higher power.

Spellcaster: any individual capable of using magic, either arcane or divine.

Spell: refers to the magical effect produced by a spellcaster, either arcane or divine.

Sacred prayer: synonym of divine spell (as opposed to common prayers, which don't have any magical effect).

Hit Dice (HD): the number of dice of a certain type (usually d8, unless stated otherwise), which are rolled to determine a creature's hp, or to determine the number of creatures affected by a spell (note that for beings with HD +2 or similar, only the whole HD are considered, 1 in the example given).

Attack Roll: d20 roll with associated bonus to hit the enemy's AC. Note that the Attack Roll of touch spells uses the Dexterity modifier not the Strength modifier.

Saving Throw (ST): d20 roll with associated bonus to avoid either totally or partially the effects of a spell. The exact type of Saving Throw is given for each spell (if it is applicable).

LIMITING PHYSICAL EFFECTS

Blindness: -6 penalty to Attack Rolls; -4 penalty to ST vs. dodge effects; AC reduced by 4 points; impossible to use ranged weapons; weapon mastery is reduced to Basic rank; normal movement halved (reduced to 2/3 if the blind person is guided by someone else); risk of tripping and falling or colliding with something (50% each round) if he moves at normal speed.

Paralysis: impossible to move or speak, possible to concentrate and hear normally. Vision is limited to a fixed field (cannot move the eyes), and the stiffness of the limbs can be forced by outside intervention with a Strength check, although this could result in fractures.

Silence: impossible to hear or emit any sound within the area of effect; treat as deafness for all within the area of silence.

Suffocation: condition possible due to lack of air (either underwater, in a vacuum, or by spell effect). The breath can be held for a number of rounds equal to his Constitution score if not stressed, or for half of the Constitution in stressful situations, after which it is necessary to make a Constitution check with a cumulative -1 penalty each subsequent round. With each failure, the subject loses 1/3 of his hp total as debilitating damage, until the hp drop below zero and then death.

Deafness: a -1 penalty to Dexterity and a -2 penalty to all Surprise rolls (including the *Alertness* general skill, unless he has other exceptionally acute senses (apart from hearing), it is impossible to use the *Hear noise* skill. Deafened spellcasters, furthermore, have a 30% failure chance when casting any spell, if it has a verbal component.

Stun: -4 penalty to AC, ST, and any skill check; movement reduced to a third (running impossible); impossible to attack or concentrate; weapon mastery reduced to Basic rank.

SIZES AND DIMENSIONS

Frequently the text refers to the size of creatures or objects. For a quick overview of the abbreviations or terms used, Table I shows the possible sizes of objects and creatures. The Size Coefficient (SC) is what a medium size item's encumbrance (or creature's weight) and HP should be multiplied by to determine those values for an item (or creature) of the given size, it is also used to determine the maximum weight that can be carried, lifted, and managed.

TABLE I – DIMENSIONS OF CREATURES AND OBJECTS

Size	Abbr	SC	Creatures	Objects
			Height/Length	Max Dimension
Diminutive	D	1/8	Up to 11"	Up to 4"
Tiny	T	1/4	1'-1'11"	5"-11"
Small	S	1/2	2'-3'11"	1'-2'6"
Medium	M	1	4'-6'11"	2'7"-5'3"
Large	L	2	7'-11'11"	5'4"-10'
Huge	H	4	12'-24'11"	10'1"-19'6"
Gargantuan	G	8	25'+	19'7"+

Remember that smaller creatures can more easily hit larger creatures and vice-versa. For each size of difference, a creature of smaller size receives a cumulative bonus to hit of +1, those larger suffer a cumulative -1 penalty.

Moreover, it is also advised to modify the Hit Dice of the Classes based on a creature's size. Indeed, as the damage produced by weapon varies as a function of the weapon's size (a diminutive sword doesn't cause the same damage as a medium sword— see the *Mystaran Armoury* for further details), so a smaller character should have less hp than a larger character (apart from level and Constitution). Otherwise, a diminutive fighter would have the same hp as a medium or huge fighter, and would be more resistant to weapons of his own size. To prevent this paradox, it is simply advised to consider that

the Hit Dice given for each Class refer to creatures of Medium size and need converting based on the character's size, as the following table:

TABLE II – HIT DICE BASED ON SIZE

Size	Creature	HD	HD	HD
Diminutive	Up to 11"	1	d3	d4
Tiny	1'-1'11"	d2	d4	d5
Small	2'-3'11"	d3	d5	d6
Medium	4'-6'11"	d4	d6	d8
Large	7'-11'11"	d5	d8	d10
Huge	12'-24'11"	d6	d10	d12
Gargantuan	25'+	d8	d12	2d8

Example: a halfling (small size) fighter (d8) uses d6 (like the normal halflings in the *Rules Cyclopedia*), while an ogre (large size) fighter uses d10. A kubitt (tiny size) wizard (d4) uses d2, while a halfling (small size) thief (d4) uses d3.

Finally, larger creatures are notoriously stronger than smaller creatures, which instead are more agile because of their smaller body mass. As such each size has a bonus and penalty to Strength and Dexterity, as shown in Table III:

TABLE III – STRENGTH & DEXTERITY BASED ON SIZE

Size	Creature	Str	Dex
Diminutive	Up to 11"	-4	+4
Tiny	1'-1'11"	-2	+2
Small	2'-3'11"	-1	+1
Medium	4'-6'11"	+0	+0
Large	7'-11'11"	+1	-1
Huge	12'-24'11"	+2	-2
Gargantuan	25'+	+4	-4

LIST OF SOURCES

Below is a list of the manuals from which many spells and rules that characterise this manual have been taken. Note that, despite all the books published by TSR/WotC for D&D Mystara, in reality only those listed below have sections relevant to the aims of this book.

The reader is also urged to consult the free online manuals *Mystaran Armoury*, *Manual of General Skills*, and *Codex Immortalis* and integrate the information there with the information here.

Classic Dungeons & Dragons

- AC10: Book of Dragons and Giants
- Champions of Mystara boxed set
- CM4: Earthshaker!
- CM8: The Endless Stair
- Dawn of the Emperors boxed set

- D&D Basic set
- D&D Companion set
- D&D Expert set
- D&D Master set
- GAZ1: The Grand Duchy of Karameikos
- GAZ2: The Emirates of Ylaruam
- GAZ3: The Principalities of Glantri
- GAZ5: The Elves of Alfheim
- GAZ6: The Dwarves of Rockhome
- GAZ7: The Northern Reaches
- GAZ8: The Five Shires
- GAZ9: The Minrothad Guilds
- GAZ10: The Orcs of Thar
- GAZ11: The Republic of Darokin
- GAZ12: The Golden Khan of Ethengar
- GAZ13: The Shadow Elves
- GAZ14: The Atruaghin Clans
- Hollow World boxed set
- HWA1: Nightwail
- HWR1: Sons of Azca
- HWR2: The Kingdom of Nithia
- HWR3: The Milenian Empire
- PC1: Tall Tales of the Wee Folk
- PC2: Top Ballista
- PC3: The Sea Creatures
- PC4: Night Howlers
- Rules Cyclopedia
- Wrath of the Immortals boxed set

Advanced Dungeons & Dragons (1st Edition)

- Oriental Adventures

Advanced Dungeons & Dragons (2nd Edition)

- AD&D Player's Handbook
- Arabian Adventures Sourcebook (Al-Qadim)
- Complete Bard's Handbook
- Complete Druid's Handbook
- Complete Priest's Handbook
- Complete Ranger's Handbook
- Complete Wizard's Handbook
- Domains of Dread (Ravenloft)
- Red Steel boxed set
- Savage Coast Sourcebook
- Tome of Magic

Dungeons & Dragons 3.5 Edition

- D&D Player's Handbook
- Nephandum [Asterion Press/Mongoose Publishing]

Various

- Dragon Magazine

CHAPTER 1. DIVINE MAGIC

NATURE OF DIVINE MAGIC

As in the case of arcane spellcasters, divine spellcasters also usually begin their own career under the guide of a master, who teaches him the rudiments of the faith and the best-known way of asking for Immortal's aid. In the case of clerics, the masters to whom a novice is referred are the oldest and most expert priests. They belong to a religious order that the character is becoming an acolyte of, or they are wise prophets who see in the individual a worthy disciple and a fervent follower of the precepts of the served Immortal. In both cases, the aspirant priest is contacted by a man of faith and becomes his acolyte, and learns to pray correctly and study precepts of the Immortal or church he wants to serve.

The principle difference between arcane and divine spellcaster is that, whereby the mages need a high acumen, a remarkable intelligence, and a phenomenal memory to be able to understand and remember formulae and concepts that go beyond daily reality, the priests have instead need an indomitable strength of will and a unwavering faith to exercise their power on the surrounding reality. They know that they aren't masters of the magical force they evoke, but of simply being the means through which their Immortal (or the served pantheon) manifest his own will in the world. Without which, the cleric would not have any power over magic, individuals, and their souls, and it is therefore vital for the priest to believe firmly in the power of his own faith, respect it's precepts and invoke with reverence the powers he needs.

Sure, the priests also need to understand ritual formulae to evoke the divine power of their spells, but unlike arcane magic, they aren't in a bizarre formula in an unknown language, but of prayers (at times long and replete with ancient words) written and passed down in a known language. It is true that in some cases the prayers are written in a dead language, which only the members of a specific church continue to pass on, but it is still a mortal tongue, comprehensible to the erudite linguists as well as those who have magical means to read languages. The prayer that evokes a divine spell in itself has less power than an arcane formula in the magic tongue: the power instead mainly derives from the individual who utters the prayer, from his faith, and the close bond that he has with the divine force to which he addresses the prayer. Thus, the prayers to invoke the same spell can differ according to the cult that a priest belongs to, and similarly, prayers written on clerical scrolls only have power if used by a priest who worships the same Immortal addressed in the scroll, or change the invocation.

It is undeniable however, that is thus not possible for anyone to the divine power by simply reading a sacred scroll unless they are a true follower, it is also true that it is not enough for a cleric to simply wish for a magic

effect happen to get it: he needs to formulate the request Immortal in a certain manner, and so the sacred prayer is of vital importance. So, a priest acquires the ability to cast spells only after accumulating enough experience by reciting prayers and serving the Immortal, or after having demonstrated his faith and tempering his spirit with the unconditional devotion to the Immortal. Usually the acolytes remain with their own temple, studying the commonest rituals and faithfully serving their church and superiors, until they feel ready to take into the world the word of their Immortal, or the church entrusts them with a specific task, or the same Immortal inspires them to undertake a certain path that takes them far from the church. This separation normally happen from 2nd level onwards, while by the level of Bishop (7th) or of patriarch (9th), it is more probable that the priest feels the calling to found a small temple or church and to convert new followers and shape new priests; this is a theoretical way, as in practice there are many wandering priests who prefer to serve their Immortal "on the road".

All the clerics therefore learn, during their noviciate, all the prayers needed to cast the commonest cleric spells (or the spells of the first three spell levels), while to learn the higher level prayers they must turn to other members of the same faith who know them, or have access to a holy breviary that contains all the higher prayers (a commoner thing, especially in organised churches), one they have shown themselves to have sufficient power to control them. In this case, each time that the cleric acquires enough experience to cast spells of a spell level higher than 3rd, he needs to turn to a priest of his faith who knows the prayers of that level (who has enough power to cast them), or go to a temple of his cult that guards a holy breviary (or tablets inscribed with the higher priests, or similar holy objects), to be able to learn them. This operation needs no more than one week of study, after which the cleric is able of casting all the spells of that spell level.

In fact, the principle difference between divine and arcane spellcasters is that the former always know all the common spells available at each spell level, while the latter have access only to those that they are able to find with their research. So, while the arcane spellcasters are less bound from the point of view of behaviour and can create many types of magic, it is simpler to access all the divine spells of a given spell level, even if their use (and creation) is subordinate to the served faith.

MEMORISING AND CASTING DIVINE MAGIC

A divine spellcaster needs to meditate and pray to his own Immortal an hour each day (usually upon awaking or before sleeping) and of resting for at least eight hours (without interruptions longer than five minutes between one hour and another) to recover the spells. It isn't possible for a priest to pray more than once in the same

day to obtain more castable spells: the list of castable spells in fact lasts for a period of 24 hours, and if the cleric wishes to modify what he has asked his Immortal for, he must wait for at least 24 hours to pass since he last prayed. He in fact keeps the power of casting divine spells for 24 hours each day, at the end of which the divine gift that his Immortal granted him ends: as such he must pray at least once per day, to be able to cast spells.

When memorising the various spells, the selection of a divine spell is only limited by the maximum level of power that he knows, being able select any spell listed in the list of the common prayers of the divine spellcasters. In fact, unlike arcane spellcasters, whose selection of spells is limited by those that they have written in their own spellbooks, the divine spellcasters always know all the common divine spells of his cult (or those listed in Table 2.1) and can therefore freely choose between these, unless explicitly stated otherwise in the description of a specific class (see *Chapter 4 – Alternative Divine Spellcasters*), or that a certain Immortal forbids the use of certain spells (see the rules in *Codex Immortalis* available online, and the section *List of new divine spellcasters* in this manual).

Moreover, some scared payers can also be used to evoke the opposite effect to the standard one: these spells are called reverse or reversed spells. To cast a reversed spell, any divine spellcaster simply needs to recite the inverted prayer replacing a word with its opposite, and he can do this calmly the moment in which he chooses to cast the studied spell. It is therefore not necessary to memorise the prayer already reversed, but he can reverse it directly at the time of casting (except where indicated to the contrary in the description of a particular class). The cleric has no limitations regarding the use of reversed spells, if the venerated Immortal doesn't. In fact, normally all the Immortals allow a priest to use both the normal and reverse versions of spells. However, some Immortals don't grant the use of reversed spells that causes damage, while others exclusively grant the use of reverse spells, to only cause damage (see *Codex Immortalis* for information on each Immortal).

Finally, to evoke the spell the cleric needs to utter the prayer and hold the symbol consecrated to his faith, the so-called holy symbol (an object blessed with *sacred aura* or *consecrate*), which acts as a focus to gather and transform the energy of the prayer and Immortal into a tangible magic effect. Without the aid of a holy symbol, the cleric isn't able to manifest in any way his own divine power (like a mage without his spellbook who forgets all his magical formulae).

LIMITS OF DIVINE MAGIC

Divine magic is certainly more limited than arcane, since it (as it has been repeated many times) depends on the rapport that the spellcaster has with an Immortal, which is conditioned on one hand by the priest's personality

and on the other by Immortal's. The priests, in fact, know that they must pay great attention to their behaviour, as if they don't respect the dictates of their Immortal or are guilty of crimes against his laws (DM's judgement), the Immortal doesn't hesitate for a moment to terminate the sacred tie with these "traitors", denying them the use of any spell and granted special power [refer to *Codex Immortalis*, available online, for further information on the powers of the priests of each Immortal], let alone the clerical ability needed to recite prayers written on holy scrolls or breviaries and to use items specific to priests (see Volume 3, in the section regarding the creation of the magic items of the clerics). Only a sincere repentance and devoted action or a long quest in favour of the Immortal will convince the Immortal of the priest's redemption, and only once he has re-entered the Immortal good graces will he regain his powers.

However, if on one hand divine magic is limited by the approval of the Immortal to his emissaries, on the other it is very simple to know all the most common holy prayers for a priest, in respect to the difficulty mages have in researching and finding the commonest arcane spells (see the preceding section).

In game terms, the limits that the divine spellcasters have in creating spells and magic items, beyond the amount of money available and the normal prerequisites needed for the research and the magical creation (see Volume 3), is based on the type of desired effect and on his Immortal's approval (impersonated by the DM, who must be much more rigid than with mages, when approving a new spell). Generally, we can say that divine spellcasters can invent any type of spell, with the exception of:

- Time affecting magic: priests cannot influence the flow of time in any way, with the exception of the limited concessions made by an Immortal to his specific clerics (e.g. the knowledge of the *age* spell by some of the clerics of some Immortals of Entropy, or spells like *temporal dislocation* by priests of Khoronus and of the other Immortals of the Sphere of Time). This is because the secrets of time in the Mystaran universe are the exclusive domain of the Immortals of the Sphere of Time, and only they can such knowledge to the most deserving individuals;
- planetary level magic: priests cannot create effects that affect an area larger than 1 mile per spell level, and generally cannot cause upheavals of universal or planetary level simply using a spell (this is in order to prevent the total alteration or destruction of entire planets or species and the absolute dominion of spellcasters over all other creatures);
- Arcane magic: generally, all offensive arcane magic and corporeal transformation is not reproducible by the cleric (except by *wish*). The spells that can be replicated instead, are always of a higher spell level than the corresponding arcane spell (e.g. *fertility** is

of 3rd level for mages, but for clerics is of 4th), with the exception of the magic granted by an Immortal to his specialist clerics (see Appendix) or magic closely tied to the interests of the served cult or Immortal, which stays the same level as the arcane spell. Spells of the Divination and Abjuration schools instead can be replicated at the same spell level as the arcane spells, while arcane necromantic spells that animate the dead are always one level lower for clerics;

- **Druidic magic:** generally, all the spells that affect nature or weather conditions should be left in the domain of druids, or those clerics who specialise in venerating and protecting nature in all its aspects. So it isn't possible to replicate druidic spells (those on the druid list), or create spells with similar properties or aims (not counting the powers or spells granted in a limited way by an Immortal to his clerics).

Moreover, a further limitation exists to the spells that can be invented by divine casters, and it regards the dangerousness of the reproducible destructive effects. Generally:

- spells that cause instant death (with a failed Saving Throw) to the victim without any other effects (with a successful ST) must be of 5th level or higher;
- spells that cause instant death (with a failed Saving Throw) to the victim, and cause other effects (with a successful ST) must be of 7th level or higher;
- non deadly spells that don't allow any ST to be avoided must have a limited duration, or a limited range or area of effect, or influence a limited number of creature Hit Dice (usually 4 per spell level) or a specific class;
- deadly spells that don't allow any ST to be avoided must be of 7th level, have a limited range or area of effect, and influence a limited number of creature Hit Dice (to a maximum of 1 per spell level) or a specific class;
- the maximum damage that a single magic effect can cause to a creature must be 100 Hit Points (with a limit of 1d6 hp per cleric level), and the minimum spell level to which it belongs is determined based on the maximum damage caused in the following way: 20 hp = 2nd level; 30 hp = 3rd level; 50 hp = 4th level; 60 hp = 5th level; 80 hp = 6th level, 100 hp = 7th level. If it isn't possible to halve the damage with a ST, raise the spell level by 1 (those of 7th remain so, but the damage must be reduced in some way).

Finally, no divine spell can be made permanent simply using permanence or a *wish*. This derives from the fact that only the Immortals decide when to render permanent a magic effect created by them, or when the anticipated spell has permanent duration, or when he create a magic item by the normal methods (see Volume 3); arcane magic cannot make permanent or extend the duration of divine spells in any way. It is however possible to create magic items with permanent divine spells, although not all the holy prayers can be made

permanent this way: it excludes spells with permanent or instantaneous duration, and all those whose description specifically mentions this prohibition.

To conclude, it is important to remember that the above rules must always however be intelligently integrated and the DM should use his common sense: if in fact a spell is introduced that, in respect to the rules cited above, is revealed to be too powerful (or unbalancing if made permanent), the DM always has the final word on what it is and isn't possible to make with the spells.

TYPES OF PRIEST

SPECIALIST CLERICS

The specialist clerics (the majority of Mystaran clerics) are distinguished from the normal followers and other clerics by the fact that they entertain a special bond of trust and fidelity with a specific Immortal, a higher spiritual communion that is achieved thanks to a practice of meditation and abnegation to the Immortal and those that he represents. The Immortal, in exchange for their service and eternal and unconditional dedication, gives to these clerics part of his own divine power, seeing as their communion of spirit becomes a channel through which mortals can access the Immortal's power. In this way the priests are able to cast clerical spells, thanks to the divine bond with their own patron Immortals: they meditate each day at a fixed time (usually at the rising or setting of the sun), offering their own praises to the Immortal, reiterating their own faith and communion of spirit, and asking in exchange the chance of serve it and of using part of its power for its greater glory. Afterwards, when the need arises, uttering simple prayers or ritual formula they evoke the divine power to create miracles and magic phenomena. These prayers only produce magic effects by virtue of the faith and spiritual communion between the priest and the Immortal.

It is easy to understand how important it is for a specialist cleric to follow to the letter the dictates of his patron Immortal, try to convert others to his faith (the principal reason that drives an Immortal to create a body of priests devoted to him), and fight in his name. In fact, if he is lacking in his service and commits actions that go against the dictates of his Immortal, he would risk not only temporarily losing his powers, but also of being severely punished by the Immortal (see the following paragraph, "Obligations and Duties of Priests").

A specialist cleric has the holy symbol characteristic of his own Immortal and has access to all the additional spells and/or substitutive characteristics of the Immortal (see the sections "New clerical spells" and "List of additional spells" for every Immortal at the end of the volume). Moreover all the specialist clerics earn the benefits granted by the Immortal (see *Codex Immortalis*) and can use the weapon preferred by the Immortal (if it has one) as his holy symbol, taking advantage of it in touch spells to more easily strike the victim.

POLYTHEIST OR PANTHEIST CLERICS

As well as the specialist clerics, there is a second type of priest that draws power from their connection with the Immortals: the so-called polytheist cleric. Unlike a specialist, a polytheist priest worships an entire pantheon of Immortals recognised by his church, each taking the role that the doctrine of the church assigns it to maintain universal balance. This distinction is particularly imposed in the case of priests that belongs to a church that venerates several Immortals (like the la Church of Traladara, the Church of Bellayne, or that of Darokin), as they have the option of choosing between the dedication to one particular Immortal or venerating all the Immortals of the cult without it making a difference. The polytheist priests can only exist within an officially organised polytheist church that comprises Immortals with concordant objectives, unless the DM does not allow a character to venerate an entire cultural or regional pantheon.

It is clear that while a specialist cleric is very bound to a code of conduct and to a series of dictates that his Immortal imposes, the polytheist priest instead enjoys a greater freedom, having to meditate on the diverse dictates and the interests of several Immortals and is able to choose on which to concentrate for most of the time. So unlike the specialist cleric, he does not run the risk of being deprived of his spells if he commits a sin towards an Immortal, as the other Immortals of his church continue to give him spells. Only if he forswears or contravenes the dictates of the church does he risk being deprived of his powers, as the pantheon acts by common accord based on certain objectives considered priorities that the cleric must always respect and on which is based the granting of their powers.

The polytheist cleric uses the symbol characteristic of his church or one of the symbols of the Immortals in its pantheon, can use all the weapons liked by the Immortals of the Pantheon, has access to all the substitute spells granted only by those Immortals of his church that admit priests with the same alignment, while he can select a single additional spell per level each day amongst those available based on the pantheon's Immortals.

PHILOSOPHER CLERICS

A third type of priest can be found on Mystara that don't worship any Immortal but receive spells thanks to his own faith in Order or in Chaos: they are the philosopher clerics. They do not put their faith in the Immortals, but rather follow a philosophy, ideas, and dogmas of behaviour aligned with one of the two poles that form the structure of the Multiverse: Law (Order, Life) or Chaos (Disorder, Death). For the philosopher clerics the important thing is to act and think by the dictates imposed by the ethics of the church to which he belongs (like for example that of Thyatis or of Ochalea), dictates that follow Order or Disorder without taking account of some Immortal. These priests are able to draw power directly from the Sphere of Order (Matter, Thought,

Energy, and Time together) or from the Sphere of Chaos (Entropy, that alone balances the other four Spheres allied with Order), and thus their power derives mainly from the strength of their belief in the principles and dogmas of their religion or religious philosophy. In the moment in which they leave this path, it only severs the mystic bond that they enjoy with Order or Chaos and cease to receive divine powers since they are no longer aligned to its ideals (like a sort of unconscious self punishment of the soul). It often turns out much more difficult and obligatory to cover the way of the philosopher cleric than that of the specialist or pantheist: he must be true to his alignment and the impositions of his church to which he belongs, without any concession.

The philosopher cleric uses the characteristic symbol of his church and only has access to the spells of the standard list, with the exception of those spells expressly prohibited by his church. It is possible to substitute others, according to the traditions of the church to which the priest belongs. Finally, he can only use a certain category of weapons (bludgeoning, piercing, or slashing) based on the beliefs of his church.

OBLIGATIONS AND DUTIES OF PRIESTS

Unlike arcane casters, priests have a code of behaviour and an ecclesiastic hierarchy that must be respected. They are either part of a church, independent and itinerant clerics, or solitary preachers who accompany adventuring groups, each know that they must honour not only his own Immortal or the revered pantheon of Immortals, but also his brothers, especially clerics of higher level. This is much more true for a cleric who enters an organised ecclesiastical structure, up to the point that he finds he has to obey orders or respect laws that he judges unjust, or against the teachings of the Immortal. In this case, he must initially respect the dictates of his Immortal, as he has sworn to serve him until death, and not the church that is organised around it.

If there is a similar case of incompatibility between the directives of a cult and the precepts of the Immortal, each priest is free to disassociate himself from the cult and found a new sect or a reformed church, which, departs from the shared points with the old temple, placing great attention to the differences in the interpretation of the word of the Immortal (it is in this way that often create different doctrines or denominations within the same faith). In fact, until a cleric transgresses the orders of his Immortal, he doesn't have to fear excommunication by his superiors, as they cannot remove his ability to cast divine spells (only the Immortal can do that), although it is in their power to use their own spells to silence the apostate.

It can happen that a cleric is expelled from a church, or leaves the cult (e.g. for incompatibility with the hierarchy, or personal deficiencies in his duties. In the former case he can calmly continue his work as long as he remains in his Immortal's good graces, until he founds a

new cult, in the latter case he finds himself in the disagreeable situation of being a renegade without power any more. In this case, he can repent and return to the order after having overcome numerous cathartic tests (not only in the struggles of the clergy, but especially of his Immortal) and probably have received a *pardon* (see the 5th level divine spell), or can choose to devote himself to a new Immortal (or have quite a life change).

In order to regain the lost power and prestige, the priest seeks refuge in a church that has shown itself neutral to the actions of his previous cult, it is possible that he is allowed to, but only after long periods of tests (usually enters into the order after about 2d4 months of tests, thus reacquiring his spells). Normally in fact, other churches or cults don't freely accept individuals that have been expelled from their sect for any deficiency, because they know that there is a good chance that the individual will also repeat the same errors in their order. So, usually a church only accepts a "renegade" cleric from another Immortal after he has undergone numerous and difficult tests that attest his good will and his devotion to the cause. In other cases instead, the traitor is welcomed with open arms if he decides to abandon a specific Immortal to join the followers of his enemy, and even the clerics consider with joy the advent of this "lost sheep", and if he enters a chaotic cult, it receives him with more favour if he causes disorder or destruction in his old sect (before or after his departure).

It is necessary to reveal that at times the Immortal isn't limited to no longer granting the spells and special powers which his clerics enjoy to those who are shown dishonourable, but can personally punish the priests that have heavily insulted him (not simply blasphemed, but abjuring and profaning their temples or precepts, or destroy places consecrated to him or kill his followers, or finally blatantly lying about his faith to save his life). In these particular cases, the Immortal places a divine curse on the traitors (the type and form are chosen by the DM, and can also be something resounding, as the laws of the Immortals allow this type of interference by an Immortal to his followers), which can be annulled only by another Immortal or by the same Immortal that placed it, when he is satisfied with the results or repentance of the infidel.

TURN OR CONTROL UNDEAD

The majority of divine spellcasters have the power of channelling positive energy to repulse and destroy the undead, creatures animated by the negative energy that has established an unnatural bond between their soul and the dead body. This ability of turning undead is characteristic of all priests, who, by calling on divine power and the strength of their spirit, are able to strike a holy terror in the undead creatures and irradiating their body with energy (positive or negative, according to the venerated Immortal), in some cases (when the priest becomes more powerful) even causing the destruction of the undead's body. If the attempt is successful (the

mechanics are as follows), the undead driven away from the priest for 10 rounds at maximum speed, and can only return and face him again after 1 turn has passed. If the creature doesn't have a way to flee, it prostrates itself on the ground due to the pain and panic and remains immobile, becoming an easy target for anyone, such that the first blow automatically hits (only roll for damage). Once wounded however, the creature collects itself and fights back in the next round, although it has a -1 penalty to attacks and AC for 1 turn.

Some priests instead serve Immortals that place at their disposition negative energy and dominion over the kingdom of the dead (in particular those chaotic or of the Sphere of Entropy). These spellcasters can choose each time he makes an attempt to turn or control undead. The game mechanics are the same (explained next), but in the latter case, if the attempt succeeds, the creature (or creatures, complying with the individual's power and the undead present) fall under the spellcaster's control, and obeys all his orders for a maximum of 24 hours, or until turned by another priest, controlled or destroyed by someone else, or until the priest chooses to free them. The number of Hit Dice of undead that a divine spellcaster can control in this manner is equal to double his level, and each undead creature cannot have a number of Hit Dice greater than half of the spellcaster's level (otherwise the control automatically fails).

To try to control or turn undead, the cleric must show his holy symbol and focus his attention on the undead, that he wants to affect, for a full round. All undead within a radius of 60 feet of the priest are influenced by the attempt if the cleric has a clear line of sight to the enemy he intends to turn or control. It is therefore necessary to roll 2d6, add the Charisma bonus and consult Table 1.1 based on the cleric's level: the result shows the HD of the most powerful affected undead. Remember that the weaker undead (with few HD) are always affected first if part of a heterogeneous group, and that the cleric can continue his turn undead attempt until he fails for the first time: from that moment, all the undead in the area cannot be affected by attempts of this type for the following 24 hours.

The attempt to control undead has the same limitations, and the priest can simultaneously control a total number of undead HD equal to double his level (all further attempts would therefore be to turn, unless the priest frees some of the undead from his control). If he tries to turn or dominate undead already controlled by someone else, his attempt must be against the level or HD of the master of the undead: if the attempt fails, all the undead ignore the effect, if successful they fall under the cleric's control.

Turning Undead as a Group

Clerics are able to unite their efforts to simultaneously channel the divine energy and turn undead in a more effective manner. It is possible to turn undead in groups only if these conditions are satisfied:

1. The clerics worship Immortals of the same alignment, or belong to the same church or philosophy with a shared alignment.
2. The clerics are within 10 feet of one another.

If the conditions are met, it is possible to combine the faith of the various priests to gain an enhanced effect. In practice, the level of the most powerful cleric (the focus) is used as the base, and to this is added a value equal to 1/3 of the sum of the levels of the other priests that join the focus (rounded down). The total level of the group is

thus taken in consideration to determine the total of Hit Dice of the affected undead, as well as the maximum number of Hit Dice turned or destroyed, but cannot be more than double the level of the cleric focus, while the Charisma modifier that is added to the dice roll is that of the focus.

Example: A group of five clerics of Halav face a horde of undead led by a 12 HD vampire. To land a decisive blow decides to turn as a group, and the 9th level patriarch acts as focus, while all the other clerics (two 1st level acolytes and two 3rd level clerics, 8 total levels divided by 3 = 2) help. In this case the patriarch turns the undead as a cleric of level 11 (9 + 2). If two of the priests had been of 5th level, he would have the strength of a 13th level cleric (base of 9 + 4 for 12 levels of aid).

TABLE 1.1 – TURN OR CONTROL UNDEAD

Cleric Level	Hit Dice of Undead														
	1-2	3-4	5-6	7	8	9	10	11	12	13	14	15	16	17	18+
1-2	9	11	-	-	-	-	-	-	-	-	-	-	-	-	-
3	7	9	11	-	-	-	-	-	-	-	-	-	-	-	-
4	5	7	9	11	-	-	-	-	-	-	-	-	-	-	-
5	T	5	7	9	11	-	-	-	-	-	-	-	-	-	-
6	T	T	5	7	9	11	-	-	-	-	-	-	-	-	-
7	T	T	T	5	7	9	11	-	-	-	-	-	-	-	-
8	D	T	T	T	5	7	9	11	-	-	-	-	-	-	-
9	D	D	T	T	T	5	7	9	11	-	-	-	-	-	-
10	D	D	D	T	T	T	5	7	9	11	-	-	-	-	-
11-12	D	D	D	D	T	T	T	5	7	9	11	-	-	-	-
13-14	D+	D	D	D	D	T	T	T	5	7	9	11	-	-	-
15-16	D+	D+	D	D	D	D	T	T	T	5	7	9	11	-	-
17-19	D+	D+	D+	D	D	D	D	T	T	T	5	7	9	11	-
20-22	D+	D+	D+	D+	D	D	D	D	T	T	T	5	7	9	11
23-26	D#	D+	D+	D+	D+	D+	D	D	D	T	T	T	5	7	9
27-30	D#	D#	D+	D+	D+	D+	D+	D	D	D	T	T	T	5	7
31-33	D#	D#	D#	D+	D+	D+	D+	D+	D	D	D	T	T	T	5
34-36	D#	D#	D#	D#	D+	D+	D+	D+	D+	D	D	D	T	T	T

LEGEND:

11, 9, 7, 5: the result that is needed to successfully turn or control the specified undead. The player then rolls another 2d6 to determine the number of HD of influenced creatures (always a minimum of 1 creature); if the result doesn't completely cover the total HD of the creatures, the excess HD are not considered.

T: the attempt is automatically successful (the undead are too weak to worry the cleric), and it is necessary to roll only 2d6 to determine the number of HD of influenced creatures (minimum 1 creature).

D: the attempt is automatically successful and the cleric is so powerful that he destroys the body of 2d6 HD of creatures (minimum 1 creature), reducing them to dust; if the undead are capable of regeneration, like vampires, this means that the body has been destroyed, but the creature will be able to reform later.

D+: the attempt is automatically successful, and the cleric reduces to dust an additional 3d6 HD of creatures (always a minimum of at least one).

D#: the attempt is automatically successful, and the cleric reduces to dust an additional 4d6 HD of creatures (always a minimum of at least one).

UNDEAD & CURATIVE SPELLS

The undead are creatures animated by the negative energy that flows in the multiverse, and as such, it can be speculated that they are the negative versions of living creatures. Some of them feed on meat (alive and dead), others on carrion or bodily fluids, and others finally receive sustenance from the life energies or even from the memories of living creatures.

Because of their totally different nature to that of normal living creatures, even spells that normally heal thanks to the infusion of positive energy has a completely different effect if used against the undead. In general, any curative spell that adds Hit Points to a living being (like the various *cure wounds* and *heal*), if used against the undead if has the effect of the reverse version (thus causing it damage rather than curing it). The reverse versions of these spells used against undead instead have the same effects as a curative spell of the same type.

Example: if a cleric casts a *cure serious wounds* on a zombie, he would cause the creature 2d6+2 points of damage, instead of curing it. If instead he casts an *inflict serious wounds* on it, it would allow the undead to recover 2d6+2 Hit Points.

For other spells that have a different effect on undead, the description of the effect is explained in the text.

TRAINING OF ARMOUR AND SHIELDS

By the standard rules (*Basic set* and *Rules Cyclopedia*), each cleric is considered a sort of fighter–priest capable of wearing any type of armour and shield, without affecting his magical or martial ability.

However, it is advised to restrict their training to only light and medium armour and to shields no larger than his own size (see *The Mystaran Armoury*), in order to leave only to the fighters and clerics of only the Immortals of battle the privilege and advantage of being able to use better performing armour and shields. In case a cleric untrained to fight in heavy armour wants to wear it, he would incur a movement penalty (Dexterity limited) and to Attack Rolls (see table 1 of Volume 1), keeping his ability to cast spells unaffected.

COMMON CLERICAL TERMS

Below is a list of common clerical terms to help the player and Master unpractised in the use of such terminology. In particular, this list refers to the most common priestly practices of western tradition. It isn't an exhaustive list and isn't intended to be, but only to help to make the descriptions more realistic.

Abbot: the religious head of a male *Abbey* or *Monastery*.

Abbey or Abbacy: monastic community governed by an *Abbot* (if male) or by an *Abbess* (if female) and independent of the jurisdiction of a *Bishop*. The Abbey is the centre of a *Priorship*.

Acolyte: generic term to indicate the follower of a group (a faith, a tradition) still not an official member of the group. Synonym of *Novice*.

Anchorite: person who retires into the desert to dedicate themselves to contemplation and prayer, often in an awkward or inaccessible place. A type of *Hermit*. In the Islamic tradition is defined *Dervish*.

Archdiocese: territorial area subordinate to the jurisdiction of an *Archbishop* that gathers several *Dioceses* within it, or that comprises the entire metropolitan area of a large city.

Archpriest: honorific title of the parish priest of a *Church* who has been or is pre-eminent over others for historic, social, or religious importance.

Archbishopric: territorial area subordinate to the jurisdiction of an *Archbishop*. Synonym of *Archdiocese*.

Archbishop: *Bishop* tasked with governing an *Archdiocese* or a metropolitan *Diocese* (or a large city) by means of a special consecration that gives him power over the *Acolytes* and lower ranked *Priests*. The Archbishop is also invested with a special jurisdiction over the *Bishops* who belong to his ecclesiastic province (or to the *Archdiocese*).

Asceticism: practice of life that approaches spiritual elevation through the dominion over instinct, abstention from pleasure, meditation, and separation from the world. Typical of *Monks* and *Mystics*.

Ascetic: those who practice *Asceticism*.

Abbess: religious head of a female *Abbey* or *Monastery*.

Basilica: large rectangular hall, with double colonnades, used for judicial and commercial purposes. It can become a temple if a consecrated apse is added to one end.

Bishop: Those invested with powers to govern a *Diocese* (or *Bishopric*) by means of a special consecration that gives them power over the *Acolytes* and lower rank priests.

Bishopric or Bishopdom: territorial area under the jurisdiction of a *Bishop* (Synonym of *Diocese*).

Cathedral: centre of the Episcopal power, or the main *Church* of a *Diocese*, run by a *Bishop*, *Archbishop* or *Patriarch*.

Cleric: generic term to indicate the minister of an organised cult, synonym of *Priest* or *Pastor*.

Church: sacred building in which the acts of a religious cult are carried out in public.

Cloister: part of a convent or building composed of a covered arcade surrounded by a colonnade.

Convent: building or a building complex in which live a religious community (male or female) that has sworn solemn vows. The *Monastery* is a specific type of convent.

Dervish: devout who lives in isolation in a desert in poverty and in communion with the divine. See *Anchorite*.

Diocese: territorial area defined by an organised cult and subordinate to the jurisdiction of a *Bishop*. Synonym of *Bishopric*.

Episcopacy: church government by *Bishops* or the territory they control.

Hermit: person who retires in solitude to dedicate himself to the search of the perfect union with the divine, concentrating himself with prayer and in the mortification of the body, leading an austere life, isolated

from the distraction of the surrounding world. He is a *Mystic* or *Monk* who completely distances himself from the rest of the civilisation.

Hermitage or Retreat: isolated place where one or more *Hermits* retire to dedicate themselves to a contemplative life, marked by meditation and prayer.

Heresy: doctrine against an established truth of faith (or dogma) accepted by a precise religious cult.

Heresiarch: head of a group of *Heretics* or founder and champion of a *Heresy*.

Heretic: those that support or defend a *Heresy*.

High Priest: head priest of a determined cult by election or by divine right. To whom all the devotees that belong to the cult pay heed. Synonym of *Patriarch*.

Mysticism: philosophic belief, or attitude of the spirit, according to which perfection is gained from the intimate union of the mortal with the divine, which is achieved via meditation and the practice of certain dogmas of physical and spiritual conduct. Mysticism, unlike *Monasticism*, is characterised by the separation between faith and philosophy of life: faith is fine, but it isn't the foundation of the mystic experience, which is always an intimate and individual quest, and also based on the teachings of most experienced mystics, who have already achieved unity with the divine.

Mystic: individual dedicated to *Mysticism* (class).

Monasticism form of life present in all the religious traditions that are realised in the separation from worldly pleasures and in the experience of solitude, alone or together, dedicated to the spiritual. Monasticism, unlike *Mysticism*, is characterised by a solid religious faith based on a rigorously undertaken lifestyle.

Monk: member of a religious or mystic order who has sworn sole vows of poverty, obedience, charity, and chastity, and usually spends his life with other monks within a *Monastery*.

Monastery: building or a building complex in which a community of *Monks* (male or female) lives.

Novice: those accepted into a religious order for a period of preparation and tests before taking their vows. Synonym of *Acolyte*.

Parish: the smallest recognised territorial area (usually a village with outlying farmlands) into which a *Diocese* is divided.

Parish priest: *Head priest* of a *Parish*.

Patriarch: head priest of a determined cult by election or by divine right. He is obeyed by all the devotees that belong to the cult. Synonym of *High Priest*. Sometimes the term is used to indicate the highest religious office within a community of the faithful.

Pastor: generic term to indicate a low-ranked minister of a hierarchically organised cult; synonym (sometimes disdainful) of *Priest* or *Cleric*.

Priorship: territorial area subordinate to the jurisdiction of a religious or knightly order. The Priorship is always governed by a *Prior* or an *Abbot*.

Prior (or Prioress): the religious head of a *Convent* or of a religious brotherhood. In an *Abbey*, when the role of the *Prior* is separated from that of the *Abbot*, it is subordinate to the *Abbot* (or *Abbess*).

Priest: generic term to indicate the minister of a cult, synonym of *Cleric* or *Pastor*.

Shrine: building dedicated to the memory of someone who has been publically honoured (usually a non sanctified or canonised layman).

Sanctuary: consecrated and protected building that guards relics of saints and Immortals, or miraculous artefacts, or a place where there was a verified divine appearance.

Tabernacle: small niche with holy symbols positioned at the roadside or in a temple.

Temple: building consecrated to the cult of one or more Immortals and of whose dwelling it is considered.

Vicar: those who act in their superior's stead, temporarily exercising the powers in their superior's absence, or govern an outlying territory within a given jurisdiction in their superior's stead.

CHAPTER 2. DIVINE SPELLS

LIST OF COMMON DIVINE SPELLS

Table 2.1 gives a revised and corrected list of the spells commonly known by clerics, based on the rules present in the *Rules Cyclopedia*. Among the spells added to the common list, there are also some that are completely new (devised by the two authors of this manual), added to create magic spells similar to those found in the common magic items described in the various sets of rules listed above. They have been inserted in the list of common spells, as, given the effects obtained with common magic items, it seems logical to us that they have to be known by the majority of priests.

Furthermore, the level of some spells have been changed, either for practical reasons (*cure serious wounds*

in particular, has become a 3rd level spell, to spread the cure wound spells at regular intervals at 1st, 3rd, and 5th level, while *resistance to cold* and *resistance to fire*, of equal power, have been combined in the 2nd level spell *elemental resistance*, as have *create food* and *create water* in one 5th level spell), or based on arcane spells of the same name (*circle of protection from evil* has become 3rd level rather than 4th as it is logical that if it is of 3rd level for mages, it should be the same for the priests, seeing as dominion over good or evil isn't the prerogative of mages and that the spell *protection from evil* is of 1st level for both classes). Finally, some spells considered only appropriate to druids (*speak with animals*, *animal growth*, *sticks to snakes*, and *insect swarm*) have instead been eliminated and relegated to the druid exclusive list.

TABLE 2.1 – COMMON DIVINE SPELLS

1 st Level	2 nd Level	3 rd Level	4 th Level	5 th Level	6 th Level	7 th Level
Command Word	Bless*	Circle of Prot. from Evil	Animate Dead	Champion's Strength	Animate Objects	Barrier to the Living*
Cure Light Wounds*	Detect Evil	Consecrate*	Damage Resistance	Command*	Barrier*	Breath of Life*
Detect Lies	Elemental Resistance	Continual Light*	Divination	Commune	Converse*	Destruction
Detect Magic	Find Traps	Cure Disease*	Divine Ray	Create Food / Water	Find the Path	Divine Blessing
Divine Aid	Hold Person*	Cure Serious Wounds*	Elemental Immunity	Create Normal Animals	Forbiddance	Divine Wrath
Fascinate Animals	Holy Weapon	Dispel Magic	Enchanted Weapon	Cure Critical Wounds*	Heal	Earthquake
Holy Armour	Know Alignment	Force of Will	Exceptional Skill	Dispel Evil	Heroes' Coming	Holy Word
Light*	Poison Resistance	Gentle Repose	Freedom of Movement	Elemental Cure*	Heroes' Feast	Luck*
Paralysing Touch	Remove Stun	Glyph of Warding	Immunity to Spells	Healing Circle*	Holy Power	Sacred Seal
Protection from Evil	Repair	Oracle	Life Protection	Magic Resistance	Planar Ally	Survival
Purify Food / Water	Restorative Sleep	Remove Blindness/Deafness	Mystic Circle	Mental Cure*	Regeneration*	Travel
Remove Fear*	Silence	Remove Curse*	Neutralise Poison*	Purifying Zone	Restoration*	True Resurrection*
Sacred Aura	Sure Step	Speak with Dead	Paralysis	Resurrection*	Righteous Might	Wish
Sanctuary	Shield of Faith	Spell of Striking*	Programmed Cure	Trueseeing	Word of Recall	Wizardry

*Reverse spell: the asterixed sacred prayers always have a reverse effect (explained in the spell's description).

Next are the descriptions of all the common divine spells, including spells introduced in this manual and those described in the official supplements, to clarify the obscure points that the official sources have left and limit or increase (where it is necessary) their power. The use of the revised spells in any campaign is subject to the DM's previous approval, but I will take this opportunity to mention that the modifications have been studied to successfully balance those spells whose results are normal too powerful or weak for the level they were given.

The spells listed here are divided by spell level, and are listed in alphabetical order. The legend below is to help the reader to better understand each spell's entry.

Legend:

SPELL NAME

Range: the spell's range, or the distance from the spellcaster can make its effects felt (thus the range in which must be found its area of effect or victim). If the range is "Touch", the cleric must make an Attack with his holy symbol, but the victim's AC is calculated without taking his armour into consideration, only bonuses derived from shield, Dexterity, magic, and weapon mastery.

Area of effect: the spell's area of effect, or the area in which it manifests or the amount of subjects that can be affected. The entry "only the cleric", the spell is personal (it only affects the cleric and no one else).

Duration: the amount of time that spell's effects persist for. If it is instantaneous, its effects only manifest in the activation round, if it is permanent, the effects persist perennially (or until removed in the appropriate specified way).

Effect: a brief description of the spell's effects (expanded on in the paragraph below).

FIRST LEVEL

COMMAND WORD

Range: 10 feet

Area of effect: one creature

Duration: 6 rounds

Effect: a creature obeys an order

This spell allows the spellcaster to give a command each round as a free action as long as the effect is active, speaking a single word. The word must be expressed in a language comprehensible to the being to which the order is directed. The receiver attempts to follow the order in the best way possible (for how much his skills allow him to). A command of the type: "Die!" causes the target to faint for an entire round, but without further adverse effects (unless, obviously, he is walking on a rope suspended 300 feet in the air). Some typical command words include: Stop (remain immobile), Run (run in the indicated direction avoiding the obstacles), Run away (flee in a random direction at maximum speed), Surrender (drop weapons and don't attack), Retreat (retire at normal speed), etc.

Undead cannot be affected by *command word*. Creatures with a Wisdom of 13 or higher and creatures with 5 or more HD or experience levels can make a ST vs. Mental Spells to avoid the effects; if a creature meets both conditions it only gets one Saving Throw.

CURE LIGHT WOUNDS*

Range: touch

Area of effect: one living creature

Duration: permanent

Effect: heal 1d6+1 hp or 10% of total hp; reverse causes 1d6+1 hp or 10% of temporary hp

Thanks to this spell, a living being touched by the priest to instantly and permanently recover a certain amount of Hit Points, up to his maximum (this cannot exceed his hp total). The spell produces the most advantageous affect for the wounded subject among the following: cure 1d6+1 Hit Points, or give the individual 10% of his total Hit Points.

Example: if Norman the fighter (20 hp) has several quick wounds that reduced him to 11 hp, a *cure light wounds* would make him recover 1d6+1 hp rather than 10% of the total (as 10% of 20 is 2 hp, which is equal to the minimum result of 1d6+1). If instead Norman has a total of 50 hp and has been reduced to 20 hp because of the damage suffered, the spell could heal a fixed 5 hp (10% of 50) or 1d6+1 hp (in the hope that the player rolls 5 or 6 with the d6).

The reverse spell, *inflict light wounds*, causes the touched victim 1d6+1 points of damage, or make the victim lose 10% of its current hp (favouring which of the two conditions inflicts the most damage), without the possibility of half damage.

DETECT LIES

Range: 0

Area of effect: only the cleric

Duration: 1 turn

Effect: reveal if a statement is true or false

Once he has cast this spell, the cleric is able to know if an answer is true or false (one per minute, up to a maximum of 10), relative to the knowledge of the speaker. If the answer is mostly true, but contains a lie (or vice-versa), the spell only reveals this not what is the lie. The spell doesn't reveal any deliberate omissions in the answer, and doesn't allow any Saving Throw.

Example: the characters have captured a goblin and interrogate it, sifting its answers with this spell. The goblin asserts that the shaman of his tribe possesses a staff that fires fireballs. This isn't true, but the goblin is sincerely convinced of it as the shaman has given some (false) demonstrations. The spell shows such answers as true, because the speaker thinks it is. Later, the goblin asserts that his tribe is in the service of a powerful wizard. The astute goblin, however, cleverly omits that it is just any spellcaster, but a dragon wizard. However, the spell doesn't reveal the omission and shows the answer as true, as the goblin hasn't lied, but has only told part of the truth.

DETECT MAGIC

Range: 0

Area of effect: 60 feet long, 20 feet wide cone

Duration: 2 turns

Effect: detect magical auras, items, and creatures

When he casts this spell, the spellcaster sees an aura surrounding the area, objects, and creatures on which some type of spell is active and that is within the area of effect. The aura's colour varies based on its school of magic: orange for Abjuration, blue for Enchantment, yellow for Divination, indigo for Conjunction, red for Illusion, green for Evocation, and violet for Transmutation (treat the *cures* as transmutation). The spell gives different information based on the number of rounds the he continues to concentrate on the same area, as follows:

1st round: presence or absence of magic auras.

2nd round: number and precise position of magical auras in the area (if the source of the aura is out of his field of view, it reveals the direction it is found in).

3rd round: strength and school of each aura (with necromancy it is always uncertain, use *detect evil* for a definite analysis).

The power of an aura and its brightness depends on the spell level that generated it (or on the sum of the spell levels, if there are several spells on the same item/person), as follows:

Spell Lvl.	Strength	Aura
1-3	Weak	Tenuous
4-8	Medium	Bright
9+	Strong	Dazzling

Each magic aura also lingers in a place after the being, spell, or the item that emitted it left or was destroyed. If the spell is used to examine an area in which a now gone source of magic was present, the spell registers an intermittent aura, but without giving further information. A magic aura remains perceptible in an area for a certain period of time, based on the source's power:

Aura Strength	Vanishes in:
Weak	1d6 rounds
Medium	1d6 minutes
Strong	1d6 hours

The power lasts for 2 turns, and while it is active the spellcaster can concentrate each round to examine a new area in search of magic things or beings, but while concentrating cannot fight or cast other spells (can only speak slowly). The spell isn't able to reveal the presence of beings or things hidden or generally invisible to the spellcaster's eye. The spell, moreover, cannot penetrate a 1 foot thick rock or stone barrier, 3 foot thick wooden barrier, or layers of metal or lead thicker than 1 inch.

DIVINE AID

Range: touch

Area of effect: one creature

Duration: 2 turns

Effect: confer an extra 1d6+1 hp or save from death

Casting this spell the cleric can choose one of the two effects described below. The two effects of divine aid are only cumulative if exploiting both options and not the same one twice.

Divine reinforcement: the subject gains an extra 1d6+1 temporary Hit Points, which can allow him to temporarily exceed his maximum Hit Points. If the individual suffers damage, these excess Hit Points are always removed first, and they can also be magically dispelled. The extra Hit Points always vanish after 2 turns, or when they eliminated by a third party.

Example: a 2nd level fighter in full health (16 hp) is wounded and suffers 2 points of damage, descending to 14 hp. At this point, he receives a *divine aid* that gives him an extra 6 hp, taking him to 20 hp (above his maximum Hit Points). In the course of fighting he loses another 10 hp and ends up at 10 hp. At this point, if he is cured by magical means, his hp can rise to 16 hp and not beyond.

Protection from death: as long as the spell lasts, if damage takes a character's hp below zero, once per turn the beneficiary can make a ST vs. Death Ray to however remain at 1 hp.

FASCINATE ANIMALS

Range: 60 feet

Area of effect: 2 HD per level of animals

Duration: 1d4+1 round or 1d4+1 turns

Effect: 2 HD of animals per level are charmed

Thanks to this spell, the cleric is able to enchant 2 Hit Dice of animals (normal or giant) of a given species (for example only wolves, or snakes, or bulls, etc.) for each experience levels. It doesn't allow any Saving Throw to avoid the fascination, and the spell affects at least one animal, even if it's Hit Dice exceeds the total of influenciable HD. The enchanted animals remain immobile as if dazed, and don't attack, unless they are attacked (which ends the spell for those animals). If it is used against animals that are already attacking, the duration of this spell is 2-5 rounds, otherwise its duration is 2-5 turns. When the effects of this vanish, the animals return to normal (and their reactions become normal).

HOLY ARMOUR

Range: 0

Area of effect: only the cleric

Duration: 3 turns

Effect: armour grants AC 5 or a +1 bonus to AC

With this spell the cleric evokes semitransparent armour of spiritual energy around his body, which goes on top of any physical armour already worn is cumulative with other protective magical effects. The armour lasts for 3 turns or until it is magically dispelled and can have two distinct affects chosen by the cleric: taking the character's natural AC to 5, or improving the cleric's actual AC by 1 point. Holy armour doesn't lessen the received blows (no Armour Value), but simply helps to deflect them, and doesn't increase the character's encumbrance in any way.

LIGHT*

Range: 120 feet

Area of effect: 15 foot radius sphere

Duration: 12 turns

Effect: light within a 30 feet diameter sphere; reverse creates darkness within a 30 feet diameter sphere

This spell creates a volume of light that perfectly illuminates a 30 feet diameter spherical area. If the spell is cast on an area (like a ceiling) remains fixed in the area, while if it is cast on an item the light it will move with it. If the item is held or worn by someone who wants to oppose the effect, and makes a successful ST vs. Spells, the sphere appears above the item, but remains fixed in the area without moving with it.

If the spell is cast directly against the eyes of a creature, the victim must make a successful ST vs. Spells or remain blinded by the light for the spell's entire duration, or until it is magically dispelled; if the ST is successful, the area of light appears, but remains fixed in the area in which the victim is found.

The reverse spell, *darkness*, creates a 30 feet diameter circle of shadow in a prefixed point. If cast on a mobile object it moves with the item (see above). The shadow impedes normal vision within the sphere of darkness, except infravision (magic or normal). *Darkness* can cancel the effects of a *light* spell, but can in turn be annulled by a *light* spell or more powerful. If it is cast against the eyes of an enemy, who fails a ST vs. Spells, the spell causes blindness until it is magically dispelled, or until its effects disappear with time; if the ST is successful, the area of shadow appears but remains fixed in the area in which the victim is found.

PARALYSING TOUCH

Range: touch

Area of effect: one living creature

Duration: 1 turn

Effect: paralyse a part of a being's

While casting this spell, the cleric must touch his victim (AC for the Attack is calculated ignoring armour) and if the creature fails a ST vs. Paralysis remains immobilised for 1 turn. If instead the ST succeeds, the paralysis only affects the body part touched, which becomes numb and unuseable for 1 turn. Based on the part of the body affected, the spell has different effects (roll 1d8 to determine the part hit if it wasn't an aimed touch):

1. Head: victim blinded, deafened, and cannot speak (30% chance of spell failure).

2-4. Torso: the victim is slowed and impedes its movement (-1 to Attacks, Dexterity, Initiative, and AC).

5-6. Right/Left Arm: the victim drops anything in that hand and cannot fight or use a shield with that arm. If both arms are paralysed, it cannot use them for anything (cannot attack or cast spells) and his Dexterity is reduced by 2 points.

7-8. Right/Left Leg: the victim's speed is halved and he cannot run, his Dexterity is reduced by 2 points, and must make a Dexterity check per round to not fall to the ground. If both legs are paralysed, the individual collapsed to the ground, can crawl at 5 feet per round, and his Dexterity is reduced by 6 points; creatures with more than two legs fall when all its legs are paralysed.

The paralysis can be removed with an appropriate spell or *dispel magic*. Undead and constructs are immune to this spell.

PROTECTION FROM EVIL

Range: 0

Area of effect: only the spellcaster

Duration: 12 turns

Effect: offers a +1 bonus to the ST of the spellcaster and a -1 penalty to his enemies' Attack Rolls

This spell creates an invisible barrier all around the cleric's body (less than an inch from him). For the spell's

duration, all creatures that attack the cleric suffer a -1 penalty to their Attack Rolls, and the spellcaster gains a +1 bonus to all his Saving Throws.

Moreover, magically summoned, created, animated, or controlled creatures, as well as creatures that are victim of a *curse*, cannot physically touch the spellcaster. The barrier therefore protects the character from all melee attacks brought by these creatures. However, it doesn't protect against ranged attacks (the attacks still suffer the -1 to Attack Rolls, however), or from any form of offence that involve physical contact between the being and the spellcaster. If, however, the spellcaster touches or attacks a magically summoned or controlled creature (or a group of creatures), then that creature also becomes able to touch him and attack him in melee, even if they still suffer the Attack Roll penalty.

PURIFY FOOD AND WATER

Range: 10 feet

Area of effect: volume of 1 cubic foot

Duration: permanent

Effect: purify food and water from impurities and mould

This spell purifies food and water of any poison or makes it edible if it is rotten. The cleric can choose to purify water and food contained in a volume of 1 cubic foot, or a total of 60 pounds of food and water (e.g. 60 pints of water, or 60 pounds of food, or 30 pints of water and 30 pounds of food together). If it is cast on a mud pool, it immediately turns it into a pool of drinkable water (within the limits of allowed pints).

It has no effect if cast on living beings, magic potions, or vials of poison.

REMOVE FEAR*

Range: 60 feet

Area of effect: 1d4 living creatures

Duration: 2 turns

Effect: 1d4 creatures resist the effects of fear; reverse scares 1d4 adversaries

This spell protects 1d4 living beings from any form of fear (magic or normal) for 2 turns, granting a bonus to Saving Throw vs. Mental Spells to resist fear equal to half the cleric's level (up to a maximum of +5 at 10th level). If used on already scared or terrorised beings, *remove fear* instantly annuls the effects of the fear without further effects.

The reverse spell, *terrify*, puts to flight 1d4 living beings per 2 turns (allowed ST vs. Mental Spells to avoid), during which the victim flees at maximum speed from the spellcaster, choosing a direction that takes him to safety, and refuses to approach the cleric until the fear effect ends or is magically eliminated.

SACRED AURA

Range: touch

Area of effect: a person or an object

Duration: permanent

Effect: confers a holy aura on the target

This spell is used by clerics during the development of some important rituals. In game terms, it confers a magic aura to a person, or to an object (maximum volume of 2 pints), rendering it to all effect holy (it is often used to bless holy symbols or create holy water). This aura is permanent, can be detected with *detect magic*, and only ends if the item or creature is destroyed, or is magically dispelled by the *desecrate* spell. The magic energy activated in the process always consumes valuables worth 10 gold pieces (which the cleric must have at hand at the moment of casting) to instill the aura in the target; if the spellcaster doesn't have such a sum, the spell uses the cleric's life force (permanently absorbing 100 xp).

The magic aura doesn't have any other effects if it isn't associated with a mystic ceremony. However, a weapon (natural or artificial) enchanted with *sacred aura* is able to strike creatures only affected by magic weapons (maximum +1) or silver. In this case, however, the spell allows up to 1 blow per priest level (max 5 blows), after which the *sacred aura* vanishes.

This is the only spell that a cleric can cast without the aid of his holy symbol.

SANCTUARY

Range: touch

Area of effect: one creature

Duration: 6 rounds + 1 round per level

Effect: the subject is protected from enemy attacks

Anyone who receives this spell is surrounded by a protective aura that obstructs enemy attacks. Anyone who attempts to hit the subject protected by the *sanctuary* must make a ST vs. Spells each round in which he attacks: if successful, he can perform all his attacks for that round normally, otherwise it is impossible for him to damage the individual for that round, and loses all the attacks he intended to bring against him. Those that don't try wound or attack the subject are not in the least affected by the spell. *Sanctuary* however doesn't protect from attacks of a magic nature (spells or magic effects of any type), only from directed physical attacks (like those made with weapons of any type). If the protected character directly attacks, these can automatically counterattack for that round without making any ST, but the next round the protection returns if the subject stops attacking. Until the spell is dispelled or its duration expires, *sanctuary* continues to protect the subject each round.

SECOND LEVEL

BLESS*

Range: 60 feet

Area of effect: cube with 20 feet sides

Duration: 6 turns

Effect: +1 bonus to the subjects' attacks and damaged

With this spell the priest invokes a divine blessing and offers it to all the creatures present within a cube with 20 feet sides which must be with 60 feet of the cleric, a +1 sacred bonus to Attack Rolls and damage, as well as to ST to avoid the effects of any type of fear and to Morale. The bonus lasts until the end of the spell, or until it is magically dispelled, but isn't cumulative with itself: it isn't possible to cast two *bless* spells to double the bonus. Moreover, the Immortal cannot grant his protection to any individual that hasn't behaved correctly in its fights, even if it isn't one of his disciples (DM's discretion).

The reverse spell, *anathema*, inflicts a minor curse on a group of creatures in the selected area of effect, giving them a -1 penalty to their Attack, damage, and Morale rolls, with no possibility of avoiding the effect (no Saving Throw allowed). *Anathema* can automatically annul the effects of a *bless* and vice versa, without other effects, and as in the case of *bless*, two *anathemas* aren't cumulative.

This effect and its reverse cannot be made permanent on a magic item.

DETECT EVIL

Range: 0

Area of effect: 60 feet long, 20 feet wide cone

Duration: 2 turns

Effect: detect evil objects or creatures, or individuals with bad intentions or evil alignment

Thanks to this spell the spellcaster will see the evil creatures and objects or with necromantic effects, creatures with Evil alignment, or that intend to physically harm him (independent of alignment) surrounded by a blackish aura, as long as they are within the area of effect examined.

The spell supplies different information based on the number of rounds he concentrates on the same area, as follows:

1st round: presence or absence of evil auras.

2nd round: number of evil auras and the magnitude of the most powerful.

3rd round: magnitude and precise position of each evil aura within the area. If the source of the aura is outside the spellcaster's field of vision, he knows the direction in which it is found.

The aura's magnitude depends on the source and on its Hit Dice (for creatures) or by the spell level of the curse or spell:

Aura source	Aura magnitude			
	Weak	Moderate	Strong	Potent
Creature HD*	1-3	4-7	8-12	13+
Effect Level	1-2	3-5	6-8	9+

*This type includes all creatures with evil alignment, demonic or undead creatures, and those that want to harm the spellcaster.

The evil aura of an evil undead or entropic creature or of a curse persists in a place even after the being or the source of the curse has left or been destroyed. If the spell is used to examine an area in which an evil aura was present, the spell registers an intermittent aura, but without specifying the magnitude. The aura of an undead/entropic creature or of a curse remains perceptible in an area for a certain amount of time, based on its magnitude:

Aura Magnitude	Vanishes in:
Weak	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 hours
Potent	1d6 days

This power lasts for 2 turns, and while it is active the spellcaster can concentrate each round to examine a new area. Traps and poisons are neither good nor bad, but simply dangerous, so the spell doesn't reveal them. Moreover, the spell isn't able to reveal the presence of hidden or invisible beings or objects. Finally, the spell cannot penetrate 1 foot thick barriers of rock or stone, 3 foot thick wooden barriers, or layers of metal or lead thicker than an inch.

ELEMENTAL RESISTANCE

Range: touch

Area of effect: one creature

Duration: 6 turns

Effect: renders it immune to a normal element and protects from damage caused by a magical element

This spell renders the creature on which it is cast totally immune to the effects of a normal element chosen by the caster at the moment of casting from: **cold** (ice, hypothermia, freezing), **fire** (heat, sunstroke, dehydration) or **electricity** and lightning. Moreover the spell renders it particularly resistant to damage caused by magical forms of the element for the spell's duration. In practice, anytime the individual is hit by an attack the inflicts magically produced cold or fire (like the spell *ice storm* or *fireball* or the breath of a dragon), the inflicted damage is reduced by 1 point for each dice of damage (or HD of the creature that provoked the damage), and the individual benefits from a +2 bonus to Saving Throws to reduce or avoid the damage from the magical form of the element.

This spell doesn't automatically protect from extremely high or low temperatures (higher than 400°F or lower than -150°F), like that of lava or a massive fire.

FIND TRAPS

Range: 0

Area of effect: line of sight within 30 feet

Duration: 3 turns

Effect: find traps within 30 feet

Thanks to this spell, the spellcaster is able to identify all the traps (magic and normal, even invisible) present within 30 feet and expose them to his vision for the duration of the spell's effect; it isn't necessary to concentrate, because the power is always active once the spell is cast. The traps within the area of effect begin to emit a weak violet glow that warns the individual of their presence, but the spellcaster isn't aware of their exact nature or of the way to disarm them. Clearly if the spellcaster is blind, this spell is ineffective.

HOLD PERSON*

Range: 180 feet

Area of effect: up to 4 humanoids of max size Medium

Duration: 3 turns

Effect: paralyse up to 4 humanoid creatures; reverse free up to 4 humanoid creatures

This spell is effective against every humanoid (creatures with two legs, two arms, a torso, and a head, and sometimes a tail) of medium size or smaller; it has no effect against undead, constructs, animals, non-humanoid creatures, and humanoids of large size or larger. The spell is able to hold for 3 turns up to 4 visible people within 180 feet of the caster, paralysing the muscles: the victim continues to see and hear, can concentrate, but cannot move or speak, although other people can move the body parts by exercising a strong pressure (Strength check), although it isn't possible to fracture them. Each victim can make a successful ST vs. Mental Spells to resist the effect; if the spell is cast against a single being, a -2 penalty is applied to his Saving Throw.

The reverse spell, *free person*, removes magical paralysis or induced by poison on a maximum of 4 humanoids of medium size or smaller within 180 feet, but has no effect on paralysis due to congenital causes (cut tendons, broken or amputated limbs, torn muscles) or to external factors (being bound)

HOLY WEAPON

Range: 0

Area of effect: 150 feet

Duration: instantaneous

Effect: force weapon does 1d6 hp + 1d6 hp every 3 levels

Upon uttering this spell, a floating weapon appears in front of the priest made of energy corresponding to the type of weapon favoured by his Immortal (e.g. a cleric of Thor calls the "holy hammer of Thor", that of Vanya the "holy sword of Vanya", that of Odin the "holy spear of Odin", and so on). The spellcaster chooses a target within 150 feet and the weapon is instantly against it. The *holy weapon* automatically strikes the chosen target,

and if some other body interferes with its journey, it smashes against the latter and is disarmed, damaging the body hit (whatever it is). The *holy weapon* causes 1d6 points of damage + 1d6 for every 3 of the cleric's levels, so 2d6 from 3rd, 3d6 from 6th and 4d6 from 9th, the maximum damage allowed. The victim cannot avoid the weapon, which always strikes it with certainty, nor is he allowed any ST for half damage.

KNOW ALIGNMENT*

Range: touch

Area of effect: one creature

Duration: 1 turn per level

Effect: reveals a creature's alignment; reverse hides the alignment from identification

The spellcaster can discover the alignment (on the Law-Chaos, or Good or Evil) of a being without a ST to avoid it. As long as the effect lasts he can examine a different subject each round, but the procedure requires physical contact and the action "consumes" one of the character's attacks.

The reverse, *obscure alignment*, impedes the revealing of the true alignment of the subject touched by the spellcaster for the spell's duration. The concealment moreover alerts the subject of any attempt to identify his alignment and lets him project a fictitious alignment.

POISON RESISTANCE

Range: touch

Area of effect: one creature

Duration: special

Effect: a creature can resist poisons better

This spell makes the creature on which it is cast particularly resistant to poison. Anytime the individual comes into contact with a poison, he benefits from a +2 bonus to all Saving Throws to halve or avoid the damage. Besides this, there are two possible effects that the cleric must select when casting the spell: slow the effect of the poison or render the subject immune to a particular range of poison; neither of the two effects can annul a poisoning that is already in effect (use *neutralise poison*).

Immunity to poisons: this effect lasts for a period di 1 turn per cleric level. Based on the level of the priest who cast the spell, the individual that gains the benefit becomes automatically immune to a certain type of poison (the immunity is cumulative with those of lower rank):

- 1st-5th level: immune to poisons derived from plants (excluding monstrous plants);
- 6th-8th level: immune to the poison of monsters with a maximum of 3 HD;
- 9th-12th level: immune to the poison of monsters with a maximum of 7 HD;
- 13th-16th level: immune to the poison of monsters with a maximum of 15 HD;
- 17th+ level: immune to the poison of any monster.

This effect only protects from the natural poisons of plants and monsters, not from magically created poisons (like the breath of a green dragon, an alchemical potion, or the poison of a *cloudkill*).

Slow poison: for a period of 1d6 hours, the subject doesn't suffer from the effects of a poisoning (independent of the source and type of poison), if he failed his Saving Throw to avoid it. At the end of the protection offered by the spell, all the effects of the absorbed poison (or poisons) are applied simultaneously, as if the character had been poisoned at that moment. If naturally in the meantime the subject has taken an antidote against the poison or benefits from a *neutralise poison* spell, the adverse effects do not materialise at all.

REMOVE STUN*

Range: 100 feet

Area of effect: up to 4 living creatures

Duration: special

Effect: cure 4 creatures within 60 feet of stun; reverse stuns 4 creatures for 3d6 rounds

This spell affects a maximum of 4 living creatures within 100 feet of the priest, which are victims of a stun of magical and natural origin. All stun effects are instantly dispelled automatically.

The reverse form, *stun*, stuns up to 4 living beings for 3d6 rounds (the victim can totally avoid the effect with a successful ST vs. Mental Spells). The stun gives a -4 penalty to AC, ST, and any skill check, movement is reduced to a third (running is impossible), it is impossible to attack or concentrate, and weapon mastery is reduced to Basic rank.

This spell and its reverse cannot be made permanent on an item.

REPAIR

Range: touch

Area of effect: 1 being or 1 object of up to large size

Duration: permanent

Effect: repairs a damaged object or heals a wounded living being

This spell can be used either to repair a damaged object or a wounded creature. The priest places his hands on the target and if it is a broken object he must have all the parts, while holed items are quickly repaired. One turn after the spell is cast, the signs of the repair, rendering it impossible to magically dispel the effects.

For an individual who has lost Hit Points or an object that with reduced Damage Points, *repair* fixes 5 DP or 2 hp per cleric level (max 50 DP or 20 hp at 10th level). The priest must maintain contact with the subject, who recovers 1 hp or DP per minute; if the concentration is interrupted, the spell ends. This type of repair is very complex and the cleric sacrifices his own life force to affect it, losing 1 hp for every 5 hp or DP fixed.

If can only repair magic items or animated objects if the spellcaster if of higher than 10th level possono riparare

oggetti magici o costrutti animati, but it cannot give charges to an item, or make destroyed objects whole, only repair those damaged but still active.

RESTORATIVE SLEEP

Range: touch

Area of effect: a living being

Duration: 1 hour

Effect: subject sleeps and recovers its strength

This spell is only effective on consenting living subjects. It makes the subject touched by the cleric fall into a deep sleep for an hour, at the end of which he awakens completely rested as if he had slept for 8 hours and recovers 1d4 Hit Points (if he wasn't at full health). The sleeper only awakens if injured or if the spell is magically dispelled before the hour has passed, in this case the effects are annulled. Arcane spellcasters that benefit from this effect can memorise their spells again, and any fatigue that the subject is suffering vanishes like after a night of rest. This spell can only be cast on the same individual once every 20 hours: any further applications in the same period of time fail.

SHIELD OF FAITH

Range: 0

Area of effect: only the cleric

Duration: 3 turns

Effect: create a shield of force that grants a Wisdom based bonus to AC and annuls *magic missiles* with ST

When the cleric casts this spell, he creates a shield of force (white if Lawful, blue if Neutral, red if Chaotic) that is attached to a forearm (his choice) for the spell's duration or until it is dispelled. The shield improves his Armour Class by 1 point plus his Wisdom bonus and can neutralise *magic missiles* directed against the cleric with a successful ST vs. Spells (one per dart). If the cleric already has a shield, the *shield of faith* goes above the object reinforcing its defensive bonus. If he concentrates only on defence without attacking, his AC bonus increases by 1 point for that round.

Example: Selena has Wisdom 16 (bonus +2) and has a +1 medium shield. With this spell, her shield enjoys a +4 bonus for the spell's duration, and to +5 if she concentrates on her defence and doesn't.

SILENCE

Range: 180 feet

Area of effect: 15 feet radius sphere

Duration: 12 turns

Effect: silence in a 30 feet diameter sphere

This spell annuls any sound within a 30 feet diameter sphere, centered within 180 feet of the spellcaster. For 12 turns, in the area struck by the aforesaid effects it isn't possible to emit any sound (hear, speak, or cast spells), nor can sounds from an external source penetrate the area of *silence* (those inside it are therefore are deaf and mute as long as they remain inside it).

If cast against a creature or an object held in the hand or worn by an individual, the victim can make a Saving Throw vs. Spells to resist the effect: if successful, the *silence* is fixed to the area where the victim was at that moment, vice versa the sphere of *silence* moves with the victim.

This spell can be magically dispelled; otherwise it ends after 12 turns. A *remove deafness* spell is useless against this magic effect, as it distorts sound waves and doesn't directly affect the hearing apparatus of an individual.

SURE STEP

Range: touch

Area of effect: one creature

Duration: 6 turns

Effect: walk on any type of liquid

This spell allows the spellcaster, or another touched creature, to walk on any type of liquid, or on any semi-solid surface (like ice and mud) without sinking or slipping as long as he remains upright. The spell in fact creates a cushion of force under the creature's feet, whose feet never come into contact with the surface on which he walks (provided that there is a support surface, be it liquid, solid, or semi-solid).

The spell doesn't allow the creature to walk on gas or air, and doesn't protect the creature from extreme climatic conditions (like intense cold or heat), nor from other natural elements present on the surface (geysers or crevices). Moreover, if the surface is agitated or moves (a stormy sea or the rapids of a river), the individual must make a Dexterity check each round to retain his balance and fall.

THIRD LEVEL

CIRCLE OF PROTECTION FROM EVIL

Range: 0

Area of effect: 10 feet radius around the spellcaster

Duration: 12 turns

Effect: +1 bonus to ST of the people within 10 feet of the cleric and a -1 penalty to enemy Attack Rolls

This spell creates an invisible barrier that extends for up to 10 feet from the priest and moves with him. For 12 turns all the creatures that attack the cleric and his allies within the circle of protection suffer a -1 penalty to their Attack Rolls, and the spellcaster and his allies within the circle (as long as they remain within it) gain a +1 bonus to all their Saving Throws.

Moreover, magically summoned, created, animated, or controlled creatures, as well as victims of a *curse*, cannot enter the circle. The barrier therefore protects the character and those that are within it from all melee attacks from these creatures; however, it does not protect from ranged attacks (the attacks still suffer the -1 to Attack Rolls, however), or from any form of attack that doesn't physically enter the circle of protection. If however the spellcaster or one of the beings protected by the spell attacks a magically summoned or controlled creature, it can enter the circle and attack all those inside it, although it still suffers the penalty to attack rolls.

CONSECRATE*

Range: touch

Area of effect: one item, place, or creature

Duration: permanent

Effect: confers a magical aura on the target

This spell is fundamental for some of the most important holy ceremonies and is usually used to consecrate temples, places of burial or prayer (like the refuge where a cleric appears after casting *word of recall*). In game terms, it can be used in three ways.

- To enchant a weapon so that it can damage creatures immune to normal weapons (strikes as a +1 weapon, without a bonus to Attack Rolls or damage);
- To confer an aura of *protection from evil* to an object or person (counts as permanent);
- To consecrate a place and all those within it (the maximum affected area is equal to 100 square feet per cleric level). An area so consecrated impedes the access of any being of the opposite alignment to that of the cleric's faith, except for true followers of the cult.

The effects of *consecrate* are permanent until the object or place is desecrated (see below) or destroyed and is visible via a normal *detect magic* spell (the consecrated target shines with an aura of Abjuration). The ritual lasts for 1 hour and to instill the aura to the object or person always requires a sacrifice of personal wealth (which must be within 10 feet of the priest) to a value of 100 gold pieces; if the cleric doesn't have such a sum available, the

spell uses his life force and permanently absorbing 1,000 xp.

The reverse ritual, *desecrate*, removes any type of holy aura from a surface or object. If no holy aura is present, it instills on the place or object a curse of -2 to all the rolls of those holding the object (which is impossible to discard) or to those present in the desecrated area of a different faith to the cleric. The ritual takes 1 round and requires the sacrifice of treasure or xp as explained above, but the effect is permanent until removed with *remove curse* or with a *consecrate* spell.

CONTINUAL LIGHT*

Range: 120 feet

Area of effect: 30 feet radius sphere

Duration: permanent

Effect: creates light in a 60 feet diameter sphere; reverse creates shadow in a 60 feet diameter sphere

This spell creates a volume of light that perfectly illuminates a 60 feet diameter spherical area; the created light is permanent and can only be removed magically (with *dispel magic* or the reverse spell, *continual darkness*). If the spell is cast on an area (like a ceiling), it remains fixed to the area, while if it is cast on an item (like a weapon) the light moves with the item. If the object is held or worn by someone who wants to oppose the effect, and makes a successful ST vs. Spells, the sphere appears over the object, but it remains fixed to the area and doesn't move with the object.

If the spell is cast directly at the eyes of a creature, the victim must make a successful ST vs. Spells or be blinded permanently, or until it is magically dispelled (either with *dispel magic* or *remove blindness*); if the ST succeeds, the area of light appears but remains fixed to the area where the victim was.

The reverse spell, *continual darkness*, creates a 60 feet diameter circle of shadow at a pre-chosen point; if cast on a mobile object, it moved with it (see above for other details). The shadow impedes normal vision within the sphere of darkness: even infravision (magic or normal) and *light* are ineffective. The *continual darkness* can cancel the effects of a *continual light* spell, but can in turn be annulled by a *continual light* spell or by a *dispel magic*. If cast against the eyes of an enemy, who fails a ST vs. Spells, the spell cause blindness that lasts until magically dispelled; if the ST succeeds, the area of shadow appears but remains fixed to the area where the victim was.

CURE SERIOUS WOUNDS*

Range: touch

Area of effect: one living creature

Duration: permanent

Effect: heals 2d6+2 hp or 30% of total hp; reverse causes 2d6+2 hp or 30% of current hp

Thanks to this spell, a living being touched by the cleric instantly and permanently recovers a certain

amount of Hit Points, up to his maximum limit (which cannot exceed hit hp total). The spell produces the best affect for the wounded subject from the following: cure 2d6+2 Hit Points, or recover 30% of his total Hit Points.

Example: if Norman the Fighter (20 hp) had suffered several wounds that have reduced him to 11 hp, a *cure serious wounds* would give him 2d6+2 hp only if the result is higher than 6 (as in this case 30% of 20 is rounded to 6 hp). If instead Norman had a total of 40 hp and had been brought to 20 hp because of the damage suffered, the spell would heal a fixed 12 hp (30% of 40) or 2d6+2 hp (in the hope that the player rolls the maximum with the 2d6).

The reverse spell, *inflict serious wounds*, causes the touched creature 2d6+2 points of damage, or to cause the victim to lose 40% of his remaining hp (depending on which of the two does the most damage), with no chance of halving the damage. To touch the victim requires an attack with his holy symbol, but the victim's AC ignores his armour, only bonuses from shield, Dexterity, magic, and weapon mastery count.

DISPEL MAGIC

Range: 120 feet

Area of effect: 20 feet sided cube

Duration: permanent

Effect: destroy spells in a 20 feet sided cube

This spell is able to instantly cancels any current magic effect present in a 20 feet sided cube within 120 feet of the spellcaster. It can annul the effects of spells and magic items that don't have instantaneous or permanent durations, but has no effect on a magic item's permanent enchantments (like the bonuses to attack, damage, and defence), nor can it dispel some specific magic effects (this is explicitly shown in the description of certain spells, like *forcefield*, *wall of stone*, etc.).

All the magic effects present in the area of effect created by a spellcaster of equal or lower level to the caster of the *dispel magic* is automatically destroyed; magic effects created by spellcasters of higher level may not be dispelled. The chance of failure is equal to 5% for every level of difference between the levels of the other caster and the character attempting to dispel the spell; the d% roll must be made for each magic effect or spell present in the area of effect.

Example: if a 7th level cleric attempts to dispel a *web* spell cast by a 10th level mage, the chance of failure is equal to: $5 \times (10-7) = 5 \times 3 = 15\%$.

It is also possible to deliver *dispel magic* by touch, rather than at range. In this case, the spellcaster takes the power of the spell in his hand and must touch (normal Attack Roll) a subject or magic item whose magic effect he wants to annul in the round he cast the spell. *Dispel magic* acts normally as described above, but in this case only the person or object touched suffer the effects.

FORCE OF WILL

Range: 0

Area of effect: a 15 feet radius sphere

Duration: 3 turns

Effect: grants immunity to fear and +2 bonus to ST vs. mental effects and stun

This spell affects the cleric and all friendly creatures (at his discretion) in a radius of 15 feet from him, and it moves with him. *Force of will* grants total immunity to fear and desperation, suspending any current effects until the spell's end, and finally grants a +2 bonus to ST vs. mental effects and stun (when a ST is allowed).

GENTLE REPOSE

Range: touch

Area of effect: a corpse

Duration: 1 day per level

Effect: arrest the decay of the tissues of a corpse and prevent reanimation as undead

This spell preserves the remains of a dead creature so that it doesn't decompose, halting the cycle of decomposition from the moment when *gentle repose* is cast on the corpse. It also prolongs the period of time within which the creature can be resurrected (see the various *resurrection* spells), as the days it is under the effect of *gentle repose* don't count against the time limit. It, moreover, suspends the process of the corpse's transformation into an undead because of disease or energy drain (as happens with victims of vampires, ghouls, mummies, or nightshades). The spell, however, doesn't impede the corpse's magical reanimation as an undead (e.g. with *animate dead*).

For its duration, the spell (which can also be cast on single part cut from the corpse) envelops the corpse with a fresh smell, which makes the cadaver's presence more bearable (even if cast on the corpse when the decomposition is already in effect), but doesn't change the appearance of the dead body.

GLYPH OF INTERDICTION

Range: touch

Area of effect: an item or passage

Duration: special

Effect: protection inflicts 1d6 damage per level (max 10d6) or evokes the effects of a 1st-3rd level clerical spell on those who touched it or passed over it without deactivating it

This spell creates a holy glyph (a gilt seal that covered either all the surface of an object or a 4 inch square if it is an passage), which is placed on an object (like a coffer or a trunk) or a passage (like a corridor or doorway) and inflicts damage to those that touch it or pass over it activating the condition established by the cleric at the moment of casting. The condition to activate the power of the glyph can depend on the physical or morale of the subject (e.g. explode when a certain species of creature or someone of a certain alignment that touches it or passes

it) or by an uncompleted action (like reciting the appropriate formula that prevents the glyph's activation); the glyph cannot be however regulated based on variables like the class, Hit Dice, or level of an individual. Until the condition is met, the glyph remains active on the target and is easily detected: an Intelligence check is enough (those that have the *Observe* skill or the thief ability *Find traps* automatically see it), or it can be detected magically (with *detect magic* or *find traps*). When it is triggered, the glyph creates a magical explosion (of fire, acid, electricity, cold, or sonic, at the cleric's choice), which causes 1d6 points of damage per cleric level (to a maximum 10d6 at 10th level) to all the creatures within a 5 feet radius of its centre, halved with a successful ST vs. Spells.

The glyph can also be linked to any clerical spell of the first three levels, which is cast on the glyph by a priest after creating it. In this case, if the glyph is activated the explosion doesn't take place, but the effect of the linked spell is directed at whoever triggered the trap (or if it has an area of effect, this is centred on the glyph). It isn't possible to avoid the effects of this spell by whoever activated the glyph, while if the effect affects other creatures within the area, they can avoid normally with the appropriate ST (if one is allowed).

Glyph of interdiction also acts upon invisible creatures, but not on creatures that are on other planes of existence or that are magically transported beyond it, nor can it recognise the true form of magically altered beings (if for example it is set to explode when it is activated by a human, and a human mage transformed into a goblin passes before it, the glyph doesn't react to his passage). Each object or passage can have only one *glyph of interdiction*, and it can be magically dispelled with the normal chance.

This spell cannot be made permanent on an object or space.

ORACLE

Range: 0

Area of effect: only the cleric

Duration: instantaneous

Effect: ask an Immortal a question

This minor variant of the *commune* spell allows the cleric to ask his patron for a useful hint or suggestion on the merit of his choice regarding a specific situation, trusting in his Immortal's judgement on the revealed information, after meditating for a minute and casting the spell.

Sometimes the Immortals are disinterested in the cleric's problems, and a typical response can be: "You must face it alone, and don't disturb me again."

Other times they can disapprove of the cleric's behaviour, and say: "You have taken too much due to your mania for accumulating treasure and you have forgotten to honour your promises. Pay attention, or your prayers will not be heeded."

Other times still, the Immortals are happy of have being called as they have something to say, like "Killing this human isn't a good idea: he is a dervish who has been bewitched by deceit. Save him, and you will be recognised."

In some circumstances, the DM can have an important message or vision inserted in the adventure, and can make use of this spell (e.g. "Seven brothers will come by horse, and he brings the seventh ring of Habib the Destroyer, that will incinerate you if you do not exercise caution").

Finally, in some circumstances the Immortals can deliver a prophecy in verses to mortals, and do it through this spell (e.g. "The constricting snakes on the thin ice, in a cavern under the sea. And opportunity knocks two times, before the key can be found again").

Punish indiscriminate use of this spell by giving elusive and irrelevant responses, like for example: "It will probably snow for part of this night" or "Your mother is seeking answers as you haven't written."

Note for the DM: Inexperienced characters need this type of aid, but cannot benefit from this spell until 5th level and cannot successfully abuse it. To allow low level characters access to the spell and simultaneously limit the use within reasonable limits, assign the spell to a friendly NPC, or give the group magic items with limited charges with this power. This spell allows the DM to speak directly with the players as the Immortal, developing the personalities of the various Immortals. Be funny, enigmatic, or serious in your responses, according to the tone of the current adventure (if it is an important mission, a whimsical response by the Immortal would be out of place).

Reward well thought out character questions and intelligent intuitions. If the request for aid is formed in an eloquent and courtly way, or if the player has placed an appropriate question or has requested aid at a time when it would be useless to continue without further information *ulteriori elementi*, be benevolent.

REMOVE BLINDNESS/DEAFNESS*

Range: touch

Area of effect: one creature

Duration: permanent

Effect: heal a creature of blindness or deafness; reverse causes permanent blindness or deafness

The spell heals the touched subject of blindness or deafness (priest's choice, but not both simultaneously), whether the effect is natural or magical. The spell however does not regrow missing eyes or ears (this requires *regeneration*), but cures it if it had been damaged some other way.

The reverse spell, *blindness/deafness*, causes permanent blindness or deafness (cleric's choice) in the touched victim, unless he makes a successful ST vs. Spells with a -4 penalty. To touch the victim requires an attack with his holy symbol, but the victim's AC is

calculated without armour, only bonuses derived from shield, Dexterity, magic, and weapon mastery count.

A blind creature suffers a -6 penalty to Attack Rolls and a -4 penalty to ST against avoidable effects, its AC is reduced by 4, it cannot use ranged weapons, all its weapon mastery is reduced to Basic rank, and its normal movement is halved (reduced to $\frac{2}{3}$ if it is guided by someone), with the risk of tripping and falling or bashing against something (50% each round) if it moves at normal speed.

A deafened creature is always surprised (unless it has the general skill *Danger Sense*), has a -2 penalty to Dexterity (no longer has good balance) and has a 20% chance of spell failure.

These effects cannot be removed with *dispel magic*, since they are permanent once created, but only via *remove blindness/deafness* or a *wish*.

REMOVE CURSE*

Range: 10 feet

Area of effect: one creature, place, or item

Duration: permanent

Effect: remove a curse from a creature, object, or place; reverse inflict a curse on a creature, object, or place

This spell is able to permanently remove any serious *curse* on the person, object, or area touched by the cleric if he is of equal or higher level than whoever created the *curse*; otherwise, the effect is only removed for 1d20 rounds. The spell only removes one *curse* with each application, for which it removes the most serious curse on a target, it requires several spells of *remove curse* to annul all of them.

The reverse spell, *curse*, allows the priest to curse an object, person, or place of up to a maximum volume equal to 30 cubic feet per level. A creature can resist the effect with a successful ST vs. Spells at -2, an object or a place if magical or consecrated has a 10% chance per spell level. The *curse* imposed can be a penalty of up to -4 to one of the following: a characteristic, Attack Rolls, damage, one type of Saving Throw, a skill check. The *curse* on an item can also invert the magic effect that renders it deleterious (e.g. a ring that reveals lies could force its possessor to always lie, a +3 sword would become -3 to hit and damage, etc.). It is also possible either in the case of objects or people to instil a curse that emulates a 1st to 4th level spell that degrades the subjects physical or mental abilities, or even invents some type of penalty correlated to the victim's actions (e.g. sneeze if trying to speak, making an Intelligence check necessary to cast spells, must always lie or tell the truth, etc.) or to its physical or mental condition (limping reduces movement by half, suffer from dysentery, become deformed, or change alignment or sex, etc.). The *curse* is always subject to the DM's approval, and can cause the victim's death in the long run (after at least 1 month). Spellcasters of 10th level or higher can even transform the victim into a lycanthrope or into a lesser undead

(zombie, ghoul, or spectre), but the transformation requires a month. The inflicted *curse* is permanent and can only be removed by *remove curse*, *dispel evil* or *wish*, or by the will of who imposed it.

REMOVE DISEASE*

Range: 30 feet

Area of effect: one creature

Duration: permanent

Effect: cure a disease; reverse inflict a disease

This spell is able to instantly heal a being of a disease of any type (magic or normal), quickly annulling its effects and immediately restoring each debilitating physical and mental effect that affects any of the subject's characteristics or abilities. Based on the level of the cleric it is possible to cure diseases of a certain category of dangerousness or power (see appendix for a description of the various disease categories):

- Up to 7th level: Category A diseases
- From 8th to 12th level: Category C diseases and infectious lycanthropy (if treated before the first transformation during the full moon)
- 13th level and higher: Category C diseases and lycanthropy (the lycanthrope must receive *remove disease* and *remove curse* by a cleric of higher level and must also drink an infusion of wolfsbane and make a ST vs. Poison to not die)

The disease categories are defined next for clarity, showing the penalties commonly associated to each and the methods of cure (also some minor diseases, like a cold or influenza, if not cured can cause serious damage and even paralysis).

Category A: Debilitating disease.

The disease imposes a -1 *penalty* to one or two characteristics or skills, or to the Attack Rolls *for each day in which it isn't cured*. After the incubation period the subject has to make a ST vs. Death Ray: if successful, his constitution has defeated the disease by itself, otherwise he continues to suffer and can attempt a new ST to self heal only once per week. Recourse to medical cures (*Heal* or *Medicine* check) grants the subject an additional ST per week with a +1 bonus. When a patient is healed (herbs, medicines, successful ST), the penalty disappears at the rate of 1 point per day; if using a spell, the penalty disappears instantly. The loss of characteristic points is temporarily, but if the characteristic drops to zero, the victim's immunity system isn't able to counter it and can only be cured with a spell. Based on the affected characteristic, the subject has the following limitations:

Strength, Dexterity, or Constitution: movement impossible. Intelligence or Wisdom: impossible reason or express themselves correctly, constant delirium.

A disease can be transmitted to another person if he is exposed to the infection carrier in the correct manner (contact, ingested, inhaled, or injury), which depends on the disease. The next victims are called to make the same

Saving Throw to avoid the contagion, and if they fail suffer the same effects.

Category B: *Mortal disease.*

A mortal disease always imposes a -1 penalty to all the ST of the character during its course, and gives a *penalty* that varies from -1 to -3 to two or three elements from among characteristics and Attack Rolls *for each day in which it isn't cured*. Moreover, the rate of natural healing of the victim's wounds is slower, half normal (for humans or humanoid creatures it is usually equal to Constitution bonus each day in situations of stress, 1d3 + Constitution bonus in situations of rest). The disease causes the character's death when one of his characteristic scores reaches zero, unless the disease is naturally cured with outside help (the character doesn't benefit from a ST to heal by himself) or magically. Any natural cure attempt incurs a -2 penalty to the skill check (*Heal* or *Medicine*).

Category C: *Naturally incurable mortal diseases*

An incurable mortal disease is a non transmissible disease similar to those of category B, with one substantial difference: any attempt with natural remedies automatically fails. Only magic is able to cure the disease before it is too late.

The reverse spell, *inflict disease*, infects the victim with a disease, unless he makes a successful Saving Throw vs. Spells. The disease cannot be magically dispelled once created, but can only be cured with cure spells or natural remedies (where possible). Before it develops completely and inflicts considerable penalties, the disease remains dormant for a certain period (called the incubation period) during which the subject manifests slight symptoms that to the trained eye announces the type of malady that is acting on the organism. If the disease is cured normally or magically within the incubation period, the subject takes no damage. The type of disease that can be created depends on the cleric's level (see above, with the exception of lycanthropy). For a more detailed list of the diseases on Mystara see appendix 5 (which includes for each the category, the type of infection that causes the contagion, incubation period, damage inflicted, and the period of year and region in which it is possible encounter cases of epidemics).

SPEAK WITH DEAD

Range: 10 feet

Area of effect: a corpse

Duration: 1 round per level

Effect: the cleric can ask a corpse three questions

By means of this spell, the cleric can ask three questions of deceased's spirit, but only if at least 70% of the physical body of the deceased is found within 10 feet. Clerics of up to 9th level can only contact recently dead spirits (within a maximum of 7 days). Clerics of 10th to 15th level can contacts spirits of people who have been

dead for up to 1 month, those from 16th to 20th can speak with spirits who have been dead for up to 1 year; clerics of 21st level or higher have no time limitations.

The spirit appears as soon as the spell is cast in spectral form, and always responds in a language known to those questioning it, but can offer points of knowledge only up to the moment of its death. If the alignment of the spirit and the cleric are the same, the spirit's answers are always brief and clear; if instead the two have differing alignments, the response of the deceased is usually difficult to understand (can respond with enigmas, mysteries, or parable). This spell doesn't permit speech with undead or magically animated corpses.

This effect cannot be made permanent.

SPELL OF STRIKING*

Range: touch

Area of effect: a weapon

Duration: 1 turn

Effect: weapon does an additional 1d6 points of damage; reverse use the weapon's bonus to improve its user's AC

This spell only affects melee weapons (like swords, staves, maces) or thrown (like spears, javelins, etc., but not projectile weapons), and on natural weapons (fists, teeth, claws, etc.). For one turn, the weapon on which the spell is cast adds 1d6 to the damage to every subsequent blow, and it is considered magical (if it isn't already), or capable of hitting all those that can only be hit with +1 weapons; enemies with a higher immunity only suffer 1d6 for the spell.

With the reverse form instead, the *spell of parrying*, for the spell's entire duration the weapon can be used normally *or* to parry attacks directed against its possessor. If the latter option is chosen, whoever uses the weapon must declare it at the start of the round, and for that round he must renounce all his attacks, but gains a bonus to Armour Class equal to the weapon's magic bonus (for example, if the weapon is a +3 mace, it gives a +3 bonus to AC). If the weapon on which the *spell of parrying* is cast isn't magical, it still gets a bonus to AC equal to -1 for every 5 cleric levels: thus -1 from 1st to 5th, -2 from 6th to 10th, -3 from 11th to 15th, -4 from 16th to 20th, and -5 from 21st level. Such bonuses are only applied to the attacks made by enemies with melee (including natural weapons) or thrown weapons, while not against bolt, arrows, and projectiles in general, nor against attacks that the individual cannot see. For the spell's duration, whoever uses the enchanted weapon must choose each round if he intends to use the parry option, and the decision is applied at the beginning of the round, without waiting for the character's turn.

This effect cannot be made permanent.

FOURTH LEVEL

ANIMATE DEAD

Range: 60 feet

Area of effect: 1 HD x lvl. of skeletons and zombies

Duration: permanent

Effect: create zombies or skeletons from corpses

This spell allows the cleric to animate as zombies and skeletons the corpses present within 60 feet. These animated undead obey the cleric until they are magically (with *turn undead*, *dispel evil* or *dispel magic*) or physically destroyed. For each level, the cleric can animate 1 Hit Dice of undead beings: the skeletons thus animated have the same number of HD as the being it was, the zombies instead have one more (e.g: a horse with 2 HD can become a skeleton with 2 HD or a zombie with 3 HD). Character levels are not taken into consideration: they are considered to only have the HD possessed at the moment when the creature becomes an "adult" (so for example the remains of a 9th level thief can be animated as a zombie with 2 HD or a skeleton with 1 HD, as all humans and demihumans adults have 1 HD). The animated beings do not retain the spells, skills, or former memories, are immune to the effects of *sleep* and *charm*, poison, and paralysis. The number of attacks and damage remain those of the living creature, although they cannot use the special attacks, but only with natural weapons (claws, bite, etc.); undead humanoids can use a weapon or attack with a bite (1d4 hp). The THAC0 depends on the undead's number of HD.

The spellcaster can control a maximum number of Hit Dice of undead created with this spell equal to double his level. If he creates undead beyond this limit, the excess undead have free will and are independent.

Undead animated with this spell that are destroyed cannot be animated again: the corpses are in pieces and unusable.

DAMAGE RESISTANCE

Range: 0

Area of effect: only the cleric

Duration: special

Effect: a barrier absorbs the damage suffered

This spell surrounds the cleric with a particular barrier that absorbs part of the damage he receives. The spell can be used in one of the two ways listed below at the priest's choice. In both cases however, the effects aren't cumulative, so it isn't possible to cast the spell again before the effect of the previous *damage resistance* has vanished.

Dermal shield: the cleric suffers 3 points of damage less from every attack that hits him, whether an attack is made with melee, natural, thrown, or projectile weapons, with spells or any type of magic effect, or damage caused by a fall, trap, or from anything else that causes an injury. Attacks that that don't cause at least 1 point of damage

are considered to have hit but not touched the subject's skin. The shield lasts for 1 hour or until it is dispelled.

Example: a cleric is wounded by a sword for 6 hp, then by a dagger for 3 hp and by an already halved *fireball* that causes 25 hp. Thanks to the shield, he only suffers: $(6 - 3) + (3 - 3) + (25 - 3) = 3$ (from the sword) + 0 (from the dagger) + 22 (from the *fireball*) = 25 hp.

Increased vitality: the cleric has a barrier of protection that can absorb a total of damage points equal to double his level (max. 40 hp at 20th level). The barrier lasts until all the points of protection are consumed or a maximum of 3 turns (based on which condition is met first).

Example: a 16th level cleric would have a barrier with 32 hp. If he is wounded like in the previous example, he only suffers: $(6+3+25) - 32 = 34 - 32 = 2$ hp (all derived from the *fireball*), then the barrier vanishes.

This effect cannot be made permanent.

DIVINATION

Range: 0

Area of effect: only the cleric

Duration: instantaneous

Effect: cleric gains information on a topic

Casting this spell the cleric must concentrate on an object, creature, or place (except for Immortal beings and artefacts, which always give false information) and instantly knowledge on the topic. To learn the information roll a 1d5 and consult table 2.2: the result shows the ranks of knowledge to which he has access. If the cleric has the object, touches the creature, or visits the examined place, he has access to all the grades of knowledge relevant to the object under analysis.

TABLE 2.2 – DIVINATION RESULTS

Grade	Object	Place	Creature
1	Appearance	Appearance	Appearance
2	Location*	Location*	Location*
3	History	History	Identity & History
4	Value	Inhabitants	State (hp & HD)
5	Magical powers and means of use	Natural & magical properties	Powers & Weaknesses

*Location shows a place where the object is at that moment, but not the path to reach it.

Once he has decided on which grades of information to exploit, the cleric learns the relevant information and this ends the spell. If he wants to gain new information on other fields related to the same surveyed subject he needs to cast *divination* again, but he only has access to the grades of knowledge relative to the initial result; only after acquiring another level can he roll again with a +1 bonus to improve the *divination* rank on the same object.

Each time that the cleric tries to learn information about a hostile creature or that has reason to hide this it can make a ST vs. Spells to prevent it: if the ST succeeds, the cleric can only retry only after having gained a level. Moreover, items, creatures, or places magically protected from scrying are automatically immune to *divination*.

Example: the cleric casts *divination* to discover all that he can about a vampire that terrorises the city. Obtaining a result of 3 on d5, he thus knows its appearance, location, and history. The most pressing thing is knowledge of its identity (grade 3 knowledge): the vampire has however the right to a ST vs. Spells to resist and if the ST succeeds, the priest cannot gain any knowledge of the subject and has to wait until next level before he can retry. If the ST fails, the cleric knows about Baron Boris Maximoff of 150 years and knows a summary of his history. To also discover the appearance or the exact location it is necessary to use the spell again, but the vampire can oppose it with a new ST. To discover information of higher grades the cleric would have to gain another level and use the spell in the hope of obtaining a better result than 3 with the d5.

DIVINE RAY

Range: 0

Area of effect: a ray 3 ft. x lvl long and ¼ wide

Duration: instantaneous

Effect: ray of energy causes 1d6 hp/lvl. (ST for half)

With this spell the priest summons the destructive power of his Immortal and hurls it towards the target materialising a ray of energy that comes from his hand, up to 3 feet long per level and up to a quarter wide. Based on the sphere of power the served Immortal, the energy will have a different colour: Energy = red, Entropy = violet, Matter = green, Thought = yellow, Time = blue. If the priest is a polytheist cleric (serving Immortals of more than 1 Sphere), the ray is multicoloured, if it is a philosophy, the ray would be white if he follows Law or black if he follows Chaos.

The ray travels in a straight line and also strikes, as well as the target, all the creatures that are found along its trajectory, causing to all 1d6 points of physical and spiritual damage per level (max 15d6 at 15th level), except for the followers of the Immortal or church served by the cleric, who pass through the ray without consequence. All the victims can halve the damage with a successful ST vs. Death Ray, but the sworn enemies of the Immortal or of the served church (e.g. humanoids for the followers of Halav, undead for those of Ixion, dragons for those of Bemarris, etc.) have a -2 penalty to their Saving Throw. If there are no sworn enemies of the Immortal or church, the penalty is applied to the victims who have the opposing alignment as the cleric; in case of AL Neutral, the penalty is not applicable.

This effect cannot be made permanent.

ELEMENTAL IMMUNITY

Range: touch

Area of effect: one creature

Duration: 1 turn per level

Effect: protect from 1 damage dice per level of attacks based on an element (fire, ice, or electricity)

The spell surrounds a creature with a magic barrier able to absorb 1 dice per caster level of damage from one type of element (magical or normal) chosen at the moment of casting from fire, ice, and electricity / lightning. The spell lasts for 1 turn per level, or disappears before if the offered resistance is overcome or if it is magically dispelled.

Example: a 20th level cleric who is immune to lightning can entirely ignore the damage caused by a 10d6 *lightning bolt* and from the first lightning bolt thrown with *summon lightning* (8d6 hp), while a second attack of the same type would cause 2d6 hp less (and the *elemental immunity* would end), with the possibility of halving the produced damage from the remaining 6d6.

ENCHANTED WEAPON

Range: touch

Area of effect: a weapon

Duration: 6 turns

Effect: make a weapon magical

This spell temporarily renders a common weapon magical or augments the bonus of an already enchanted weapon. The spell confers on the weapon a base bonus of +1 to Attack Rolls and damage for every 3 cleric levels, so +2 from 6th, +3 from 9th, +4 from 12th, +5 from 15th level (the maximum achievable bonus). If used on an already enchanted weapon, it improves its bonus to hit and damage up to a maximum of +10. The spell is only effective as long as the weapon is used by a follower of the Immortal of the cleric who enchanted it: if anyone else takes hold of it, it returns to normal, and only reacquires the bonus conferred by the spell when it returns to the hands of a follower (as long as the effect hasn't already ended).

EXCEPTIONAL SKILL

Range: touch

Area of effect: one creature

Duration: 6 turns

Effect: improve a characteristic or general skill

This spell improves a characteristic (chosen by the spellcaster between Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma) or the value of a general skill of the individual on who it is cast by 5 points (or of +20% in the case of thief skills). The improvement lasts for 6 turns and doesn't have a maximum limit (it can also take the value over the racial maximum).

It isn't possible to cast the spell more than once to augment the same characteristic or skill, but it can be cast several times on the same individual to improve several

characteristics or skills. The effect, moreover, is cumulative with other (different) spells or magic items that augment the same physical characteristic.

FREEDOM OF MOVEMENT

Range: touch

Area of effect: one creature

Duration: 1 turn per level

Effect: immunity to every type of blocking magic

This spell allows an individual to move and act normally for the spell's duration, ignoring any type of spell or effect that would normally make movement difficult or impossible (like the spells *hold person*, *slow*, *web*, or paralyzing poison). *Freedom of movement* doesn't, however, allow the moving subject to ignore common physical obstacles like walls, doors, and ropes.

The spell moreover allows the individual to move and attack normally underwater or in any other atmosphere denser than air (but not of breathing the element of that atmosphere) with any weapon, as long as it is held and not launched.

IMMUNITY TO SPELLS

Range: touch

Area of effect: one creature

Duration: 1 turn per level

Effect: subject is immune to 1 spell per 5 levels

This spell gives the touched creature the total immunity to the effects of one specific arcane or divine spell per 5 cleric levels (rounded down). The spells must be chosen from those of the first 4 spell levels, and they must be spells known to the cleric (or that the cleric knows through study or experience). Note that the subject is protected for the entire duration as well as from effects of magic items or powers of creatures that simulate that specific spell, but not gain any defence against different spells, even if very similar (for example, a character immune to *fireball* is also protected from the effects of a *wand of fireballs*, but not from the *fireball* or the effects of the breath of a red dragon).

LIFE PROTECTION

Range: touch

Area of effect: one creature

Duration: special

Effect: creature becomes immune to energy drain or to effects of instantaneous death and curses

This spell protects the touched creature from one of the following effects: drain of life force and characteristic points (like the touch of spectres, vampires, and various undead, the reverse of a *restoration* spell, or *devastating touch*), or a curse, or a magic effect that causes instant death without affecting Hit Points (like *obliterate*, *disintegrate*, *finger of death*, *death rune*, or *power word kill*, or even the gaze of a nekrozon). Once cast, the protection remains active on the creature indefinitely unless it is "removed" or magically dispelled. The cleric can use this spell to protect simultaneously a maximum

number of individuals equal to one third of his level (rounded down): if an attempt is made to use it beyond this limit each further application of the spell has no effect.

While active it protects from the drain of 1d6 experience levels or characteristic points, by a curse or instantaneous death effect if the character failed his Saving Throw. Once it has saved the subject from the chosen effect the spell ends.

If the subject is drained of more levels than those protected, he only loses the excess levels (e.g., if two nightshades drain 4 levels from a subject protected for 3 levels, the victim "only" loses 1 experience level).

To be able to benefit from a new *life protection* requires the preceding one to end, and so it isn't possible to add two spells of the same type on a single subject (the second has no effect).

The effect cannot be made permanent.¹

MYSTIC CIRCLE

Range: 0

Area of effect: 10 feet radius sphere

Duration: 6 turns

Effect: circle protects from physical attacks from a certain type of creature or imprisons it within

When the cleric casts this spell, must choose which of the two mystic circles to evoke.

Protective mystic circle: is a 10 feet radius area centered on the cleric which moves with him or remains to the point he cast it. The spell impedes a certain category of creature from penetrating the circle and making melee attacks or using its special powers against all those inside it, although the creature can attack with missile weapon or cast spells at distance; those who stay in the circle enjoy a +1 bonus to ST and AC against attacks of that type of creature. If one of the subjects within the circle directly attacks the external enemies, the spell immediately ends. Those who leave the *mystic circle* lose the protection effects unless they re-enter the circle.

The priest must select at the moment of casting which type of creature to reject from the following species: undead, fey, lycanthropes, dragons, constructs, demons, elementals, animals (normal and giant), or a specific race (goblins, orcs, humans, elves, fire giants, chimera, etc.).

Imprisoning mystic circle: is a circle of silver runes that appears at the point touched by the caster and remains fixed to that point. The cleric selects a type of creature from the above list, and any being that belongs to this category that puts a foot inside the *imprisoning circle* must make a ST vs. Spells with a -2 penalty (if against a specific creature the ST is at -5): if the ST succeeds it can leave the circle, but is forced to make a

¹In the Companion set the Scarab of Protection is enchanted with a *life protection* a non-rechargeable charge and the Ring of Safety has a single charge. The effects remain active until the charge is used, and once consumed the ring or brooch become normal objects.

new ST each time it passes through it. If the ST fails, the victim is forced inside it without any means of escape as long as the circle persists, but if it is of equal or higher level than the cleric it can attempt a new ST each minute to escape the circle. If the dimensions of the creature are larger to the amplitude of the circle, it enlarges to encompass it all without affecting others. The circle prevents the prisoner from using its special powers (as well as magic) to escape, but not the use of ranged weapons or spells to harm his enemies or to dispel the *mystic circle*.

NEUTRALISE POISON*

Range: touch

Area of effect: one being, item, or container

Duration: permanent

Effect: neutralise any poison present in a being, container, or item; reverse creates poison in a being or container

This spell renders innocuous any poison, stopping the harmful processes, either that within a being's system, or contained in a container (like a bottle or reservoir), or spread over an item (e.g. a case or a blade). If uttered within 10 rounds of the poisoning, it can also return the victim to life (if it died from the poison), or eliminate all his physical damage (hp) derived from the poison. The spell is effective against all the poisons present in the target at the moment it was cast, but doesn't heal any wound produced by the poison (if it is not cast within 10 rounds of the poisoning), it simply prevents him incurring others.

The reverse spell, *create poison*, can be cast against a being or container, but not on other objects, and poisons it instantly. The victim must immediately make a successful Saving Throw vs. Poison, otherwise he dies instantly. If the spell is directed against a container, its contents become poisoned, and doesn't allow any Saving Throw to prevent the transformation, although if the container or contents have a magic nature (like potions); when someone takes the poisoned contents, he can make a normal Saving Throw to avoid the effects. The poisoning is considered an evil and sly act, and therefore not all Immortals are inclined to grant this spell.

PARALYSIS

Range: 0

Area of effect: 60 feet long, 30 feet wide cone

Duration: 6 turns

Effect: energy paralyzes victims for 3 turns (ST negates)

With this spell the cleric creates a cone of spiritual energy up to 60 feet long and half as wide orientated in any direction in front of him. All living creatures within the cone must make a ST vs. Paralysis or remain paralysed for 6 turns (unless the paralysis is dispelled earlier thanks to a spell). The effect is similar to *hold person*, except that paralysis acts on all living beings of any race (thus excluding undead and constructs) within the area of effect.

PROGRAMMED CURE

Range: 0

Area of effect: only the cleric

Duration: special

Effect: cure 1d6 hp, +1 hp per 2 levels, a poisoning, stun, or blinding

When casting this spell, the cleric specifies a condition (in terms of Hit Points) that will activate the cure. Examples of valid are: "when I have 10 Hit Points remaining", "after suffering 25 Hit Points from a single attack", "as soon as I arrive at 0 Hit Points", "when a poison enters my system", "when I am stunned or faint" and so on. The cure is automatically activated the instant in which the described condition is met, allowing the cleric to recover 1d6 hp, +1 hp per 2 levels (max 1d6+18 hp at 36th level), or (if it had been specified) neutralising the effects of a stun, poisoning, or blinding; the cure only creates one of the described effects, and the priest must specify which he wants to activate when casting the spell.

Example: a 20th level cleric has selected as the condition "when I have less than 6 Hit Points remaining, activate a cure of 1d6+10 hp." At the moment he still has 12, but is hit by an attack that inflicts another 15, taking him to -3. In normal conditions he would be dead, but the *programmed cure* is activated the moment in which his Hit Points descend to 5 (*during* the lethal attack): he recovers 13 hp and at the end of the attack the cleric has 10 hp (12 - 15 + 13 = 10) and is alive.

The spell has a duration of 24 hours; if within this period of time the described condition isn't met, the spell vanishes. It isn't possible to benefit from more than one *programmed cure* simultaneously (it is necessary for the cure to take effect or vanishes to cast the second), and the spell can be magically dispelled with the normal chance.

This effect cannot be made permanent.

FIFTH LEVEL

CHAMPION'S STRENGTH

Range: 60 feet

Area of effect: a focus and 1 individual per 3 levels

Duration: concentration

Effect: cleric transfers the strength of those that join the spell to an empowered person

This spell requires the participation of several people to combine their strength and give to a consenting creature (called from now on the focus) part of this shared power. Firstly, it is necessary that all the people who want to participate in the spell are within 60 feet of the cleric and are consenting: the spell doesn't oblige a person to participate in the ritual. Once it is established who is taking part (maximum of 1 person per 3 cleric levels), the priest chooses a focus, or a friendly creature that enjoys the support of his companions and fights in their stead as the group's champion. He must also be within 60 feet of the cleric to benefit from this spell and must be consenting. The priest then casts the spell, which magically links the participants and permits them to donate to the focus the sum of the bonuses (any penalties) of each of their six basic characteristics (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) of each participant. He moreover gains the best THAC0 of all the participants, as well as the best Saving Throws and any spells active on each of the various.

Example: a 17th level cleric (Str +1, Wis +2, Con +1) with *sanctuary* active on him casts this spell on a 12th level fighter (Str 17, Dex 13, Con 13, Int 9, Wis 10, Cha 12) as focus, and involves a 19th level mage (Str -1, Int +2, Wis +2) with *protection from evil* and *fly*, a 15th level thief (Str +1, Dex +3, Cha +1) with *speed*, and a 10th level dwarven fighter (Str +2, Con +2, Dex -1). The cleric has the best THAC0 (11) and so the fighter uses the cleric's THAC0 and the best ST, or those of the dwarf. He benefits from the spells active on his supporters as long as they last (*protection from evil*, *speed*, and *fly*) and his new characteristic scores while the spell is active and the members of the group continue to concentrate on him are the following: Strength 20 (17 + 3), Dexterity 15 (13 + 2), Constitution 16 (13 + 3), Intelligence 11 (9 + 2), Wisdom 14 (10 + 4), and Charisma 13 (12 + 1).

The link between the group and the focus lasts as long as each of the participants (cleric included) continue to concentrate on the champion without being able to do anything else except walk at normal walking speed, and as long as the focus remains within the cleric's (who is maintaining the spell) sight. If one of the participants is wounded or breaks off concentration, its support can no longer be used to aid the champion, and it is therefore necessary to recalculate the champion's bonuses and scores. The spell ends completely if the cleric that cast it breaks off concentration or loses sight of the focus, or if the spell is annulled on the group's champion or priest.

A person can only participate in one *Champion's strength* spell at a time, and a focus cannot receive the strength of more than one spell of this type simultaneously (or each *Champion's strength* must have a single focus, it isn't possible to cast two spells like this on the same person).

COMMAND*

Range: 30 feet

Area of effect: one creature

Duration: special

Effect: force any being to follow an order; free victim from a command/geas

This spell forces the victim to respect a certain law or to follow a task that the spellcaster imposes, or suffer a heavy punishment. The spell is effective on any type of being, including undead, constructs, planar creatures, and oozes. Among the typical tasks that can be imposed on the victim number: respect a certain law, kill a monster, recover a prisoner or an object stolen from the spellcaster, avoid revealing a secret etc. If the imposed *command* is suicidal (e.g. jump into lava or slit your own throat), the spell has no effect, while if the task has an end (like the recovery of a stolen item), once the task is completed the *command* vanishes. A follower can never oppose the *command*, while all the other victims can make a ST vs. Mental Spells at -4; if the ST fails, the subject succumbs to the *command* until the cleric who imposed it declares it done, or until the victim receives a spell that frees him from the magical ties or a *pardon*. Each victim that refuses to follow the assigned task is cursed, until he knuckles down and begins or continues the assigned task. The type of punishment is decided by the spellaster at the casting of the spell, and can be twice as powerful as a normal *curse*, but never instantly deadly (although in the long term it can cause the death of the rebel).

The reverse spell, *pardon*, can be used to eliminate a *command*, *geas* or any other magically imposed obligation, or a curse derived from it. The chance of success is 90%, reduced by 5% for each level of difference between the two spellcasters, if the character who tries to eliminate the magical constriction is of lower level (e.g. an 11th level cleric who attempts to remove a *command* spell spoken by a 13th level cleric has an 80% chance of success). If the attempt fails, it cannot be retried: the Immortal hasn't given his approval. *Dispel magic* and *remove curse* are ineffective if used to remove a *command* or *geas*.

This effect cannot be made permanent.

COMMUNE

Range: 0

Area of effect: only the cleric

Duration: 3 turns

Effect: 3 questions

This spell allows the cleric to establish a mystic communion with his Immortal for 3 turns and ask up to 3 questions (one per turn), which the Immortal can respond to with a single word (e.g. “yes”, “no”, “tomorrow”, “Bargle”, etc.) or with a clear vision related to the question posed (the DM is free to decide if the Immortal knows the answer or not). The spell can be used only once per week, while once per year the cleric is allowed to ask double the number of questions (the DM should make this coincide with the date of a significant religious festival for the cult).

This effect cannot be made permanent.

CREATE FOOD & WATER

Range: touch

Area of effect: a surface

Duration: permanent

Effect: create 20 pints of water × level or food for 5 humans × level

This spell has two possible applications: the cleric must decide which to evoke when casting the spell.

Create water: the cleric makes a source of pure water gush from the ground or wall. The total quantity of water created is equal to 20 pints per cleric level: the water gushes at the rate of 10 pints per round until the total amount circulated, unless the cleric decides to interrupt it early. The water produced is pure, fresh water, and cannot be magically dispelled.

Create food: the cleric creates from nothing enough food to feed 5 human beings per cleric level per day; the cleric isn't forced to create the maximum amount of food if he doesn't want to. The food created with this spell is permanent and cannot be magically dispelled, but goes off after 24 hours, unless it is purified with *purify food & water*. It is considered that the cleric always creates simple, already cooked food that is typical of his culture (boiled potatoes, roast meat, vegetable soup, bread, and fruit is the standard menu), in the quantity to feed a being of his race and size for one day. To this end, the food can be used to also feed mounts, calculating that each mount eats as two normal people, or other animals or living creatures, but in this case the daily food requirements of feed must be proportional to the type of creature (e.g. a lion eats like 5 humans, a minotaur could eat like 2, etc.).

CREATE NORMAL ANIMALS

Range: 30 feet

Area of effect: 2 HD of animals per level

Duration: 10 turns

Effect: create 2 HD of normal animals per level

Casting this spell the cleric makes a group of animals appear from nothing to serve him. The maximum number of animals created (that must be all normal animals, not magical or intelligent beasts or giant versions of standard animals) is equal to 2 Hit Dice of animals per level of the priest. The animals obey any mental command of the cleric, following the action to the best of their ability, and can go an unlimited distance from the spellcaster, but must remain on the same plane. Once killed or at the end of the spell's duration the created animals vanish.

This effect cannot be made permanent.

CURE CRITICAL WOUNDS*

Range: touch

Area of effect: one living creature

Duration: permanent

Effect: heals 3d6+3 hp or 50% of total hp; reverse causes 3d6+3 hp or 1% of current hp

Thanks to this spell, a living being touched by the priest instantly and permanently recovers a certain amount of Hit Points, up to its maximum limit (this cannot exceed his maximum hp). The spell produces the most advantageous affect for the wounded subject from the following: cure 3d6+3 Hit Points, or make the individual recover 50% of his Hit Point total.

Example: if Norman (30 hp) has been wounded and been reduced to 10 hp, a *cure critical wounds* would allow him to recover 3d6+3 hp only if the result had been higher than (seeing as in this case 50% of 30 is exactly 15 hp). If instead Norman has a total of 60 hp and had been taken to 30 hp because of the suffered damage, the spell could heal a fixed 30 hp (50% of 60) instead of 3d6+3 hp (whose maximum is 21).

The reverse spell, *inflict serious wounds*, causes to the touched creature 3d6+3 points of damage, or make the victim lose 50% of its current hp (according to which of the two conditions causes the most damage), with no chance of halving the damage. Touching the victim requires an Attack with his holy symbol, but the victim's AC is calculated without taking his armour into account, only bonuses derived from his shield, Dexterity, magic, and weapon mastery count.

DISPEL EVIL

Range: 0

Area of effect: 30 feet radius

Duration: special

Effect: destroy undead, magically summoned, controlled, or animated creatures, or a *curse*

This spell is effective against all the undead and the magically animated, controlled, or summoned creatures,

which are within 30 feet of the cleric. At the casting of the spell, each victim must make a successful Saving Throw vs. Spells, or suffer various effects based on their nature (see below); if there is only one creature within the area of effect, a -2 penalty is applied to its ST. Magically summoned creatures (from other places, like extraplanar creatures), if they fail their ST are forced to instantly return to the place they came from. Magically animated creatures (like constructs or undead) that fail the ST are irreparably destroyed if they have less Hit Dice than the cleric's level; if they have more HD, they lose half their current hp. Finally, magically controlled creatures (like victims of *charm* and magical obligations) that fail their ST see the control over them vanish, and can thus act freely. Even if the ST is successful, all the magically animated, controlled, or summoned beings must leave the area, as the casting of the spell creates a 30 feet radius *circle of protection from evil* in the area that lasts for 1 turn.

This spell can also be employed to automatically annul the effects of the spells *curse* and *desecrate*. For a divine curse (7th level) or from an artefact, it permanently removes the effect if it had been created by a being of equal or lower level, otherwise the annulment only lasts a turn.

This effect cannot be made permanent.

ELEMENTAL CURE*

Range: 10 feet

Area of effect: one creature

Duration: permanent

Effect: cure wounds caused by acid, cold, or fire; reverse causes damage from fire, cold, or acid

The spell heals a creature of all damage caused by one element type chosen from fire, cold, or acid (the spellcaster must select it at the moment of casting). The spell cures damage of magical origin (e.g. from a *fireball*, *ice storm*, or a *cloudkill*), that of normal origin, or that from the special attacks of certain creatures based on that element (like fire or cold salamanders, breath of red, gree, or white dragons, etc.). All (and only) the damage derived from the chosen element is completely cured, but the spell cannot recreate limbs lost because of the damage, nor of returning back to life a victim killed by the element.

The reverse spell can be cast in one of three versions: *burning* (burns the victim's skin, leaving permanent burns on the body), *freezing* (causes a total freezing of the tissues and internal organs) and *melting* (provokes the melting of skin and muscles like acid damage). Each effect causes 2d6 points of damage of the appropriate type (fire, cold, or acid) to the victim, who can make a ST vs. Spells to only suffer 2 points of damage. The inflicted damage is permanent and is subtracted from the creature's maximum Hit Point value. The lost Hit Points can only be recovered with the *wish* spell, *regeneration*, or with *elemental cure* of the appropriate type; all the other

cure forms have no effect. If a creature dies because of wounds caused by this spell, it cannot be resurrected in that body, but only reincarnated or magically cloned, unless a *wish* is used to cure the corpse of its wounds. Elementals or beings made of fire are immune to *burning*, creatures made of ice are immune to *freezing*, while beings related to fire (e.g. red dragons) or cold (e.g. white dragons) automatically make their loro Saving Throw against the version of the spell bound to that element.

HEALING CIRCLE*

Range: 60 feet

Area of effect: 20 feet radius circle

Duration: permanent

Effect: living creatures are cured of 1d6 hp, +1 hp per 2 cleric levels; reverse causes 1d6 hp, +1 hp per 2 cleric levels to all living creatures

The cleric evokes a thaumaturgical circle that lasts for one round but whose effects are permanent. All the living creatures (including the cleric) within the area of effect (a 20 feet radius circle, situated within 60 feet of the cleric) at the casting of the spell, instantly recover 1d6 hp, +1 hp per two cleric levels. Undead within the area of effect, instead, suffer an equal amount of damage (no ST allowed).

The reverse spell, *circle of devastation*, causes all living creatures within the area of effect (cleric excluded) damage equal to 1d6 hp + 1 hp for every two levels of the cleric (no Saving Throw allowed to reduce the damage). All undead that are within the area of effect instead, recover an equal amount of Hit Points.

MENTAL CURE*

Range: touch

Area of effect: one creature

Duration: permanent

Effect: cure the madness and mental diseases of a creature; reverse causes madness or a mental disease

Thanks to this spell, the cleric is able to cure any form of normal and magical madness (including *feeblemind* and *confusion*) and any mental disease that affects an individual, with the simple touch of his hands. Each application of *mental cure* is able to heal only one type of mental disease: A subject that has more than one mental disease requires the repeated application of the spell. The effects are permanent, but this doesn't make the subject immune to new forms of mental pathogens in the future.

This spell can also be used to recover a point (and only one) of Wisdom or Intelligence lost because of a magical or natural mental malady, but not those lost because of various curses.

Finally, *mental cure* can return memories lost by a subject because of normal or magical amnesia. In the latter case, the cure only functions if cast by a cleric of equal or higher level to that of the spellcaster who originally removed or modified the victim's memories (via *curse*, *alter memories*, or similar magical effects).

The reverse spell, *madness*, causes a mental disturbance in the subject touched, who however can completely resist the spell's effect with a successful ST vs. Mental Spells. Touching requires an Attack with the cleric's holy symbol, but the victim's AC ignores his armour, only bonuses from shield, Dexterity, magic, and weapon mastery apply.

The type of disturbance that afflicts the victim is chosen by the cleric from the following options:

Insanity: The victim's Intelligence drops to 2; he cannot remember anything or think rationally, and acts by following animal instincts.

Desperation: the character is consumed by a profound sense of desperation. He sees nothing that can improve his situation, it is better to do absolutely nothing, leaving things to continue alone. In game terms, each of his rolls is penalised by 2 points, and he is in a state of apathy from which he only emerges to defend himself.

Fury: the victim falls prey to an uncontrollable rage, which forces him to destroy everything. The character attacks with homicidal fury a creature randomly chosen when the spell is cast, until the victim dies. The berserker character has a +2 bonus to attacks and, but a 2 point penalty to AC, Wisdom, Intelligence, and Dexterity. Spellcasters attack with spells, while other characters attack with weapons or even bare hands. Each successive day, as long as the effects of the *fury* last, the victim falls prey to a rapture of madness and tries to kill the closest individual (there is a 1-in-6 chance every 4 hours that the rapture will not occur).

Obsession: the victim falls madly in love with the first creature (human, monster, or animal) of the opposite sex that he sees. He refuses to leave his beloved, and is incapable of undertaking any other actions except losing himself in the eyes of his beloved.

Paranoia: the victim fears everything. Each creature, animal, clumps of plants seem to hound the character. The victim immediately flees as far as possible from the cleric, in search of a place to hide, and refuses to come out again. Moreover, he doesn't trust anyone, unless the other make successful Charisma checks for each interaction they have with him.

PURIFYING ZONE*

Range: 30 feet per level

Area of effect: 10 cubic feet per level

Duration: 1 turn per level or permanent

Effect: poisonous gases and liquids have no effect in the purifying zone; reverse putrefies organic substances within the area of effect and causes deadly diseases

This spell creates an invisible barrier in the area chosen by the cleric that prevents the ingress of any airborne poisonous substance and annuls the effects of liquid and airborne poisonous substances already present in the area at the moment of purification. For the spell's entire duration no poison has any effect in the *purifying zone*, even poison from the glands of some creatures (like

snakes and spiders) and the poisonous element simply becomes inert as long as it remains in this area (thus any being "poisoned" by substances present within the area ignores the effects of the poison). If a poisoned creature enters the *purifying zone*, he is temporarily freed from the effects of the poison while he remains within the area, but the poison acts again when the spell ends.

The *purifying zone* is able to counter and annul the effects of spells that create poisonous substances like *create poison* or *cloudkill*, as well as the poisonous breath of certain animals (e.g. that of the mek), but isn't effective against acid based gases or breath (like that of the black dragon). The breath of a green dragon (half acid and half poison) always automatically causes half damage within the protected area (with a chance for half only if the area of the breath doesn't completely overlap that of the *purifying zone*).

The reverse spell, *putrifying zone*, permanently putrefies any organic substances in the area of effect. Water is transformed into sewage, plants rot, food becomes mouldy, and from the filth bugs and insects start to emerge. Any living being of Small size or smaller furthermore, must make a ST vs. Death Ray or be affected with a devastating disease that begins to corrupt the flesh and causes it to become cancerous. In game terms its Constitution score falls by one point per day and when it reaches zero the victim dies. The disease can only be cured magically with *remove disease*, *heal*, or more powerful spells. Anyone who ingests the substances putrefied by this spell contracts the disease described above (no ST to avoid it).

The transformation of the organic substances is permanent unless it is countered with appropriate spells (like *purifying zone* or *purify food and water*, while *dispel magic* or similar are useless), and as long as the spell lasts everything within the *putrifying zone* suffers its effects, unless protected by an *anti-magic barrier*.

RESISTANCE TO MAGIC

Range: 0

Area of effect: only the cleric

Duration: 6 turns

Effect: resistance to spells of 30% +1% per level.

This spell creates a magical barrier around the cleric that acts as a defence against any spell from without directed at the cleric. In practice, he gains a resistance to magic expressed as percentage equal to 30% + 1% per cleric level, up to a maximum of 66% at 36th level. The barrier lasts for 6 turns, but can be temporarily lowered to receive beneficial spells from without, even if once lowered it remains inactive for the entire round (it is always lowered at the start of the round if the cleric wishes it). Any spell (spoken or cast from magic items or monsters with innate spells) cast against the cleric protected by *magic resistance* has a percentage cast of not influencing the priest (roll d% below the barrier's value). The magic barrier doesn't affect spells cast by the cleric in

any way, or on magic effects that affect other people (e.g. it cannot see an invisible person), or on the permanent bonuses of items (like the bonuses of magic weapons), or finally on the special powers of various creatures (like a medusa's gaze, a dragon's or gorgon's breath, etc.).

Magic resistance isn't cumulative with that offered by other magical effects or items, but the largest is always applied. Moreover, it can be annulled normally by a *dispel magic* or by an anti-magic field, which always overcomes the resistance of the magic barrier and after making a successful check to dispel the magic.

RESURRECTION*

Range: 60 feet

Area of effect: a living creature

Duration: permanent

Effect: resuscitate a humanoid corpse; reverse kills a living being (ST at -2 causes only 3d6 hp)

This powerful spell allows the cleric to raise any one creature with humanoid features within 60 feet of the cleric. The body must be at least 80% intact (including the brain stem and heart), and if part of it is lost, the raised character is mutilated, until the missing parts are magically reacquired (e.g. through a *regeneration*). The ritual always consumes valuables equal to 1,000 g.p. per level of the deceased to open the passage through which the spirit returns to the body and donate to the Immortals a tribute for them to release the soul. A cleric can raise humanoid beings dead for no longer than 2 days per level: for example a 10th level cleric is able to raise an individual who has been dead for up to 20 days. The individual returns to life with 1 Hit Point, and cannot fight, cast spells, use his skills, carry heavy loads, or move at more than half speed, for the next two weeks. During this period of time the subject must recover its strength and control of his body, and so isn't in any condition to act normally; only through a *heal* is it possible to eliminate the forced rest of a being that has been resurrected.

If this spell is cast against an undead, the magic dissipates the negative energy that is feeding it causing its immediate physical decomposition. The undead can avoid the destruction by making a successful ST vs. Spells with a -2 penalty, but it still however loses 3d6 hp.

The reverse spell, *finger of death*, kills one living creature visible to the cleric within 60 feet, terminates the bond between body and soul, unless it makes a successful ST vs. Death Ray with a -2 penalty, in which case he only loses 3d6 hp. This spell is totally ineffective against undead.

TRUESEEING

Range: 0

Area of effect: 120 feet radius

Duration: 6 turns

Effect: clearly see the true form, alignment, and level of creatures, objects, or hidden things

Once he has cast this spell, the cleric gains a special sight that allows him to see the true form of any magically mutated or camouflaged beings in his line of sight within 120 feet. It can moreover identify the alignment of a creature and discover its level (or number of Hit Dice for creatures without levels) by simply concentrating for a round. In the same way it can penetrate the planar barrier and watch a plane contiguous to that in which he is in (the Ethereal if in the Prime Plane, the Prime or the Astral if in the Ethereal, the Ethereal or an Outer Plane if in the Astral, the Astral if in an Outer Plane) as long as he concentrates, extending his sight up to 20 feet. *Trueseeing* moreover allows him to see through any Illusion spells of the first four spell levels that deceives vision (except the various *patterns*), to see well through fog and similar sources of obscurment (magic or normal), and of seeing magically hidden creatures or objects (as well as invisible). It is also possible to detect beings and things hidden by common means (like a hidden thief or secret door), and discover people camouflaged by common means (like makeup and rags), but not see through things or people.

SIXTH LEVEL

ANIMATE OBJECTS

Range: 60 feet

Area of effect: one or more objects

Duration: 6 turns

Effect: animated objects that obey the cleric

Once he has cast this spell, the cleric selects some items within 60 feet and animate them, causing them to move to his desire for the spell's entire duration (he doesn't need to concentrate, the orders are imparted mentally). The cleric can animate a single Huge object, or two of Large size, four of Medium size, eight of Small size, sixteen of Tiny size, or 32 of Diminutive size, or a combination that doesn't exceed the maximum limit (see table 2.3 for the statistics).

TABLE 2.3 – STATISTICS OF ANIMATED OBJECTS

Size	Dimensions	AC	Damage	
			Blunt	Slashing / Piercing
Diminutive	2" – 4"	0	1	1d2
Tiny	5" – 1'	1	1d3	1d4
Small	1'1" – 2'7"	2	1d4	1d5
Medium	2'8" – 5'3"	3	1d5	1d6
Large	5'4" – 9'11"	4	1d6	1d8
Huge	10' – 20'	5	2d6	2d8

The objects can be used to the best of their ability (to dig, build, bind, hide, protect, or something else), and if they are used to attack have the cleric's THAC0, have a single attack, flies at 40 feet per round and causes damage based on its size (see table 2.3); if instead it is an actual weapon, it causes the appropriate base damage. Each object has its normal Structure Points (see Volume 3 for details) and if reduced to zero is destroyed. If the spell is directed against held or worn items, the object doesn't respond to the commands while its possessor holds it (needing a Strength check each round to use it).

BARRIER*

Range: 60 feet

Area of effect: 30 ft. diameter, 30 ft. high cylinder

Duration: 12 turns

Effect: barrier of spinning weapons that causes 6d10 hp

This spell can be used in two ways by the cleric: to create a cylinder completely full of spinning weapons that damage anyone inside it, or to create a hollow cylinder that only causes damage to those that try to pass through it. In both cases, the *barrier* is composed of various rotating weapons of the type preferred by the Immortal of the cleric (e.g., warhammers for priests of Thor, scythes for those of Thanatos, swords for those of Vanya, and maces for those Immortals without a preferred weapon) and is a 30 feet diameter cylinder, whose height varies from 10 to 30 feet (at the cleric's discretion).

In the first case (full cylinder), all those within the area of effect where the *barrier* materialises suffer 6d10 points of damage with no possibility of halving it, and if they don't leave the area within 1 round, in the next round he loses another 6d10 hp, as long as he remains within it,

and the same thing happens to those who enter it. In the second case (hollow barrier), the creatures within the barrier and those without suffer 6d10 points of damage only if they try to travel through the barrier of spinning weapons, and any ranged attack that involved physical missiles passing through the barrier is completely impossible. The *barrier* lasts for 12 turns or until it is magically removed.

The reverse spell, *remove barrier*, allows the automatic elimination of any one type of magic wall (like *barrier*, *wall of fire*, *wall of ice*, or a *forcefield*) or a 100 cubic feet volume of normal wall.

This spell and its reverse cannot be made permanent on an item.

CONVERSE*

Range: 30 feet

Area of effect: any creature

Duration: 1 round per level

Effect: allows conversation with any being; reverse prevents a creature from being understood

This spell allows the cleric of speaking with any being (living, undead, plants, animals, or constructs) that are within 30 feet; even unintelligent creatures (Intelligence 2) are able to understand what the cleric says and respond (and only he is able to understand it). The creatures talking to the cleric do not attack as long as the conversation continues, but defends itself if attacked. The cleric can only ask one question per round, to which the interlocutor must respond with the truth (or what he thinks is the truth), and the spell lasts for 1 round per cleric level.

The reverse spell, *mumble*, has a 30 feet radius of effect and a duration of 1 turn per cleric level. To avoid the effects of this spell, the victim must make a successful ST vs. Spells with a -2 penalty, but if the ST fails, the victim cannot be understood by any other creature for the spell's duration. Even hand signals, written notes, and other forms of communication, are confused and incomprehensible. This interferes with the victim's ability to utter spells (20% per spell level failure chance), and prevents the use of magic items with vocal activation commands.

FIND THE PATH

Range: 0

Area of effect: only the cleric

Duration: 6 turns +1 turn per level

Effect: show the way to the indicated place

When casting this spell, the cleric must speak the name of a specific place, even if he has never been. For all the spell's duration, the cleric instinctively knows the direction to follow to reach the prefixed destination, and acquires any special knowledge needed to reach the place or to shorten the route (e.g., become aware of the position of any secret doors, shortcuts, passwords), but

does not inform him about any traps along the route, or how to disarm them. At the end of the spell's duration, the spellcaster immediately loses any knowledge or hint to reach the fixed goal, and it isn't possible to write this information down as it is simply instinctive knowledge, without precise points of reference.

The spell must be used to find a unique place: the palace of the sultan Al Fashan, the ship of Captain Roger or the lair of the green dragon Grendel are correct formulations only if there is only a single palace, a single ship, or a unique refuge for these beings, but if Grendel has more refuges or the sultan has several palaces, the spell only shows the nearest. It isn't possible to use to find "a house with a treasure within", as it refers to innumerable locations (a treasure or any house).

If the place in question is magically shielded against divinatory magic, this spell cannot detect it.

FORBIDDANCE

Range: 120 feet

Area of effect: cube with sides up to 30 feet long / level

Duration: permanent

Effect: prevents planar travel in the area of effect and damage creatures that attempt to enter it

The spell obstructs ingress into a prechosen area (a cubic volume with sides that can be up to 30 feet long per cleric level) to creatures whose alignment is different to the cleric's. Any access attempt using magical means (like *teleport*, *dimension door*, and any form of planar movement or extraplanar summoning) by creatures of a differing alignment is automatically impeded. Any creature seeking to physically enter the area is warned by an instinctive fear in its bowels, and if they continue their aim, the spell's effects depend on the subject's alignment in respect to that of the priest:

- Identical alignment: no effect, the subject is able to freely leave.
- Alignment differs on only one of two axes (law/chaos or good/evil): ST vs. Spells, if it fails it suffers 4d6 damage and is forced out.
- Alignment differs on both axes (law/chaos & good/evil): ST vs. Spells, if it fails it suffers 8d6 damage and is forced out.

If the creature makes his ST, it can enter the area and automatically suffers half the amount listed above. Each further attempt of entry by the expelled subjects has the same effect (ST and damage).

Creatures already present within the area at the moment of casting can remain there without problem, even if it cannot use magic to leave. If they exit and have a different alignment to that of the cleric, the same rules are applied to them if they try to re-enter.

At the spellcaster's choice, it is possible to associate a password to the *forbiddance* that, when spoken, allows the creature who used it to avoid all the damage and enter the area as if it had the same alignment as the cleric.

It is necessary to specify this option when casting the spell.

It isn't possible to overlap more *forbiddances*, and only a disjunction or similar spell can completely eliminate a *forbiddance*, while a successfully cast *dispel magic* simply annuls the effects of the *forbiddance* for 1d10 rounds.

HEAL*

Range: touch

Area of effect: one creature

Duration: permanent

Effect: the cleric gives a creature 90% of its hp total; reverse takes the victim to 10% of his hp total

Thanks to this powerful curative spell, the individual on which the cleric places his hands instantly recovers a great part of his vigour and lost Hit Points, returning to 90% of his total hp. Moreover, it can also be used to cure one (and only one) of the following maladies (either magical or normal): a poisoning, a disease, a mental disturbance, blindness, deafness, paralysis, or stun. If an individual suffers from more than one malady, the spell must be cast more than once to heal him. If it is used on an individual that has been returned from the dead, it eliminates the need for two weeks rest, rendering him immediately ready for action. If it is used on a subject with reduced characteristic points, it immediately returns all temporarily lost points, but not those permanently lost characteristics. Finally, if used against an undead (requiring an Attack Roll without taking its armour into consideration), *heal* takes the creature to 10% of its total hp, unless the creature makes a successful ST vs. Death Ray, in which case its current hp are halved.

The reverse spell, *harm*, causes the touched living creature blood loss and a sudden disintegration of tissues and internal organs, which takes the victim to 10% of its total hp, unless it makes a successful ST vs. Death Ray, in which case his current hp are halved. If used on an undead creature, *wound* acts as a *heal*, returning the undead to 90% of its hp total. To touch the victim requires an attack with the cleric's holy symbol, but the victim's AC is calculated without taking his armour into consideration, only bonuses derived from his shield, Dexterity, magic, and weapon mastery are taken into account.

HEROES' COMING

Range: special

Area of effect: special

Duration: special

Effect: create a magical instrument and play it to summon a magic construct for every 6 cleric levels

When the cleric casts this spell, a beautiful instrument appears in his hands, typical of the Sphere that his Immortal belongs to (a horn for the Sphere of Matter, a bugle for Energy, a flute for Thought, a small gong for Time, a drum for Entropy), finished in silver and decorated with scenes of combat and with his Immortal's symbol. The instrument is really a magic creation, and

can be dispelled with *dispel magic*, or vanishes anyway after it has been played or after a maximum of 12 turns since its creation. Only a follower of the Immortal that created the instrument can play it to evoke its power: if someone else tries to use it, it simply vanishes and the spell ends. Moreover, if the priest tries to sell this valuable instrument, the Immortal makes the instrument vanish and the blaspheming individual is immediately deprived of his power and cursed (at the DM's discretion).

The instrument can be played at any moment after its creation, and when this is done, it disappears, and in its place (within 30 feet of the player) appear some valorous heroes with weapons and armour typical of the civilisation of the cleric who cast the spell. It summons one fighter for every 9 cleric levels (rounded down): they vanish when killed (the constructs are immune to *dispel magic*), or after a maximum time of one round per cleric level. These fighters are golems that blindly obey the orders of whoever summoned them, to the best of their ability. Its intelligence and will is limited and speak with very simple phrases in the cleric's language, but fight with great skill and fury, continually evoking the Immortal's favour. The hero's statistics (regardless of the weapons and armour it has) are always as follows:

Divine Hero: AC 0; HD 10; hp 90; MV fly 180(60); # Atk. 2 weapons (Attack Roll +4); Damage 1d10+4 / 1d10+4; ST F10; AL as Cleric; Str 20, Dex 10, Con 13, Int 9, Wis 9, Cha 9; Special abilities: immunity to mental spells, gas, poison, cold, and energy drain; Magic Resistance 20%; affected by +1 weapons.

Defeating magically summoned or created creatures doesn't grant xp until whoever summoned them has also been defeated.

This effect cannot be made permanent.

HEROES FEAST

Range: 120 feet

Area of effect: one creature per level

Duration: special

Effect: feast heals diseases, gives immunity to poison and a blessing for 12 hours and recover 1d6+1 hp

Casting this spell (which requires a full turn) the cleric creates a lavish feast for a number of creatures equal to the cleric's level, it comprises a majestic table, seats for all (and only) the feasters, succulent and abundant food and drink and even a dozen servants (which are unoffensive 1 HD constructs, similar to youngsters dressed in classic clothes, whose only role is that of serve the feasters). The feast requires at least an hour to complete, and only after this period of time do the benefits start; the entire creation (furniture, servants, remains of the meal, etc.) vanish after the feast ends or after three hours anyway.

All the feasters are cured of any contracted disease (including those of a magical nature), and for the next 12 hours gain immunity to poison and to all effects of fear and desperation, and moreover gain a +2 bonus to their

Attack Rolls and damage for the next hour. Finally (if they have drunk at least some nectar during the feast) they recover 1d6+1 Hit Points.

If the feast is interrupted for any reason (e.g. if the feasters are attacked, or leave the feast, or the spell is dispelled), it is ineffective and none of the benefits listed above are obtained.

This effect cannot be made permanent.

HOLY POWER

Range: 0

Area of effect: only the cleric

Duration: 24 hours

Effect: the cleric obtains 1 extra spell of 1st, 2nd, and 3rd level, and can be easily turn undead

While this spell is in effect, it must be cast by the cleric at dusk, before sleeping, and the following morning, the cleric must dedicate himself to meditating for an hour more than usual. If all these conditions are met, the cleric is able to memorise three extra spells (in addition to the standard ones): one of 1st, one of 2nd, and one of 3rd level; the extra spells remain memorised for the remaining 24 hours or until cast. Moreover, for the whole day (24 hours), he has a +1 bonus to any dice rolls to control or turn undead, including those to determine the number of creatures turned, destroyed, or controlled.

Note that two *holy power* spells aren't in any way cumulative: since for the second to have effect, the effects of the first must be terminated.

PLANAR ALLY*

Range: 60 feet

Area of effect: extraplanar creatures

Duration: special

Effect: summon an extraplanar creature to give it a task; reverse returns to its plane of origin an extraplanar creature with 2 HD per level

This spell summons a single creature whose HD aren't higher than the cleric's level from an outer plane or from an alternative dimension (the cleric must know the type of creature he wants to summon). Immortals and creatures of the Vortex Dimension (like spectral hounds and black balls) are immune.

If the summoned being has the same alignment as the cleric, the *summoning* succeeds without a problem (see below); otherwise the called creature can rebel against the spellcaster. In this case make a test of Spiritual Strength between the cleric and the summoned being: both roll 1d20 and add to it their Intelligence, Wisdom, and Charisma scores, and whoever gains the highest score wins. If the cleric wins, the creature is forced to serve him until it completes its given task, at the end of which is free and can automatically return to its own world of origin; the maximum duration of the service is 1 day per cleric level. It should be noted that, although bound to the cleric's orders, certain chaotic and demonic creatures can however try to distort the orders to its liking, often to damage its master. If instead the summoned creature

wins, the summoner loses control, and it behaves as believes best (usually attacking the summoner for disturbing it and kidnapping it from its habitat). If it doesn't have its own means to return to its own world, moreover, the creature is forced to remain in the dimension in which it had been called until someone sends it back magically. It is possible to simultaneously have a number of summoned creatures via this spell equal to a quarter of the cleric's level (rounded down), and it is possible to assign the same task to more than one creature.

Defeating magically summoned or created creatures doesn't grant xp until whoever summoned them has also been defeated.

The reverse spell, *exile*, allows the cleric to return extraplanar and extradimensional creatures (or those born on another plane or alternative dimension) to their world or origin, by speaking the word of dismissal and showing his holy symbol. The spell dispels up to a HD total of creatures equal to double the cleric's level: those with less HD than half the priest's level do not get any ST to resist the effect and are the first to be affected, while those with HD/Level equal or higher can try to oppose the effect with a successful ST vs. Spells with a penalty equal to a quarter of the cleric's level (rounded down). Obviously if the creature has any magic resistance this needs to be overcome before the spell can have any effect. Those that are dismissed depart immediately, and cannot return to the plane from which they were dismissed while the cleric that banished them is alive. Any attempt to summon them or send them to the plane they are banished is destined to fail. So, sometimes the banished creature sends assassins to hunt and kill the cleric that banished it.

This effect cannot be made permanent.

REGENERATION*

Range: touch

Area of effect: one creature

Duration: special

Effect: regenerate 1 hp per round until healed; reverse causes 1 cumulative hp per round and death

This powerful clerical spell affects any creature, although some regenerating monsters (like trolls, nucklavees, and thouls) get non-meaningful benefits from this spell, as the natural regeneration of these creatures is quicker. The spell allows the creature on which it is cast to quickly regenerate wounds, at the rate of 1 Hit Point per round. The spell lasts until the character has totally regenerated his Hit Points, and if he is wounded again while the spell is still active, the new wounds are also generated. *Regeneration* also permits the regrowth of an amputated limb or organ: independent of the body part's size, it regrows in 24 hours. If instead the detached limb is recovered and brought into contact with the body, it magically reattaches in 1 turn. The spell has no effect on an already dead creature.

The reverse spell, *wither*, has the terrible power of causing complete degeneration of the touched creature's tissues, which causes the cumulative loss of 1 Hit Point per round (e.g. 1 at 1st, 2 at 2nd, 3 at 3rd, etc.), until the victim is dead or the process is stopped with a *heal* or is magically dispelled. If the victim is cured by other magical means (curative spells of lower level), he requires the lost hit points, but the degeneration isn't stopped just delayed. To touch the victim requires an attack with his holy symbol, but the victim's AC is calculated without his armour, only bonuses from his shield, Dexterity, magic, and weapon mastery count. The victim must make a ST vs. Spells with a -2 penalty to be able to avoid all *wither's* effects.

Undead and constructs are immune to this spell (both the normal and reverse forms).

RESTORATION*

Range: touch

Area of effect: a living creature

Duration: permanent

Effect: restore the strength to those who have suffered an energy drain; reverse drains an experience level

This spell recovers a whole experience level to those that have lost it as a consequence of an energy drain. Each time the victim loses an experience level, he subtracts from his xp the amount of xp needed to arrive at his current level, and when the cleric casts a *restoration* on him, he can give the victim up to 5,000 xp per experience level, temporarily losing the same sum of xp (the donated xp return to the cleric magically and automatically at the rate of 10,000 xp per day). The victim cannot receive more energy than it lost (or cannot accumulate more xp than it lost due to the drain), and the cleric keeps any extra xp. Finally, a cleric that suffers the same energy drain cannot be cured with this spell, but only using the reverse.

Example: a mage with 49,000 xp (6th level) loses a level (20,000 xp) because of a wraith's touch, then continues to gain experience, and reaches 9th level (with 377,000 xp) has enough money to hire a powerful cleric and pay him to recover the energy lost some time ago. The 12th level cleric (with 600,000 xp) casts a *restoration* and restores the 20,000 xp: the mage thus goes to 397,000 xp, while the cleric regresses to 580,000 xp (and is still 12th level by a hair's breadth, see Table A1); the donated xp are automatically recovered in two days.

The reverse spell, *life drain*, causes the permanent loss of an experience level (or 1 HD) in the touched creature, as if it had been touched by a spectre or wraith, without which the cleric suffers some penalisation. Touching the victim requires an Attack with his holy symbol, but the victim's AC is calculated without his AC, only bonuses derived from his shield, Dexterity, magic, and weapon mastery count. The flow of life energy is absorbed by the priest, who uses it to recover 2 hp for every 10,000 xp drained if he is wounded (but cannot however exceed his

hp limit), or to regain an experience level lost via energy drain. The victim can avoid the effects with a ST vs. Death Ray with a -2 penalty Remember that this is an extremely chaotic action, and only in rare circumstances will benign Immortals grant this spell to their priests.

Restoration cannot be given to any magic item (the reverse can be).

RIGHTEOUS MIGHT

Range: 0

Area of effect: only the cleric

Duration: 1 round per level

Effect: cleric increases his size by 1 and gets a bonus to Strength, Constitution, Attacks, and to damage

When a cleric invokes this power, he is infused with the energy of his Immortal, which powers his physical abilities and natural defences. For the spell's duration, the cleric increases his physical size by 1 category, and gains a +4 bonus to Strength and Constitution. Moreover, all the equipment that he carries at the moment of casting is enlarged in the same way, with the result that it also augments the damage produced by the weapons that use the weapon's new size as a basis (see the appropriate rules in the *Mystaran Armoury*). The equipment keeps its new dimensions until the end of the effect or leaves the cleric's possession (e.g. a sword that falls to the ground or a loosed arrow returns to normal size as soon as it leaves the cleric: so thrown weapons or missile weapons retain their normal damage).

The cleric moreover benefits from 2 point reduction to damage from any physical attack thanks to the thickening of his skin, and a +2 bonus to his ST to avoid all magic effects created by any creature with an alignment different to his own (e.g. a Lawful has a +2 bonus to all ST to avoid magic effects created by Neutrals and Chaotics).

If the cleric activates *righteous might* in a place that doesn't allow him to grow to the next size, he can stop the growth aware of the dimensions that his surrounding permit: in this case however all the bonuses derived from the spell are halved, including the damage reduction, while the weapons only cause an additional point of damage.

WORD OF RECALL

Range: 0

Area of effect: only the cleric

Duration: instantaneous

Effect: teleports the cleric to his sanctuary

This spell instantly transports the cleric with all his worn equipment (but no one else) to a place that he has previously consecrated as his sanctuary. This spell allows the cleric to automatically win the initiative during the round in which it is cast, unless he has been surprised.

It requires the *sanctuary* spell to create a proper sanctuary, and it isn't possible to have more than one at once, although the cleric can unconsecrate a place and move his sanctuary to another site when he wants, using the appropriate spell.

SEVENTH LEVEL

BARRIER TO THE LIVING*

Range: 0

Area of effect: 20 feet radius sphere

Duration: 1 turn per level

Effect: barrier impedes access by the living; reverse barrier impedes access by undead

This spell creates a holy barrier around the cleric in a 20 feet radius spherical volume. The barrier can remain fixed in the place it was cast or move with the priest (the cleric must select which of the two methods to use at the moment of casting), and any living creature that attempts to enter this protected area is turned as if it was an undead, based on its Hit Dice or Levels and the level of the cleric who created the barrier (refer to Table 1.1 for the chance to turn the creature). If the test to turn the creature succeeds, he cannot enter the protected area or directly damage those within it. Any living being within the area of effect when the spell is cast is instead immune to its effect, but if it leaves and attempts to re-enter, would also be repulsed in the same way (only the cleric that created it is immune to the barrier's effects). Destruction results on Table 1.1 don't kill the creature but force it to flee for a turn besides denying it access to the area.

The reverse spell, *barrier to the undead*, creates a fixed barrier that impedes any undead from penetrating it. Every undead creature that tries to enter is turned based on its Hit Dice and the level of the cleric who cast the spell (see Table 1.1). If the check to turn the being is successful, it cannot enter the protected area or directly damage those within it. Any undead within the area of effect when the spell is cast is instead immune to its effect, but if it leaves and attempts to re-enter, would also be repulsed in the same way (only the cleric that created it is immune to the barrier's effects). Destruction results on Table 1.1 don't kill the creature but force it to flee for a turn besides denying it access to the area.

BREATH OF LIFE*

Range: 0

Area of effect: radius of 175 feet per level

Duration: concentration

Effect: heal 50% of hp lost or a disease; reverse cause the loss of 50% of hp or a disease

This spell allows the cleric to cure half of the wounds or to heal a specific disease (except lycanthropy) that afflicts several living beings: it is up to the caster to choose which of the two effects to evoke. He must meditate and constantly recite the appropriate holy word, and while breathing his breath of life is full of curative power that expands in a spiral around him, covering a 175 feet radius area for every minute he concentrates (max 175 feet per level). All the creatures that can benefit from the evoked power (wounded or hurt by the disease that he has chosen to cure) benefit from the spell's effects

and are instantly cured. *Breath of life* is an invisible but scented magical energy and isn't affected by atmospheric conditions or by physical barriers present around the cleric. Only a forcefield or an anti-magic zone prevents *breath of life* from having an affect.

The reverse spell, *deadly breath*, causes one of the following two effects chosen by the cleric when he casts it: halve the Hit Points of the living creatures in the area of effect or infect them with a mortal disease with a course of 1d6 days. Each victim must make a ST vs. Death Ray: a successful ST indicates that the creature is immune to any effect of that breath for its duration. The cleric must continue to concentrate to spread around him the deadly, invisible, and bad smelling energy irradiating a radius of 175 feet every minute of concentration (max 175 feet per level). *Deadly breath* is an energy that isn't affected by atmospheric conditions and physical barriers around the cleric. Only a forcefield or an anti-magic zone prevents *deadly breath* from having an affect.

Neither *breath of life* nor *deadly breath* have any effect on constructs or undead.

DESTRUCTION

Range: 60 feet

Area of effect: one creature

Duration: instantaneous

Effect: destroy a creature

This spell instantly kills the chosen victim (either a living being, undead, or construct) and consumes the remains, with the exception of its equipment, if he doesn't make a successful ST vs. Death Ray. The only way to return an individual killed this way to life is by using a correctly worded *wish* to regenerate the body of the deceased, followed by a *true resurrection*. If the victim's ST vs. Death Ray is successful, the target however suffers 10d6 points of damage, but if he dies because of this wound can only be restored to life with a *true resurrection*.

DIVINE BLESSING*

Range: 30 feet

Area of effect: a creature or item

Duration: 1 day per level

Effect: subject or object emits an aura of respectability and nobility and is respected; reverse cause a devastating curse on whoever offended the cleric or his Immortal

This potent spell can only be cast by clerics with at least a Wisdom score of 16. The beneficiary of the blessing must be a creature that has made an important contribution to the Immortal's cause or church served by the cleric, independent of his alignment, or an object considered sacred to the cleric's Immortal or that has great weight in the order's fortunes (e.g. the sword with which the patriarch of Vanya killed the demon sent by Thanatos, or the urn in which lie the ashes of the order's

first patriarch, or the presumed remains of an Immortal). It is up to the Dungeon Master to establish if the prerequisites to grant this blessing have been met, but it is important to remember that it must be someone or something that has played a fundamental role in the advancement in the cause of the religious order to which the cleric belongs. The priest cannot, however, cast this spell on himself, as the guarantee for a correct awarding of this blessing is that others acknowledge the beneficiary's value.

The ceremony to evoke the *divine blessing* lasts an hour, during which the priest continues to sing a litany in which he exalts the subject before the Immortals based on his deeds and virtue; if the ritual is interrupted before its end, the spell is wasted and the cleric must wait 24 hours before he can repeat it. At the end of the ceremony, in which the subject must also participate, the beneficiary receives the divine blessing and is surrounded by a very potent magic aura that remains on him for 1 day per level of the cleric who officiated at the ceremony (if more than one priest evoked this power together, their levels are added together to determine the spell's total duration).

For the spell's entire duration, the beneficiary is considered protected by the following spells: *protection from evil* (1st), *sanctuary* (1st), *bles* (2nd), and *elemental resistance* (2nd – element chosen by the cleric). If the beneficiary is an object, all the effects extend to those who wear or hold it.

Moreover, the aura that surrounds the beneficiary renders him likeable, charismatic, and authoritative to the followers of the church or Immortal of the cleric who cast the *divine blessing*. All the believers have a high opinion of his judgement, don't hesitate to listen to and follow his advice, or try to harm him in any way, unless his actions or advice are revealed to go against the teachings of their church or Immortal (like under a *charm* effect).

Moreover, if the blessed subject or possessor of the relic is also the ruler of a dominion, the *Confidence Level* of the estate gains a bonus that varies based on the percentage of the population that has personally seen the subject or relic shown by the ruler within the space of a month, as shown below:

Percentage of the Population	Confidence Bonus
01-50 %	+10
51-75 %	+20
76-90 %	+30
91-99 %	+40
100 %	+50

For the confidence effect to last, the blessed subject or object must remain within the dominion: if it leaves the approval bonus immediately ceases.

Each attempt to annul the *divine blessing* placed on a subject or object with a *dispel magic* has half the normal chance of success, while a *disjunction* automatically eliminates the holy aura created with the ritual.

The spell's effects are cumulative if cast more than once on the same target.

The reverse spell, *divine curse*, can be afflicted by the cleric only against someone that has done great damage to the order, Immortal, or himself as an important representative of the Immortal. The criminal act must have had terrible consequences in the priest's eyes, although it doesn't have had to have been intentional, and the victim of the curse can be of any alignment and belief (he can, sometimes, even be a follower of the same faith). The victim must be within the area of effect when the cleric casts the spell and must be able to clearly hear the curse spoken by the priest, to know about his mistake and how to rectify it.

The priest must personally select the punishment to inflict on the victim: the exact wording is very important as it must contain both the punishment's nature and how to remedy it. There are no limits to the curse, but it must be deeply-rooted in the nature of the crime, but can also be hereditary (the classic "you will be cursed unto the seventh generation"). The DM must always carefully evaluate the chosen curse, if used by a player, to advise that the criteria listed above have been met and the severity is commensurate with the offence.

The curse affects the victim immediately after it is invoked, but at times days or months can pass before the concrete effects of the curse are noticed (depending on their nature).

Example 1: An anathema of the type "your line will end with you" could either prevent someone from procreating, and in such a case the effects aren't evident until the victim tries to impregnate a woman or become pregnant, or it could cause the premature death of all the victim's children, an effect that is very easily verifiable after the phrase has been spoken.

If the curse is judged appropriate to the offence there isn't any ST to avoid it. Alternatively or in situations of doubt or too severe punishments, the victim is allowed a ST vs. Spells to avoid the curse, but receives a cumulative penalty based on the following criteria:

TABLE 2.4 – ST PENALTY FOR DIVINE CURSE

Condition of the subject or crime	Penalty
Different but not opposite alignment to the cleric	-2
Opposite or equal alignment to the cleric's	-3
Act committed by negligence or cowardice	-3
Intentional act	-4
Follower of an adversary order or enemy Immortal	-5
Treachery/killing of strangers	-6
Treachery/killing of friends or allies	-7
Destruction/killing of followers or goods connected to the cleric's order	-8

Divine curse can only be annulled, for example, by the stated conditions, by a well worded *wish*, or even by a *pardon* on the (5th level cleric spell, reverse of *command*), but only after he has successfully completed a task for the Immortal or church in the name of whoever cast the curse. Indeed, even if the task wasn't requested by the priest who cast the anathema, the strength of the *pardon*

is such that the Immortal can consent to remove the curse, but only in exchange for an important service.

Example 2: an unscrupulous merchant sells to the enemies of the order of Chardastes the location of a temple in which the priests guard an ancient relic and cure the afflicted. The bad guys organise a surprise attack, destroy the temple, massacring its occupants, including the clerics who guard it, and steal the relic. The patriarch of Chardastes, discovering this treachery, meets the merchant and curses him thus:

“Both you and your descendents to the sixth generation will wither in contact with gold and silver, and will always be deprived of charity and of the relief given by the Immortals, as you have deprived the sufferers the relief given them by the piety of Chardastes.

Only when you have donated to the poor ten times what you gained with your treachery, and only after having returning to its rightful owners the stolen relic, will your house prosper again.”

The first part of the curse specifies its nature: the acquiring of material goods (“gold and silver”) brings disease and death (“will wither”) to the merchant and his descendants to the sixth generation (one for each cleric killed), who can gain no benefit from any divine curative spell (“deprived of the relief given by the Immortals”).

The second part instead shows how the curse can be annulled before it ends naturally (or with the seventh generation of descendants): give to the poor or church of Chardastes a treasure that is ten times more precious than what the merchant gained with his treachery, and return the stolen relic to the order of Chardastes.

DIVINE WRATH

Range: 0

Area of effect: 60 feet radius sphere

Duration: instantaneous

Effect: create a destructive event that causes 1d6 hp per level to all enemies within the area of effect

This spell attracts the attention of the Immortal to some terrible threat for his people, and directs a legendary revenge on it. For this reason, the clerics must take great care of using it only in situations of vital importance, as it isn't possible to invoke *divine wrath* more than once a month. The DM must not grant this spell when it is used for personal aims (or isn't motivated by a cause that involves the security or triumph of a multitude of followers or an Immortal), and punish those who abuse it.

The spell can have various manifestations, determined by the DM at the moment of casting (e.g. a volcanic eruption, or a lightning storm, or a rain of rocks, or a sea of fire, etc.), but always inflicts a very precise amount of damage to the victim. As a general rule, the inflicted damage is equal to 1d6 per level of the cleric (up to a maximum of 20d6), and it is inflicted to all enemy creatures (and only enemies) present within 60 feet of the priest (the spellcaster is obviously immune to the spell's

effects, even if he is the eye of the storm); they are allowed a Saving Throw vs. Spells for half damage.

The spell cannot be added to any item.

EARTHQUAKE

Range: 400 feet

Area of effect: square of 5 feet per level

Duration: instantaneous

Effect: create an earthquake in the area of effect that opens cracks in the ground and makes the structures present fall

With this spell the cleric causes an earthquake within 400 feet of his position. The quake only covers a square area of 5 feet, per cleric level, long sides, creating cracks in the walls and ground, forcing to the earth all the creatures within the area and making structures fall. Creatures incapable of flight that are within the area struck aren't able to complete coordinated actions because of the earthquakes (cannot attack or move, and casting spells requires a Dexterity check).

Earthquake acts on all types of terrain and structures, and the specific effects depend on the terrain and its characteristics as follows:

Cavern, cave or subterranean tunnel: the spell makes the ceiling fall, inflicting 10d6 hp to any creature under the landslide (ST vs. Paralysis for half damage).

Cliffs: the cliff walls fall, causing a landslide that slides the same distance horizontally that it fell vertically. Any creature under the landslide suffers 10d6 hp (ST vs. Paralysis for half damage).

Open ground: all creatures on foot within the area of effect must make a successful ST vs. Paralysis or fall to the ground. Clefts appear in the ground and each creature on the ground has a 25% chance of falling (no ST to avoid). At the end of the spell the fractures close again, crushing to death those who are trapped inside.

Structure: structures on open ground suffer damage and collapse (lose 2d6 SP), causing 10d6 hp to those trapped under the rubble (ST vs. Paralysis for half damage).

River, lake, or swamp: on rivers (if within 400 feet) cracks open that releases the water from that area, forming an area of muddy terrain. Lakes and swamps become an area of quicksand for the spell's duration, and the victims that are there must make a ST vs. Paralysis to not sink. At the end of the spell, the rest of the body of water returns to submerge the area, with a good chance of drowning the individuals trapped in the quicksand.

HOLY WORD

Range: 0

Area of effect: 60 feet radius sphere

Duration: special

Effect: word damages creatures within the area of effect

Casting this spell, the cleric attracts the power of his Immortal around himself, indiscriminately striking all those (both allies and enemies) that are within a radius of 60 feet around him. Only the creatures faithful to the

same Immortal, church, or cult as the priest are immune to the effects of holy word, while the others are affected and suffer different effects according to the difference between their level or HD at that of the cleric, as follows:

Difference	Effects
9+ levels less	Instant death
5-8 levels less	<i>Paralysed</i> for 2d10 turns
1-4 levels less	<i>Stunned</i> for 2d10 rounds
Equal	<i>Blinded</i> for 1d10 rounds
Higher	<i>Deafened</i> for 1d10 rounds

Blindness: -6 penalty to Attack Rolls; -4 penalty to ST vs. saveable effects; AC reduced by 4 points; impossible to use missile weapons; weapon mastery is reduced to Basic rank; normal movement is halved (reduced to $\frac{2}{3}$ if he is guided by someone); risk of falling or bumping against something (50% per round) if he moves at normal speed.

Deafness: -1 penalty to Dexterity and a -2 penalty to all rolls for Surprise (including the *Alertness* general skill), unless he has other exceptionally acute senses (apart from hearing), impossible to use the *Hear noise* skill. Deafened spellcasters moreover have a 30% failure chance of casting any spell, if it includes a verbal component.

Stun: -4 penalty to AC, ST, and any skill check; movement reduced to $\frac{1}{3}$ (running impossible); impossible to attack or concentrate; weapon mastery is reduced to Basic rank.

Only being with the same alignment as the cleric can make a ST vs. Spells to totally avoid the effects of *holy word*. No physical protection can prevent its effects, with the exception of an *anti-magic barrier* or a *forcefield*. The spell also affects constructs, undead, and oozes, while extraplanar are returned to their plane of origin, unable to return for 24 hours.

This effect cannot be made permanent.

LUCK

Range: 0

Area of effect: only the cleric

Duration: 1 turn per level

Effect: modify a dice roll

Usually, only the clerics who have always demonstrated their worth in the eye's of their Immortal (DM's judgement) are able to cast this powerful spell, with which the priest invokes the protection of his Immortal and becomes capable of modifying his destiny. Before the spell's duration (1 turn per level) has ended, he can modify one and only dice roll, choosing from a generic roll (Attack Roll, skill check, damage, or a cure) or a Saving Throw at the moment of casting the spell. However, this spell doesn't allow the modification of other characters' rolls, or those of the DM.

Note: when speaking of "dice roll" it doesn't mean a single dice, but an entire roll. If for example a cleric of Vanya expert in sword inflicts 2d8, the character can use this ability to obtain a double 8, which is the maximum damage possible; if the character also has a *spell of striking*

active, the cumulative d6 aren't modified in any way, as that is a distinct roll.

This effect cannot be made permanent.

SACRED SEAL

Range: 120 feet

Area of effect: 30 ft² per level

Duration: permanent

Effect: a mystic barrier that imprisons a being

This powerful spell allows the cleric to permanently imprison a being of any species within a delimited space. The space that holds the victim must be sufficiently large to contain it, and the maximum area that the cleric can affect is of 30 ft² per level (the creature's height isn't important, as the mystic barrier extends for all its height if in an open area, or to the ceiling in an enclosed space). Casting this spell, the cleric must nominate the victim, which must be within 120 feet, and define the area of imprisonment, which is instantly marked by a series of silvery runes, while the cleric fixes the sacred seal on a place or object (like a door, wall, rock, section of floor, a pillar, etc.) along the barrier's edge. The victim can attempt a ST vs. Spells to resist the effect (any form of magic resistance has its normal effects before making the ST), and the ST is modified by the following factors:

- -1/+1 per point of difference between the cleric's level and the level or HD of the creature;
- -6 if the cleric knows the being's true name;
- +2 if the cleric doesn't know the being's name;
- -2 if the creature isn't native to the plane it is imprisoned;
- -2 if the cleric touches the victim creating the seal.

If the ST is successful, the victim is free to leave the area of effect without problem and, once out, the seal is wasted and disappears; however, as long as he remains in the area of effect, he suffers a -1 penalty to all his dice rolls. If instead the ST fails, the victim is imprisoned within the mystic circle until the seal is broken. The imprisoned creature cannot leave in any way, as the barrier prevents any type of moving beyond the seals, either planar or dimensional (seeing as the barrier extends into the ethereal), either magic or natural, and doesn't allow those inside to be detected (in practice the area is shielded from any detection or identification magic, although it is possible to see inside it if in the actual location). Moreover the imprisoned creature can use non of its magical powers (even its innate magic resistance disappears), or attempt to physically touch the seal (this causes immediate paralysis for 24 hours). The victim doesn't perish or age as long as it remains imprisoned, but can be killed by physical or magical attacks; even in that case the soul remains confined within the perimeter of the seal.

The other creatures present within the area of effect at the moment the spell is cast must make a ST vs. Spells: if successful, it can leave the area without impediment, but if it fails it remains a prisoner like the primary victim. It

however retains its powers, but cannot destroy the seal or leave the designated perimeter, neither normally nor with magical means. Within the prison time runs ten times slower than normal, so the creatures age more slowly, although they must however eat to not die of starvation. Any successive attempt to bypass the barrier must make a successful ST vs. Spells: if successful it can enter and leave only once, if it fails instead it remains imprisoned in the perimeter like the other victims. Only an individual on the outside can break the *sacred seal* and free the trapped creature, but to do so requires the physical destruction of the seal, or use a *dispel magic* or *disjunction* cast by a spellcaster who is of at least the same level as the priest who placed the seal, or finally using a well worded *wish*.

This spell is very costly in terms of spiritual energy, as the cleric is forced to sacrifice 1,000 xp for each Hit Dice or Level of all the creatures that are imprisoned in the perimeter (as such it is always best to insure that only the primary victim is in the area before creating the seal).

It is possible for several priests to collaborate together to cast *sacred seal* on the same victim: in this case the level of the cleric leader is that of the highest of those present, and it is increased by one point for every two priests present at the ceremony. Moreover, the area of effect is larger, as it is given by the sum of all the levels of the clerics present, and the xp sacrificed can be divided up between all the clerics.

SURVIVAL

Range: touch

Area of effect: one creature

Duration: 1 hour per level

Effect: protect a creature from all non-magical damage from the surrounding environment

This spell protects the touched creature from adverse environmental conditions of any type, including cold and heat, the lack of air and so on. For its duration (1 hour per caster level), the protected subject has no need to breathe or rest, of food or water, and is immune to excessive cold and heat, as well as poisonous gases that act as if inhaled, and protects from any dangerous effect of the natural conditions on other dimensions or planes. It however doesn't protect in any way from physical and magical effects.

Example: a cleric could cast this spell on himself while in a desert to avoid suffering damage caused by the heat and dehydration, or in space, or in an elemental plane to be able to survive in adverse conditions.

TRAVEL

Range: 0

Area of effect: only the spellcaster

Duration: 1 turn per level

Effect: allows movement between planes and flight

This spell allows the caster to move quickly within a plane or to travel between the planes of the multiverse. Firstly, for the spell's duration (1 turn per level) the cleric

can fly in the same way allowed by the arcane *fly* spell at a speed of 360 (120) feet per round. Then, simply by concentrating for a round, while the spell is active the cleric can also enter an adjoining plane, taking with him another creature per 5 experience levels (rounded down): all those who wish to be transported must be in contact with the cleric when he makes the move, and any reluctant creature can make a ST vs. Spells to remain where he is, while the others vanish. It is only possible to make one planar transition per turn, and only to the outer planes open to interplanar travel.

Finally, the cleric can also assume gaseous form by concentrating for a round, transforming himself and his carried equipment into a cloud colourless of gas, keeping his own visual and auditory abilities (affected by the environmental conditions, obviously). In this form, the cleric cannot use objects or cast spells, but can travel at a speed of 720 (240) feet per round and not suffer any physical damage, except for that generated by magical effects. Moreover, a gaseous being can pass through small holes (½ in wide), but cannot pass through any magical barrier.

TRUE RESURRECTION*

Range: 60 feet

Area of effect: one creature

Duration: permanent

Effect: resuscitate any being; reverse kill any living being

This spell is similar to resurrection, but can return any being to life, provided that there is at least 50% of the body remaining (including the brain stem and heart). The subject is revived immediately, completely healed (with maximum Hit Points and any missing parts regenerated) and is able to fight, use his skills, and quickly memorise spells (as the memorised spells were annulled by the death), although he keeps the physical and magical penalties he had before dying (for example, if the victim, at the moment of death, suffered a disease or was cursed, as he will still have such afflictions after the *true resurrection*). The spell can resurrect a corpse that has been dead for up to 2 months per cleric level (so, an 18th level cleric can raise a body that has been dead for up to 36 months, or 3 years). This ritual always consumes valuables to the value of 3,000 g.p. for each level or HD of the deceased to open the passage through which the spirit can return to the body and to donate to the Immortals a tribute to let the spirit leave. If no valuables are sacrificed, the deceased is returned to life but loses an equal number of xp or 1 Constitution point (subject's choice), that cannot be recovered in any way.

If uttered against undead the spell has various effects based on the being's HD:

- Up to 7 HD: instantaneous destruction of body and soul, with no Saving Throw to avoid death;
- 8+ HD: instant death, unless the undead makes a successful ST vs. Spells with a -4 penalty; if the ST succeeds, the undead suffers 4d10 points of damage;

The reverse spell, *obliterate*, has the same effect on living beings that the normal form has on undead, while it is ineffective against constructs and undead. Any being killed by *obliterate* can be returned to life with *true resurrection*, but only if at least half the original body is present.

WISH

Range: special

Area of effect: special

Duration: special

Effect: special

This spell can only be used by a divine spellcaster of at least 30th level with a Wisdom score of at least 18, and it is the greatest power that an Immortal can give to his priest. As such, it absolutely isn't possible to create divine scrolls of the *wish* spell, as the power is granted by the Immortal only to a worthy cleric, who is asked to use it for very precise aims and is useful to Immortal's cause. In practice, thanks to the wish, the character can emulate any existing spell, and to thus fulfil his own dreams. There are however some limitations and directives to keep in mind to judge the capacity and feasibility of a *wish* formulated by a PC, in order to avoid creating imbalances in the game and destroying the campaign.

Speaking the wish: the player must say or write the *wish* expressed by the PC. The wording of the *wish* is very important, as the effect that occurs may not be completely what the player intended, especially if it was a foolish demand. The DM should in fact seek to maintain the game balance, and avoid being too generous or restrictive in deciding the effects of a *wish*. If expressed with good intentions, even a badly worded *wish* should produce good results. However, if the demand shows greedy or malicious intent, the DM should find literal interpretations that act as a deterrent. Below are some examples of unbalanced wishes:

- "I want to know all about this dungeon", could result in knowing of the plans of the dungeon, but only for a second;
- "I wish for a million gold pieces" could make the coins fall at the character's feet and disappear shortly afterwards;
- "I wish to immediately and permanently receive the powers of a basilisk keeping all my abilities and items" is a well worded demand, but that lacks balance. This *wish* could cause a basilisk head to grow in addition to that of the character from his torso, thus giving the character a horrible appearance and easily recognisable.

It is necessary moreover to keep in mind that, as the holy *wish* is granted by the Immortal to his priest, it has much more limitations than an arcane *wish*, as the Immortal doesn't often consent to grant such power to placate need for power or fulfil the whims of a mortal cleric. In these cases, the DM must always judge if the *wish* is useful to Immortal's cause, if the priest that

requested it has always been pious and devout towards his Immortal, and if the demand is coherent with the aims of the same Immortal, before accepting it. It is however possible that an Immortal dispenses a wish as recompense for services rendered to his cause, and the cleric will use the spell as he believes best, but this must be the exception and not the rule.

Possible effects: if a *wish* is used to cause the instant death of another creature, the victim must make a ST vs. Spells with a -6 penalty: if successful, the victim loses half of his current Hit Points and the priest is called to make a successful ST vs. Spells at -3 to avoid losing the same amount of xp. If the *wish* is used to destroy an object, the effects are the same as the *disintegration* spell.

A *wish* can be used to replicate or annul any magic effect or spell, save those in which it is specifically underlined that they are irreversible and unalterable even by wishes.

A *wish* can be used to gain wealth, up to a maximum value of 50,000 g.p. per *wish*. However, the spellcaster loses 1 xp per g.p. of the value of the treasure obtained, and this experience loss cannot be recovered magically.

A *wish* can be expressed to know how to use any item, whose use is normally restricted to other individuals or classes, for a short period of time (analogous to the *wizardry* spell, but applied to any type of item).

A *wish* can be expressed to acquire a magic item for a short period of time (1d6 turns). Generally, any magic item obtained is taken from some other party, not created from nothing, and the only limit is that it isn't possible to acquire Immortal artefacts. Alternatively it can be used to destroy a normal or magic item (excluding artefacts), but the latter have a 20% chance of avoiding the effect.

A *wish* can be used to temporarily change (6 turns) a characteristic score (Strength, Intelligence, Wisdom, Dexterity, Constitution, Charisma) from 3 to 18 points.

Wishes can also be used to permanently increase a characteristic score, but the procedure is very difficult. It requires saying within a week a number of wishes equal to the current value plus one, to permanently increase by one point the value of one characteristic (e.g. to increase Strength from 15 to 16, 16 wishes are required; to increase it next to 17, needs another 17 wishes, etc.). Wishes, however, cannot be used to permanently lower a characteristic score in the same way as described above.

A *wish* can grant the gaining of 1 additional Hit Dice in respect to the maximum limit of any being; this only affects his Hit Points and doesn't change any other value (THAC0, attacks, etc).

A *wish* can be used to achieve the maximum amount of Hit Points possible for an individual, taking account of his class and race, level, and Constitution score at the moment it is spoken.

A *wish* can permanently change a character's race, retaining, unchanged, his xp, characteristics, and age (as well as his ability to cast spells, if his new form can do it) from one form to another, and gains the physical and

special abilities of the new race. If the creature wants to oppose it, it can make a Saving Throw vs. Spells.

A *wish* cannot be used to change the results of a past event over 24 hours old, and even for recent events the modification is subject to strong limitations imposed by the DM, which are greater the more distant the event in question (e.g. if the spellcaster's friend has lost a battle, a *wish* cannot overturn the situation, but can reduce the loss to its minimum effect).

A *wish* finally, can never be used to gain xp or experience levels.

It is only possible to add a *wish* to a single use item (see volume 3).

WIZARDRY

Range: 0

Area of effect: only the cleric

Duration: 1 turn

Effect: the cleric can use any magic item

This spell allows the cleric, once cast, of intuitively knowing the powers of any magic item touched, and can use it correctly until the spell ends. The cleric uses the item as if he was a spellcaster of the appropriate type of equal level to his own, and can use several items within the spell's duration, without being limited in any way (a part from the usual limitation of not being able to produce more than one magical effect per round). This spell, however, doesn't allow him to use common items that he doesn't know, or discover the powers and methods of use of artefacts. If struck by a *dispel magic*, the cleric instantly loses the ability and knowledge to activate non-clerical items.

This effect cannot be made permanent.

LIST OF NEW DIVINE SPELLS

The spells listed here are divided by spell level, and are listed in alphabetical order. The legend below is to help the reader to better understand each spell's entry.

Legend:

SPELL NAME

Immortal: the Immortal (or Immortals) that grants this spell to his priests.

Substitute: every spell specific to an Immortal takes the place of a spell that belongs to the list of common priest spells. The common spell listed here is thus unknown to priests of this Immortal.

Range: the spell's range, or the distance from the spellcaster can make its effects felt (thus the range in which must be found its area of effect or victim). If the

range is "Touch", the cleric must make an Attack with his holy symbol, but the victim's AC is calculated without taking his armour into consideration, only bonuses derived from shield, Dexterity, magic, and weapon mastery.

Area of effect: the spell's area of effect, or the area in which it manifests or the amount of subjects that can be affected. The entry "only the cleric", the spell is personal (it only affects the cleric and no one else).

Duration: the amount of time that spell's effects persist for. If it is instantaneous, its effects only manifest in the activation round, if it is permanent, the effects persist perennially (or until removed in the appropriate specified way).

Effect: a brief description of the spell's effects (expanded on in the paragraph below).

FIRST LEVEL

ALTER WRITING

Immortal: Pflarr, Ssu-Ma

Substitute: *Paralysing touch*

Range: touch

Area of effect: a non-magical written text

Duration: special (max 1 day per level)

Effect: alter a written text for a certain period of time

Casting this spell the places his hand over a non magical piece of writing of any type and can alter the contents of 1 page per level (max. 100 words per level) to his liking. The alteration is in the handwriting of the original writer or the cleric's (his choice) and doesn't leave any traces or dents in the surface. The writing gives off an aura of transmutation if analysed with spells, but unless it is restored the original writing cannot be read.

The alteration lasts until magically dispelled or until a certain condition specified by the cleric is met (e.g. the reader says a certain word, or a certain person touches the writing, etc.). If the condition isn't met, the effect disappears after a maximum of one day per caster level.

BLEEDING WOUND

Immortal: Bagni, Danel, Hircirsmus, Jammudaru, Kiranjo, Orcus

Substitute: *Fascinate animals*

Range: 60 feet

Area of effect: one creature

Duration: 1 hour per level

Effect: cause an extra 1d4 hp when a victim is wounded

This spell prevents the victim's wounds from healing normally, causing a substantial spillage of blood. In game terms, if the designated victim doesn't make a ST vs. Spells to avoid the effect, each wound received during the spell's duration causes the subject to lose 1d4 Hit Points in addition to the damage suffered. The effects of *bleeding wound* can be negated only by a curative spell of any level. Undead, constructs, and creatures without bodily fluids (like oozes) are immune to the effects of this spell.

CEREMONY

Immortal: Brindorhin, Coberham, Garal Glitterlode, Ilsundal, Kagyar, Lornasen, Mealiden, Nob Nar

Substitute: *Sacred aura*

Range: touch

Area of effect: one creature

Duration: permanent

Effect: consecrate a creature

This is a versatile spell that the demihuman clerics use as a part of the rites that are carried out at the salient moments of their life. These spells leave external signs: some are visible to anyone; others can only be seen by the demihuman clerics. Anyone possessing one of these marks cannot be identified with *detect magic*, unless he

possesses other items that react to that spell. These ceremonies include:

Adoption: a ritual that serves to transfer a demihuman (and, in very special occasions, a human or demihuman of a different race) from one clan to another. The cleric that officiates over the ceremony must be of at least the same level as the adopted individual, and the Clanmaster must also participate in the ceremony. It can also serve to create a new sacred relic, taking part of the original relic.

Anathema: this ceremony is performed exclusively when a demihuman has deliberately acted against the laws of his community and must be permanently banished from any clan. The rite can only be celebrated by the head of the clan that the traitor belonged to aided by the community's Keeper. The cursed demihuman acquires a mark, a characteristic sign visible only to the eyes of members of the same race, impossible to hide and that can only be removed if the individual repents his crimes and is accepted back into the clan with a ceremony of *adoption*.

Initiation: a ceremony in which a young demihuman becomes an adult within the community, with the obligations and advantages that follow. This rite must be celebrated by a cleric of higher level than the initiate.

Investiture: the ceremony is only performed when a cleric becomes a Relic Keeper, and it must be celebrated by another Keeper (either the Elder or Acolyte Keeper).

CLAWS OF THE DEMON

Immortal: all the Entropic Immortals

Substitute: *Purify food & water*

Range: touch

Area of effect: one creature

Duration: 1 turn

Effect: grow claws that cause 1d8 hp + Str bonus

Casting this spell the priest touches a consenting creature that is imbued by the malign energy of Entropy. Its features become bestial and frightening, and it grows long, sharp claws on its hands with which it gains a bare-handed melee attack that causes 1d8 points of damage plus any Str bonus. The effect doesn't give the subject additional attacks and the claws strike as normal weapons, but with each wound it suffers, the victim must make a ST vs. Poison to not lose the Initiative in the next round. It is however possible to use other weapons while the claws persist.

DETECT TOTEM

Immortal: Atruaghin pantheon

Substitute: *Paralysing touch*

Range: 0

Area of effect: only the spellcaster

Duration: permanent

Effect: determine the totem associated to an individual

Thanks to this spell, the cleric is able to determine the totemic spirit linked with a subject. It is cast on all

adolescent Atruaghins upon reaching the age of 15 and entering adulthood, and on new arrivals who wish to join the tribe.

To cast this spell, the cleric must enter a state of deep trance that lasts for 1 to 4 hours. As soon as he enters the trance, he must focus on the person whose totem he wishes to determine and evoke the Immortals so that they reveal his deepest and true nature. At this point, the spellcaster no longer sees the person in his normal human form, but with the appearance of a wild animal (his totem animal). It is possible to hide the proper totem from the cleric in two ways: resist his spell (with a successful ST vs. Spells) or interrupt his trance.

If the DM hasn't assigned a specific totem to a character, he can sue this table:

TABLE 2.5 –TOTEM TYPE

d%	Totem Type
01-13	Fish
14-20	Arachnid
21-25	Crustacean
26-35	Insect
36-40	Amphibian
41-55	Reptile
56-66	Bird
67-00	Mammal

GENEALOGY

Immortal: Fugit, Khoronus, Liena, Odino, Skuld, Ssu-Ma, Tiresias, Yav

Substitute: *Fascinate animals*

Range: 30 feet

Area of effect: one creature, item, or place

Duration: instantaneous

Effect: determine the age and background of a creature, object, or place

Casting this spell and concentrating for an instant on a being, object, or place that is within the radius of effect and his line of sight, the cleric is able to determine the real age (expressed in years since its creation or birth), proper name, that of its parents, or creator if an object or construction, or of the current owner if a place, and finally the city and region of origin (for objects and people), as well as at least one event of notable importance to it (that have involved at least one hundred people) for every 5 cleric levels. The spell doesn't reveal alignment, the target's magical capacity or powers, or particular secrets (like hidden passages or actions that aren't public knowledge).

Example: the priest of the king (C10th) examines a baron who has just appeared at court with *genealogy* to discover that he is called Wulfric Magnusson of the house of Skolgrim, who is 40, his parents were Magnus Stallast and Inga Gefjun, who come from the city of Stallansford, in the region of Heldland and that the only thing of note in his life was a battle in which he defeated and destroyed a dangerous group of brigands that threatened his city about five years earlier.

Normally no ST is allowed to avoid the spell's effects, and the examined creature doesn't notice anything. However, for beings who want to intentionally hide their true nature and history, it is possible to make a ST vs. Spells to not be unmasked. Magically camouflaged object, places, or buildings instead (like with *polymorph any object*, *hallucinatory terrain*, etc.) are immune to the spell, as are creatures protected by a barrier of anti-magic or that prevents mind reading or information gathering.

INVIGORATING GLYPH

Immortal: Chardastes, Chiron, Idraote, Ka, Simurgh, Usamigaras

Substitute: *Detect lies*

Range: touch

Area of effect: a wounded living creature

Duration: 1d4 hours

Effect: regenerate 1 hp per turn

This spell can only be cast on a wounded living being (not at his maximum hp total) that the cleric must touch. The spell draws power from the divine spirit to accelerate the organism's normal healing rate. From the moment the subject is touched a holy glyph appears on his hand that allows him to regenerate 1 Hit Point per turn until the spell ends or is dispelled.

The spell allows the reconstruction of missing limbs or pulped organs (requiring at least 24 hours), but isn't capable of returning the dead to life, and furthermore it doesn't regenerate wounds caused by fire or acid.

LIFE STATUS

Immortal: Chardastes, Chiron, Idraote, Ka

Substitute: *Paralysing touch*

Range: 0

Area of effect: 60 feet radius sphere

Duration: 1 round per level

Effect: diagnose a subject's diseases and health

As long as the power of this spell is active the cleric instinctively knows the health condition of all those within 60 feet, or their current Hit Points as well as the presence of any diseases (magical or mundane) and their cure. *Life status* is able to discern between the following categories: dead creatures, dying creatures (10% or less of Hit Point total), wounded creatures (from 60% to 10% of Hit Point total), creatures in good conditions (over 60% of Hit Point total). In this way the cleric is able to discover if anyone is simply feigning death. Creatures neither living nor dead (e.g. constructs and undead) react based on the hp they possess. Creatures protected against magical scrying or by an anti-magic aura aren't revealed by this spell.

LOCATE WATER

Immortal: Al-Kalim

Substitute: *Detect lies*

Range: 0

Area of effect: 300 feet radius

Duration: 2 turns

Effect: find the presence of water within 300 feet

This spell allows the cleric to perceive the presence of water in any form within 300 feet, and vaguely guess the amount of water (precisely up to 20 pints, or simply “lots” for over 20 pints). The spell isn’t blocked by elements interfere that normally with divination magic and allows him to distinguish between fresh, salt, and the water present within living creatures.

OFFENSIVE IMPULSE

Immortal: Al-Kalim, Bartziluth, Bemarris, Cretia, Frey, Freyja, Eternal General, Gorm, Halav, Ilmarinen, Ixion, Karaash, Kurtulmak, Liena, Lokena, Malinois, Mealiden, Petra, Tahkati, Thor, Vanya, Wogar, Zugzul

Substitute: *Fascinate animals*

Range: 0

Area of effect: only the cleric

Duration: instantaneous

Effect: cleric gains +4 to Attacks and maximum damage

With this prayer the cleric invokes on himself the spirit of battle to strike with a better certainty that his enemy will be mortally wounded. The effect is

instantaneous, as while casting the spell the priest must deliver his blow, benefiting from a +4 bonus to Attack and if the attack hits it also inflicts maximum damage to the victim, or 10 damage if the maximum is lower. The only way the victim can avoid the damage is by dodging the blow or by parrying the cleric’s weapon before it hits (if he can parry).

SHADOW TRAP

Immortal: Arachne Prime, Hel, Nyx, Zugzul

Substitute: *Paralysing touch*

Range: 90 feet

Area of effect: one creature

Duration: 1d6 turns

Effect: victim anchored to the shadow cannot move

This spell prevents the designated victim that fails his Saving Throw vs. Spells from moving outside the radius of its own shadow. The victim can speak and move his limbs, but must always remain in contact with the shadow at his feet that instead remains fixed, and because of this he suffers a –2 penalty to all melee Attack Rolls, Armour Class, and Saving Throws for evadable effects. If he tries to leave the surface of the shadow he is held as if held by invisible ropes. It is however possible to move magically with spells of instantaneous transport (e.g. *teleport*) but not flight. The effect vanishes only at the end of its duration or if it is magically dispelled, and it is effective against any creature with a shadow.

SECOND LEVEL

BOILING BLOOD

Immortal: all the Entropic Immortals

Substitute: *Repair*

Range: touch

Area of effect: a living creature

Duration: instantaneous

Effect: blood boils and causes hp = cleric level × 2

When casting this spell the cleric must touch the target, and the victim's blood begins to immediately boil provoking burns all over his body that cause damage equal to double the cleric's level (max. 40 hp at 20th level). The victim can halve the damage with a successful ST vs. Death Ray. Undead, constructs, and creatures without blood are immune to this spell. Touching the victim requires an attack with the holy symbol, but the victim's AC doesn't include his armour, only bonuses from his shield, Dexterity, magic, and weapon mastery.

BONE ARMOUR

Immortal: Alphaks, Demogorgon, Hel, Hircismus, Jammudaru, Marwdyn, Nyx, Orcus, Thanatos, Yagrai

Substitute: *Restorative sleep*

Range: 0

Area of effect: only the cleric

Duration: 6 turns

Effect: armour gives AC 5 and absorbs 1 damage

This spell creates, around the cleric's body, bone armour of terrifying appearance, with ribs that protect his torso and limbs, and a hollow skull that covers his head. The armour gives AC 5, absorbs 1 damage and lasts per 6 turns, or until it is destroyed by his enemies' blows (it can absorb upto double the priest's Hit Points before falling to pieces) or is magically dispelled.

CURATIVE POWER

Immortal: Chardastes, Chiron, Idraote, Ka, Ralon, Simurgh, Usamigaras

Substitute: *Find traps*

Range: touch

Area of effect: a living being and the cleric

Duration: permanent

Effect: cure 1d6 +1 hp/lvl and cleric recovers 1 hp/lvl

When this spell is cast, the subject touched immediately recovers 1d6 hp +1 point per cleric level (max 1d6 +10 hp at 10th level). Moreover, the same cleric benefits from the energy evoked and recovers 1 Hit Point per level (max 10 hp), until he is returned to full health.

CURSE OF SILVER

Immortal: Mrikikat

Substitute: *Repair*

Range: 120 feet

Area of effect: a 20×20×20 feet cube

Duration: permanent

Effect: corrupt silver

All silver items in the area of effect (except those permanently enchanted) that fail their ST vs. Destruction suffer a process of rapid and irreversible corruption: over a few seconds they become rusty and fragile, and completely unusable. The silver is transformed into a vile metal that thus loses its monetary value and ability to damage lycanthopes. The effect is permanent and cannot be dispelled.

FIST OF THOR

Immortal: Thor

Substitute: *Sure step*

Range: touch

Area of effect: a weapon

Duration: 10 rounds

Effect: confers a magic bonus to a weapon

This spell confers a magic bonus to the damage inflicted by a weapon: +3 additional damage for weapons sacred to Thor (warhammer, maul, mace, etc.), and +1 additional language to all other weapons and unarmed combat. The weapon or fist (in the case of unarmed combat) touched by the cleric shining magically and allowing it to wound magical beings as if using an enchanted weapon (or as if using a weapon with a +1 bonus, although the spell doesn't grant a bonus to Attack Rolls).

FLAMING LIQUID

Immortal: Sharpcrest, Gorziok, Hymir, Malafor, Polunius, Protius, Slizzark

Substitute: *Find traps*

Range: 30 feet

Area of effect: 1 inanimate object

Duration: 6 turns + 1 turn per level

Effect: creates a flaming liquid that burns water

This spell creates a source of liquid fire within 30 feet, which appears on an inanimate object and remains there until the end of the effect without damaging it. The flames appear as an area of scarlet water, but doesn't consume air but water: in effect, in the absence of water the flames are immediately extinguished and the spell ends. This spell has been purposely created for aquatic spellcasters, and it is particularly used to facilitate underwater smithing, in order to create weapons, armour, and objects of various metals.

The heat and size of the flames is comparable to that of a small forge, and they are usually thrown into their own furnace in which the material to be worked is then

placed. Any object or creature that touch the flames suffers damage as if had been exposed to the flames of a furnace (3d6 per round of contact, which renders certain materials very malleable).

Flamming liquid vanishes at the end of the spell's duration or if it is magically dispelled earlier. It doesn't produce smoke or bubbles, but heats the water within a 20 feet radius bringing it to a temperature of 40°C, and for every 3 feet further from the flames the temperature drops by 5°C.

HUNTING PAINT

Immortal: Atruaghin pantheon

Substitute: *Restorative sleep*

Range: touch

Area of effect: an individual

Duration: 24 hours

Effect: gives a +2 bonus to Attack Rolls, damage, Saving Throws, or AC

This spell can be cast on any type of pigment, dye, or other colouring substance, which are instantly transmuted into magical colours that can then be applied on the face of a character before a fight or hunt. The exact effects of the colours is determined by the cleric (see below), but must be declared at the moment of casting. Hunting colours can give the character a +2 bonus to Attack Rolls, damage, Saving Throws, or to Armour Class, and lasts for 24 hours, or until it is washed off.

It isn't possible to add the effects of this spell with those of an analogous spell (e.g. *bless* and *warpaint*). The application of the colour to the face requires 2 rounds and must be done by the cleric who cast the spell.

KISS OF VALERIAS

Immortal: Valerias

Substitute: *Know alignment**

Range: touch

Area of effect: a human, demi-human or humanoid of the same sexual orientation

Duration: special

Effect: the victim falls in love with the cleric

This spell only affects a human, demihuman, or humanoid with the same sexual orientation as the cleric. For the *kiss of Valerias* to be effective, the cleric must cast it and then successfully kiss the interested person within 6 turns, otherwise the spell is wasted. Naturally it isn't possible to kiss the victim in every situation (e.g. in the course of a frenetic combat), but only within an opportune context and appropriate circumstances. The victim has the right to a ST vs. Mental Spells, which is modified by a penalty each to the caster's Charisma modifier (if for example the cleric of Valerias has Charisma 17, the victim has a -2 penalty to his ST). If the ST succeeds, the victim avoids the spell's effects without noticing anything; if instead the ST fails, the victim falls in love with the spellcaster, holding a strong physical attraction towards her.

This infatuation is a more intense bond than that created by the common *charm* spells: the victim in certain situations can also be disposed to sacrifice his own life to save his beloved. However, he doesn't necessarily obey commands that are given by the priestess, but reacts according to his own personality and with the feelings of love that binds him to the cleric; evidently suicidal orders or given with excessive arrogance (as if the victim was only an automaton commanded with a wand) allow the victim to make a new ST (without penalty) to end the spell.

The duration of the spell, or the frequency with which it is possible to attempt the ST (without penalty), is analogous to that shown for *charm* and depends on the victim's Intelligence (note that constructs, oozes, plants, and undead are immune to the effects of the *kiss of Valerias*).

The spell can be broken at anytime by a *dispel magic* or if the cleric attacks or does evil to the victim. Any situation that brings to light the cleric's disinterest towards the victim (for example if the latter is attacked and she, although present, doesn't intervene in his defence) allows him to immediately make a ST without penalty to end the spell.

LOCATE TOTEM

Immortal: Atruaghin pantheon

Substitute: *Know alignment**

Range: limitless (same plane)

Area of effect: an animal totem

Duration: 1 hour (6 turns)

Effect: reveal an individual's closest totem

This spell can be cast by the cleric only if he knows the totem spirit of the interested person. Once cast, it reveals the distance and direction in which the closest example of an animal analogous to the individual's totemic spirit, and until the spell's end (after 1 hour), the spellcaster is in a position to say whether it is approaching or moving away. When the spell is cast, the cleric must touch, on the forehead, the individual of who's totem he wants to locate, and must concentrate on the animal to find it.

MARINE VORTEX

Immortal: Calitha, Crakkak, Sharpcrest, Gorziok, Hymir, Kallala, Malafor, Polunius, Protius, Saasskas, Slizzark

Substitute: *Sure step*

Range: 0

Area of effect: 60 feet long, 20 feet wide cone

Duration: instantaneous

Effect: driving vortex, injures and stuns victims

This spell only functions if used underwater. From the cleric's hands departs a conical shockwave that extends for 60 feet reaching a maximum width of 20 feet. All the creatures within this area must make a ST vs. Paralysis: if the ST succeeds, are pushed away by the vortex for its length and suffer 1d6 damage. If instead the ST fails, not

only are they forced away and injured, but are also considered stunned for 1d4 rounds.

Creatures of Huge or Gargantuan size are immune to this spell because of their huge frame.

MEMORY SEAL*

Immortal: Fugit, Ninsun, Noumena, Ssu-Ma

Substitute: *Poison resistance*

Range: touch

Area of effect: creature with an Intelligence above 2

Duration: permanent

Effect: a being memorises information in a detailed manner; the victim forgets information

This spell allows the cleric to stamp into the memory of the person touched (who must have an Intelligence of above) a given piece of information (which he must know at the moment of casting) in a permanent and detailed manner, for example an elaborate map, the demonstration of a theorem, the sequence of notes that shape a melody, and so on. The information remains forever in the individual's memory, and only the arcane spell *amnesia* and the reverse of this spell can remove or corrupt the information. There is no limit to the amount of knowledge that the cleric can "set" in a being's mind with *memory seal*.

The reverse spell, *forgetfulness*, causes the loss of specific information from the mind of the touched subject, who however can avoid the effect with a ST vs. Mental Spells. Touching the victim requires an attack with his holy symbol, but the victim's AC ignores his armour, only taking his shield, Dexterity, magic, and weapon mastery into account. The information must be limited (e.g. the location of a place, the map of a locality, the identity of an individual, the subject of a conversation, or even a single spell), and can afterwards be recovered through experience (revisiting a place, restudying the forgotten spell, or listening to the report that has been forgotten). Finally, the cleric must know what type of information he wants to remove from the victim's mind (it cannot be chosen randomly).

POETIC INSPIRATION

Immortal: Al-Kalim, Brindorhin, Cochere, Guidarezzo, Ilmarinen, Nob Nar, Palson, Soubrette, Tiresias

Substitute: *Bless**

Range: 60 feet

Area of effect: beings within 400 ft²

Duration: 6 turns

Effect: +1 bonus to Attacks and damage for allies or -1 penalty to Attacks and damage for enemies

With this spell the cleric encourages himself and his companions, reciting or improvising verses to instill martial ardour in his allies (+1 bonus to Attack Roll, damage, and Morale) or fear in his enemies (-1 penalty to Attack Roll, damage, and Morale) who must be within an area of 400 ft² within 60 feet of the priest.

This spell can also be used to influence the persuasive ability of the cleric and improve by one step any Reaction

Rolls caused by the cleric thanks to his diplomatic or charismatic ability for the effect's entire duration, taking the assumption that the priest can speak the language of those he's speaking to (if the player gives a good roleplaying performance, it is possible to improve the Reaction Roll by two steps).

This spell cannot be made permanent on a magic item.

RAGE

Immortal: Bartziluth, Crakkak, Kiranjo, Loup, Thor, Wogar

Substitute: *Know alignment**

Range: touch

Area of effect: one creature

Duration: 10 rounds

Effect: augment an individual's fighting ability

The character touched by this spell becomes a berserker, a rampaging fighter of combat, and acquires an extra attack per round and an extra 1d8 Hit Points for 10 rounds (the acquired hp are subtracted from the character's hp at the end of the 10 rounds, and this could cause his death if in the meantime he had been seriously injured), but his Intelligence and Wisdom scores are temporarily reduced by 2. When the spell ends, the character remains exhausted per 1 turn, with the following penalties: -1 to Attacks, damage, AC, and Strength and Dexterity checks. The character can be subjected to 2 or more spells in sequence: thus making, temporarily postponing the penalty by the use of another *rage* spell, but each use adds 1 turn to the period of exhaustion.

This spell cannot be made permanent on a magic item.

SHADOW AURA

Immortal: Arachne Prime, Cretia, Hel, Korotiku, Kurtulmak, Mrikitat, Nyx, Zugzul

Substitute: *Know alignment**

Range: touch

Area of effect: one creature

Duration: 1 turn per level

Effect: bonus to cover and hiding

This spell surrounds the touched and consenting subject with a dark aura similar to a cloud of smoke that partially hides his features and constantly follows him. Because of this aura, the subject can only be recognised with great difficulty (-4 to Intelligence checks, only granted to someone who has seen him previously), gains a 50% chance to Hide in Shadow constantly (see the thief skill of the same name), and any projectile or thrown weapon has a 25% chance of missing the target (qualsiasi proietto o arma scagliata ha almeno il 25%). The effect vanishes only at the end of its duration or if it is magically dispelled.

SHADOW DOOR

Immortal: Arachne Prime, Brissard, Hel, Nyx, Pearl

Substitute: *Sure step*

Range: 0

Area of effect: only the cleric

Duration: instantaneous

Effect: cleric passes from one shadow to another

Once he has cast this spell, the cleric can enter one area of shadow and leave by another area of shadow within a 100 feet radius (as well as higher or lower) in a similar way as *dimension door* (4th level arcane). If there isn't a large enough area of shadow (circumference equal to his chest) in the area, the passage doesn't activate.

SHAPE CORAL

Immortal: Polunius

Substitute: *Know alignment**

Range: touch

Area of effect: 10 cubic feet of coral per level

Duration: permanent

Effect: shape 10 cubic feet of coral at will

With this power the spellcaster is able to mould any piece of already existing coral to a form adapted to his aims. He can, for example, create a coral weapon, a statue, a frieze, or a common object. Any type of artistic intervention must be accompanied by a relevant skill check: if the character doesn't have it, the work is always rather rough and approximate, without any artistic value. It isn't possible to create a coral form with moving parts.

Shape coral also allows the complete repair of coral objects within the area of effect, or the repair of large, damaged coral constructions at the rate of 1 SP per 5 caster levels, or change the form of a coral wall to create an exit where none exists (the dimensions of the opening must always be within the maximum that can be shaped).

SUNBEAM

Immortal: Ixion

Substitute: *Sure step*

Range: touch

Area of effect: an item or creature

Duration: permanent

Effect: a beam of light that comes from the torso

This spell must be cast on an object or creature, which can avoid the effect with a successful ST vs. Spells. Once he touches the target whilst speaking the spell, it begins to emit from the eyes a beam of light 60 feet long and 12 inches wide per 10 feet (to a maximum thus of 60 feet long and 6 feet wide) that clearly illuminates the indicated area as if it was a beam of sunlight. *Sunbeam* is visible at great distance, but the person that emits it (if a creature was chosen as the target) can interrupt it and later relight it at his discretion, until it is magically dispelled (counting as a *permanency*). The beam can illuminate an area of *darkness*, but not of *continual darkness*. The ray can be interrupted by simply placing a shield in front of the area from which it shines.

If the beam is directed against the eyes of a creature that normally doesn't support sunlight (this free action can be attempted only once per round), it must make a ST vs. Spells to avoid it; if the ST fails, it means that its eyes have been dazzled and it suffers the normal penalty as if it was fighting in daylight. *Sunbeam* doesn't however have the intensity to damage undead and other creatures vulnerable to sunlight.

SWAP SPELLS

Immortal: Raven, Cretia, Iliric, Lokena, Mazikeen, Ninsun, Pflarr, Pharamond, Talitha

Substitute: *Sure step*

Range: 240 feet

Area of effect: an arcane spellcaster

Duration: special

Effect: exploit an arcane spell in place of divine one

This spell only affects arcane spellcasters and allows the priest to establish a mental contact with the victim and access the memorised spells. The cleric must concentrate on the victim whilst making the exchange: each round he can take one spell from the mage's mind and make it his own, sacrificing one of his own spells of equal spell level, (naturally he cannot take spells of a higher level of those he has learnt). Any effect of the new spell is based on the cleric's level to determine the variables. The spell ends once his concentration is interrupted, or if the victim notices the priest's intrusion. Each round in which the contact continues the mage can make a Wisdom check and if it succeeds he understands that someone is in his mind and can close the contact with a. The stolen spells can be used by the cleric within the next 4 hours, otherwise they vanish from his mind as if they had been used. If the priest is hit by an effective attempt to dispel the magic whilst possessing stolen spells, they are lost.

Example: a 7th level cleric (max spell level: 4th) casts this spell to strike a mage of equal level and steal a *fireball* (3rd), renouncing a *cure serious wounds* (3rd). If the affected victim makes a successful Wisdom test he notices the intrusion and can attempt a ST vs. Spells to stop the effect; if failed he can try again the next round before the theft.

TIME TRAP

Immortal: Fugit, Khoronus, Yav

Substitute: *Know alignment**

Range: 90 feet

Area of effect: a being

Duration: special

Effect: victim continues to repeat an action until it makes a successful ST or the conditions change

This powerful spell affects one creature and traps it in a vicious circle that obliges it to constantly repeat the same action until it successfully opposes the spell. In practice, the moment that the priest cast's the spell is considered the victim's last action: if the creature makes a successful ST vs. Spells it can continue to act normally

and the effect is annulled. If instead the ST fails, the subject is forced to repeat exactly what he has just done, with the same outcome, until the conditions to repeat the action cease. After 1 minute the victim is allowed a ST to free himself from the *time trap* each round, and with the first successful ST the spell's effect vanishes, so from that moment it becomes possible to not repeat the action (the victim for that round completes the same action but notices the absurdity and thus the effect is interrupted).

Example 1: a cleric casts this spell on an enemy who has just missed his mage companion. The victim fails his ST and in the next round attacks the mage again with the same dice result, automatically missing. The scene is

repeated until the enemy makes a successful ST or the mage cannot be reached by the victim (because he vanishes or goes too far away).

Example 2: a cleric casts the trap against a mage that has just cast *shield* on himself. The mage failed his ST and in the next round is forced to repeat the action. This is possible if he has other applications of the same spell memorised (which is clearly wasted, as the effects of *shield* aren't cumulative), otherwise the mage loses the next round (casting a spell he knows he hasn't memorised) but afterwards will behave as he believes best, being freed of the effect.

THIRD LEVEL

ARREST THE RED CURSE

Immortal: Frey, Freyja, Ilsundal, Ixion, Korotiku, Odin, Pflarr, Tarastia, Valerias (only for Savage Coast)

Substitute: none (it is in addition to the common list)

Range: touch

Area of effect: one creature

Duration: 1 day per level

Effect: slow the effects of the red curse

This spell was invented by the priests of the Savage Coast to counter the effects of the Red Curse, especially in those areas in which cinnabryl is difficult to find. While casting this spell it is necessary to possess at least an ounce of unconsumed cinnabryl: touching the target creature's forehead with the cinnabryl, this spell stops the effects of the Red Curse for its duration (but the cinnabryl isn't consumed). This means that an individual who is still in the Period of Grace remains in that phase until the spell ends (as if the days haven't passed for him), he uses a Legacy, or is hit by *consume cinnabryl*. The spell doesn't prevent the loss of a characteristic point (which happens as soon as the creature contracts the Red Curse), or can it cure afflictions already caused by the curse.

This spell is only known in the Savage Coast, in particular among the priests of the following nations: Savage Baronies, Robrenn, Eusdria, Renardie, Bellayne, and Herath. [Refer to the section *The Red Curse and Legacies* in Volume 1 of the Tome for further details on the nature and devastating effects of the Red Curse.]

AUTHORITY

Immortal: Odin, Taroyas

Substitute: *Continual light**

Range: 0

Area of effect: only the cleric

Duration: 3 turns

Effect: cleric becomes authoritative leader

Thanks to this spell the cleric is surrounded by an aura of authority and prestige: in game terms he gains a +4 bonus to all checks related to the general skills *Authority* and *Persuasion*. Moreover, he can give an order each round by speaking a single word (exactly like the *command word* spell): the order must be directed at a single living creature that can understand the language the order was expressed in. The creature has the right to a ST vs. Spells to avoid obeying: if successful, he is immune to the commands given by that cleric for 1 turn.

BLOOD THIRST

Immortal: Hircismus, Karaash, Yagrai, Wogar

Substitute: *Glyph of interdiction*

Range: touch

Area of effect: a goblinoid

Duration: 1 round per level

Effect: +2 damage bonus (+4 vs. demi-humans) and regenerate 1 hp per killing blow

This spell exclusively affects goblinoid beings (kobold, goblin, hobgoblin, gnoll, bugbear, orc, ogre, and troll). The subject gains a +2 bonus to damage inflicted with melee weapons, and with each killing melee blow recovers 1 Hit Point by drinking his enemy's blood (remembering that these hp cannot take him above his normal limit). If the goblinoid is fighting against a demihuman (dwarf, elf, or halfling) the damage bonus is +4 rather than +2.

BRAVERY

Immortal: Arnelee, Diulanna, Hattani, Madarua, Ninfangle, Nob Nar, Petra, Razud, Sinbad, Thor, Turmis, Vanya

Substitute: *Continual light**

Range: touch

Area of effect: one living creature

Duration: 1 turn per 2 levels

Effect: the subject gains a +2 bonus to Strength, immunity to fear, and extra hp

This spell makes the subject more courageous, agile, and well-set, and thus more predisposed to perform brave and daring actions. For the spell's duration his Strength increases by 2 points and he is immune to fear and desperation effects.

Moreover, if the beneficiary is a follower of the priest's Immortal, he gains, as well as the effects listed above, extra Hit Points equal to the cleric's level. These hit points are temporary and can allow him to exceed his maximum hit point total; if the character is wounded, he always removes these first, otherwise they vanish when the *bravery* ends or is magically dispelled.

CALM EMOTIONS

Immortal: Alphatia, Koryis, Shaper, Urtson

Substitute: *Speak with dead*

Range: 120 feet

Area of effect: one creature per level

Duration: 1 turn

Effect: calm the strong emotions of one creature per level and annul blessings, fear, and confusion

This spell calms agitated and infuriated creatures, and prevents them from taking any violent actions for its duration. The cleric can choose to influence up to a maximum of being per experience level within 120 feet, and each victim can make a ST vs. Mental Spells mentali to totally avoid the effects. Those that fail the ST are

instantly calmed, even if in the middle of a battle, and cannot undertake any destruction actions, but only protect themselves for 1 turn. Any aggressive action that damages a creature calmed by this spell breaks the effect on the threatened creatures (and only them).

This spell moreover suppresses the effects of a *bles*, and any form of confusion, rage, hate, and fear on the affected subjects, for its duration; if at the end of the turn the duration of the suppressed effects hasn't ended, they return and affect the creature normally.

CORNUCOPIA

Immortal: Brindorhin, Faunus, Hymir, Ralon

Substitute: *Speak with dead*

Range: 0

Area of effect: N/A

Duration: 12 turns, or when the cornucopia is used

Effect: from the cornucopia extract a common object

When this curious spell is cast, a cornucopia appears between the cleric's hands: it appears as a hollow horn about 20 inches long with a 12 inch diameter mouth that weighs no more than 10 cn (1 lb); when shaken it always makes a muffled sound from within (as if full of items), but if searched visually or by hand appears empty.

At anytime within the spell's duration a cleric or follower of the same Immortal can evoke the Immortal's aid, turning the cornucopia upside down while speaking the name of a common, non-magical item or good, for example a meal, a full wineskin, a flask of flammable oil, a pair of boots, etc. Immediately from the cornucopia falls the desired object, which is non-magical and permanent, then the cornucopia vanishes.

The spell's limitations (that, if not respected, make the cornucopia vanish without giving anything) are the following: the summoned object must pass through the mouth (so he can obtain a dagger or a bag with 20 slingstones, but certainly not a battleaxe), must have a maximum weight of 5 cn (½ lb) per cleric level and not have a monetary value greater than 2 g.p. per cleric level. Moreover, it isn't possible to obtain precious stones or noble metals (silver, gold, platinum).

Whenever the cleric uses this spell with excessive frequency and with greedy intent the Immortal can punish him by limiting its use.

DRAGON SCALES

Immortal: Diamond, Great One, Idris, Opal, Pearl

Substitute: *Spell of Striking**

Range: touch

Area of effect: one living creature

Duration: 1 turn

Effect: skin is transformed into robust protective scales

When casting this spell, the priest must touch a consenting creature: the spell instantly transforms the being's skin into hard and resistant scales of a colour appropriate to the subject's alignment. The scales give the subject a natural AC of 4, or a +2 bonus to the natural AC in the case that it is already equal to or better than 4.

Moreover, each blow inflicted on the subject is mitigated by the scales that reduce the inflicted wounds by 1 point per attack, until the end of the spell's duration. Finally, based on the scales' colour, the subject gains an additional bonus to a certain type of Saving Throw:

- AL Lawful: White Scales (+2 ST vs. cold)
- AL Neutral: Blue Scales (+2 ST vs. lightning)
- AL Chaotic: Red Scales (+2 ST vs. fire)

DRUNK'S LAMENT

Immortal: Raven, Cretia, Faunus, Harrow, Hymir

Substitute: *Glyph of interdiction*

Range: 60 feet

Area of effect: a living creature

Duration: 1 round per level

Effect: victim sees double and has precarious balance

The spell can be directed against any living creature within 60 feet, which can try to oppose its effects with a successful ST vs. Mental Spells. If the ST fails, the spell creates a state of magical drunkenness in the subject that blurs his vision and makes his movement unsure. In practice, as long as the effect lasts and isn't magically dispelled the victim suffers a -2 penalty to all Attack Rolls and Dexterity checks, and each time that the victim hits something there is a 50% chance that the blow has really missed (the subject having struck the target's illusionary double he sees because of the magical effect).

ENTROPIC SPHERE

Immortal: all the Entropic Immortals

Substitute: *Gentle repose*

Range: 90 feet

Area of effect: a target

Duration: instantaneous

Effect: cause 1d6 hp per 2 levels (ST for half)

This spell creates a 1 foot diameter sphere of negative energy that the priest throws against a target within 90 feet. The sphere automatically hits the victim and causes 1d6 points of damage for every 2 cleric levels (max 10d6 hp at 20th level), halved with a successful ST vs. Death Ray. As entropic energy, the sphere damages both living beings and undead, and also causes a cellular decay in objects (animated or inanimate). Anything reduced to negative Hit Points (or Damage Points for objects) by the sphere, dies because of an accelerated withering of its tissues (for creatures) or breaks due to a sudden fragility (for objects). Creatures dead because of this spell are normally unresurrectable.

FASCINATION

Immortal: Ahmanni, Freyja, Kallala, Kythria, Soubrette, Valerias

Substitute: *Continual light**

Range: touch

Area of effect: one intelligent living creature

Duration: 1d6 hours + 1 hour every 3 levels

Effect: render the subject more fascinating

This spell only affects one living creature with an Intelligence of at least 3. *Fascination* renders the subject more attractive and captivating, making it on one hand become physically more beautiful (the spell doesn't change the features in a perceptible way, but corrects small aesthetic defects like wrinkles, scars, baldness and so on) and on the other more persuasive and charismatic in attitude.

In game terms, the subject gains 1d4 points of Charisma + the priest's Wisdom bonus (for example, if the cleric has 17 Wisdom, the subject gains a 1d4+2 bonus to Charisma). This spell cannot augment the subject's Charisma beyond its racial maximum, unless the cleric casts it on himself: in this case there is no limit to the score it is possible to achieve. Two *fascination* spells aren't cumulative.

FIRE BOW

Immortal: Atruaghin, Malinois, Mealiden, Ninfangle, Ruaidhri

Substitute: *Spell of Striking**

Range: touch

Area of effect: a wooden bow

Duration: 1 round per level

Effect: wooden bow fires magical incendiary arrows

Casting this spell on a bow, the cleric gives it the ability to fire magical incendiary arrows for the spell's duration.

When the archer draws the bow enchanted with this spell, a burning spectral arrow appears. If the Attack Roll succeeds, the arrow strikes the target and inflicts normal damage (the archer's weapon mastery gives it normal attack bonus and amount of damage), +1d6 points of fire damage. Anytime the arrow hits something inflammable, there is a 50% chance that the material catches fire, in which case it suffers 1d6 points of damage each round until it goes out. *Fire Bow* is also able to damage creatures that can only be hit with magic weapons (maximum +1).

The arcane version of this spell is of 4th level and belongs to the school of Abjuration.

The spell cannot be added to any magic item.

GRIM REAPER

Immortal: Hel, Loup, Marwdyn, Nyx, Orcus, Skuld, Thanatos, Yagrai

Substitute: *Circle of protection from evil*

Range: 0

Area of effect: only the cleric

Duration: 1 round per level

Effect: victims believe that the cleric is Death and avoid him, if touched, faint

Once he has cast this spell, the spellcaster assumes the semblance of Death incarnate: a skeleton wrapped in a shroud armed with a large scythe. The appearance is purely illusionary and doesn't affect the cleric's abilities or equipment in the slightest: simply each time that he attacks with his own weapon it looks like an attack with the scythe. Anyone observing the reaper is called to make a ST vs. Mental Spells: those that fail are assaulted by a atavistic terror that prevents them from attacking it in any way and that forces them to keep their distance from the reaper, such that if they stay within 30 feet of the cleric all their Attacks and ST are penalised by 1 point. Moreover, any victim struck by the reaper believes that he has been killed and falls in a comatose state for 1d6 rounds minus his Wisdom bonus (min. 1 round), after which the victim awakes and understands that he had been hallucinating; during his comatose state, the victim is defenceless.

Those who make their ST are very disturbed by the cleric's appearance and have a -1 penalty to all their attacks against him (Attack Roll and damage) and to their ST to avoid any effect produced by the priest.

HAND OF ATZANTEOTL

Immortal: Atzanteotl

Substitute: *Inflict serious wounds*

Range: touch

Area of effect: one creature

Duration: special

Effect: causes 2d6+2 hp and coma

While uttering this spell, the cleric must touch the target, and this suffers 2d6+2 points of damage or 30% of its current hp (apply the most unfavourable condition). To touch the victim requires an attack with his holy symbol, but the victim's AC ignores his armour, only bonuses from shield, Dexterity, magic, and weapon mastery apply.

If the damage from this spell causes the victim's death (taking him to below 0 Hit Points), in reality the victim doesn't die, but remains a comatose state in which he cannot act or think (remain immobile, unaware of anything happening around him, with 0 Hit Points), until a curative spell returns him to life (with at least 1 Hit Point) or until his hp drops below -6, which causes his death. This spell is used to paralyse the sacrificial victims for use in the bloody rituals of Atzanteotl, who continue to suffer until the damage causes his martyrdom.

HATE

Immortal: Alphaks, Bachraeus, Jammudaru, Ranivorus

Substitute: *Circle of protection from evil*

Range: 120 feet

Area of effect: one living creature

Duration: 1 round per cleric level

Effect: a creature becomes crazy and violent

The victim of this spell must make a ST vs. Mental Spells with a -2 penalty: if the ST fails, he is invaded by a fierce and irrational hate to all those that surround him, and begins to attack friend and foe alike in the most lethal way possible (also using spells and magic items, if possible). The victim of *hate* always attacks the creature closest to him (roll a dice if two or more targets are at the same distance) and continues to attack it until it is killed, and then moved to the next closest; if there are no monsters or characters around, the victim begins to smash objects and structures, screaming and cursing, until the spell's end. When under the effects of hate a creature is disinterested in his own health, and never tries to cure himself or flee.

HONESTY

Immortal: Al-Kalim, Arnelee, Benekander, Forsetta, Maat, Paarkum, Raith, Tarastia

Substitute: *Glyph of interdiction*

Range: touch

Area of effect: one creature

Duration: special (see below)

Effect: impose honesty on a living creature

Any creature that swears to do a certain action or proclaim a certain assertion as true after being placed under this spell, is cursed if he doesn't keep his word or the assertion proves false. The DM is the only one who can judge if the action has been completed in an acceptable way or if the assertion is truthful. The followers of the cleric's faith aren't allowed a Saving Throw to counter this spell, while the infidels can make a ST vs. Spells with a -4 penalty to try to avoid the curse.

The DM establishes the nature and duration of the curse; usually using the words of the oath for inspiration. For example, if a character said: "May Al-Kalim strike me with lightning if I don't do this or that", the cursed character could be struck by lightning during the next storm, or killed by a fighter of Al-Kalim during a fight in another adventure, or Al-Kalim could appear without warning and demolish the character with a spell. Make it so that the curse is proportionate to the severity of the crime, and make sure that the moment the curse's effect have effect when the observers can know that is a judgement of the character's infidelity to his oath.

LOVING IDYLL

Immortal: Freyja, Faunus, Kythria, Valerias

Substitute: *Gentle repose*

Range: 60 feet

Area of effect: two living creatures

Duration: 24 hours

Effect: cause two individuals to fall in love

This spell touches the heart and mind of two living creatures within range to trigger in them a sudden and deep love towards each other (functions with creatures of different races or the same sex, but doesn't affect plants). Both the victims can attempt a ST vs. Mental Spells to resist, but if one of the two already has a loving feeling or sexual desire towards it automatically fails its ST. Those that don't resist the effect are wrapped in a passionate desire towards the other person, without being able to resist the impulse to show to all their love. Any enamoured individual supports every decision of the object of their desire and tries to stay close by and protect them to the best of their ability for per 24 hours, at the spell's end the effect vanishes and the victim returns to himself (in full possession of his memories and mental faculties).

This type of fascination can only be annulled by *dispel magic* or anti-enchantment.

MELD INTO STONE

Immortal: Kagyar, N'grath, Terra, Land

Substitute: *Continual light**

Range: 0

Area of effect: only the cleric

Duration: 3 turns per level

Effect: meld into stone and recover 1d6 hp per hour

This spell allows the cleric to meld into a single block of stone or rock that is big enough to house him; if these conditions aren't met, the spell doesn't function. Once fused with the stone, the cleric, although immobile, remains aware, can vaguely keep track of the passage of time, and can hear what happens within a radius of 30 feet. He cannot see out of the rock, cast spells, or use magic items. For each hour spent within the stone, the cleric recovers 1d6 Hit Points. He can exit the rock at any time, thus ending the spell.

If the rock is damaged, the cleric isn't hurt, unless the damage is such that it reduces the block's volume so it can no longer house him: in this case he is violently expelled and suffers 6d6 points of damage (halved with a ST vs. Spells). The same thing happens if a magic effect forces the cleric to leave the stone against his will, like, for example, *passwall*, *dispel magic*, *stone to flesh*, and so on. Any magic effect that completely destroys the stone (e.g. *disintegrate* or *dissolve*) expels the cleric and kills him if he fails a ST vs. Death Ray; even if the ST succeeds, the cleric suffers 6d6 points of damage (not halved).

MINOR LUCK*

Immortal: Bastet, Raven, Tyche

Substitute: *Spell of Striking**

Range: 120 feet

Area of effect: one creature

Duration: 6 turns

Effect: +1 bonus to d20 rolls, +5% to percentile roles

The subject of this spell becomes lucky for its entire duration: he gains a +1 bonus to all d20 rolls (like Attack Rolls, Saving Throws, skill checks, etc.) and a +5% bonus to d% rolls (e.g. the rolls relating to thief skills). Note that the bonus is only applied to that activity that can be totally completed within the effect's duration: a check to make weapons or the percentage chance to successfully enchant a magic item isn't modified as these activities take over 6 turns to complete.

The reverse spell, *bad luck*, renders the victim unlucky if he fails a ST vs. Spells: he suffers a -1 penalty to all d20 rolls and a -5% penalty to all d% rolls.

MOVE SAND

Immortal: Al-Kalim, Terra

Substitute: *Speak with dead*

Range: 30 feet

Area of effect: 5 cubic feet of sand

Duration: 6 rounds + 1 round per level

Effect: move 5 cubic feet of sand per round

This spell moves sand as if it were water at the cleric's command. He can move 5 cubic feet of sand each round, making it move horizontally or vertically over any solid surface. The spell can be used to unearth or clean up a series of ruins, open blocked passages, retrieve buried objects, or dig an emergency tunnel in sand. If the moved sand is directed against a creature, it halves its walking speed; if however the target is within a tight subterranean tunnel, he could also be buried alive if he doesn't escape in time.

At the end of the spell, the sand returns to be affected normally by gravity, and slides down any hole or slope in the terrain. If the moved sand is dampened and compressed before the spell's end, it maintains its new form until it is dry again (usually a day).

SLOW TIME

Immortal: Fugit, Khoronus, Simurgh, Yav

Substitute: *Continual light**

Range: 120 feet

Area of effect: 1 being

Duration: 1 day per level

Effect: victim loses the Initiative, is always surprised, and has a penalty to Attacks, ST, and number of attacks

This spell causes a loss of the sense of time in the selected victim if he fails a ST vs. Spells. The subject is incapable of correctly registering the passage of time and is constantly slow in respect to his timekeeping and other actions. In practice, the creature automatically always loses the Initiative, is constantly surprised (any ability to negate surprise is annulled), acquires a -1 penalty to all

his Attacks against moving creatures and to his ST against avoidable effects, and if he has multiple attacks available he loses one, as long as the spell's effects continue and aren't dispelled. Finally, any action of the subject's based on accurate timing fails (e.g. intercept a moving object, get on a moving cart, etc.).

SPIDERSHAPE

Immortal: Arachne Prime, Korotiku

Substitute: *Continual light**

Range: 0

Area of effect: only the cleric

Duration: 1 turn per level

Effect: cleric becomes a spider or moves like a spider

When casting this spell, the cleric can select one of the three effects listed below. The spellcaster can return to his own form when he wants, but this ends the spell.

Spider Form: the cleric is transformed into a small, innocuous black spider of about 1 inch in length (all his equipment melds into him and is unusable), and gains all the spider's natural abilities, in particular the ability to climb vertical surfaces and the certainty to pass unnoticed in most situations. The cleric keeps his personality and mental faculties, AC, ST, THACO, and Hit Points. In the new form he moves at a speed of 30(10) (even vertically or on webs), can only make one attack per round (inflicting 1 hp of non-lethal damage with his bite due to a mild poison), and can spin about 36 in² of web. The cleric cannot cast spells, or use any type of item in his new form.

Giant Spider Form: the cleric is transformed into a black spider of Large size about 10 feet wide (all his equipment melds into him and is unusable), with his front legs fortified with razor-like claws. In his new form, the cleric keeps his own personality and statistics, moves at a speed of 120 (40) feet (even vertically), can make one attack per round with his bite (inflicting 2d6 points of damage + 1d8 hp from poison; the victim can make a ST vs. Poison to completely avoid the effects) and an attack with each of his front legs (each successful hit does 1d8 damage). The cleric can speak and cast spells in the new form but cannot use items.

Spider Movement: the cleric isn't transformed but is able to move at normal speed on webs without getting stuck, on smooth vertical walls with the same ease as a spider, with no chance of falling, unless he is violently pulled off (opposed Strength check).

SUMMON SHADOWS

Immortal: Arachne Prime, Hel, Nyx, Zugzul

Substitute: *Force of will*

Range: 240 feet

Area of effect: 1 spectral shadow every 2 levels

Duration: 1 turn per level

Effect: summon 1 shadow per 2 levels that obey him

This spell permits the summoning of one spectral shadow for every two cleric levels. The shadows faithfully obey their summoner's telepathic commands, within the limits of the ability: spectral shadows, being incorporeal, cannot interact with the physical world, move objects or open doors, but can pass through walls and explore, communicating telepathically what it discovers with simple thoughts. The shadows cannot travel further than 240 feet from the spellcaster, otherwise they vanish and the spell ends.

Spectral Shadow: AC 7; HD 2+2*; MV 90(30) fly; Atk.1 touch; Damage: 1d4 + special; ST F2; AL N; Int 4; THAC0 17; *Special abilities:* incorporeal; darkvision; surprises 1-5 on 1d6; each touch drains the subject of 1 point of Strength (recovered after 8 hours); only damaged by magic weapons; immune to mental spells; extraplanar creature vulnerable to light (exposed to sunlight it loses 1 hp/round, if target of *light* ST to not dissolve).

Summon shadows doesn't function in an area illuminated by sunlight, neither can it be used more than once to simultaneously summon a greater number of shadows than he can control based on his level (fixed at 1 per 2 cleric levels).

SUMMON TOTEM

Immortal: Atruaghin pantheon

Substitute: *Speak with dead*

Range: 1 mile per level

Area of effect: an individual's animal totem

Duration: special

Effect: summon an animal totem

This spell allows the cleric to mentally summon an individual's animal totem. To cast the spell, the cleric must know the totem of that person and touch his forehead. Doing this, if the animal is within the spell's radius (decided by the DM based on the surrounding environment), it will immediately feel the insuppressible need to seek out the cleric: the impulse lasts for 1 hour per caster level and the animal moves at maximum speed for this period of time.

When the animal reaches the cleric, the latter can order it to perform a service for him that binds it to him for one day per level. The order must be understandable to a creature with animal intelligence (so nothing too complex), but can have any grade of risk (it can even require the animal to sacrifice itself). For example, he could command a squirrel to nibble a rope or go and take a small item; he could even order it to attack an animal from a squirrel would normally flee, but cannot order it to open a locked chest (as the animal cannot do it).

SUMMON WHIRLWIND

Immortal: Calitha, Crakkak, Sharpcrest, Gorziok, Hymir, Kallala, Malafor, Polunius, Protius, Slizzark

Substitute: *Gentle repose*

Range: 120 feet

Area of effect: 20 feet diameter sphere

Duration: 1 turn per level

Effect: sea currents blind for 1d3 rounds and do 8d6 hp

Once he has evoked the power, the spellcaster can concentrate for one round each turn (until the end of its duration) and create a whirlwind (of water if under the sea or of air if on the surface) at his ground level that invests a 20 feet diameter area within 120 feet of the spellcaster (taking care not to enter the area). Within the area of effect, all creatures present are invested by the pebbles and stones present on the ground, each suffering 8d6 points of damage (halved with a successful ST vs. Dragon Breath) and are blinded for 1d3 rounds.

THAUMATURGICAL CIRCLE

Immortal: Chardastes, Chiron, Idraote, Ka, Ralon, Simurgh, Usamigaras

Substitute: *Glyph of interdiction*

Range: 60 feet

Area of effect: 10 feet diameter circle

Duration: 1 turn per level

Effect: area in which curative magic is more effective

When the cleric casts this spell, he makes a circle of scintillating magical energy of 10 feet diameter appear within range that stays at the point where it was created for the indicated duration or until dispelled. If the *thaumaturgical circle* is cast in an area that is too small to contain it (e.g. in a 5×10 feet room) the spell fails.

All cure spells cast within the circle cure an additional 10% hit points (or +1 Hit Point for each dice, according to which is the most advantageous). Similarly, all *inflict* spells cause 10% or 1 hp per dice less, when cast on creatures within the circle.

Example: A cleric of Chardastes who is within a *thaumaturgical circle* casts a *cure serious wounds* on himself thus recovering 40% of lost Hit Points, or 2d6+4 hp, according to which is the most advantageous to him (remember that *cure serious wounds* normally cures 30% of wounds or 2d6+2). If later the same cleric is attacked with an *inflict light wounds* spell he suffers nothing (as the damage, equal to 10% of his hp, is totally compensated by the *thaumaturgical circle*).

THIEF'S TALENT*

Immortal: Asterius, Masauwu, Mrikitat, Talitha, Turmis, Usamigaras

Substitute: *Continual light**

Range: 120 feet

Area of effect: one creature

Duration: 2d6+6 turns

Effect: the subject gains thief skills; reverse weakens thief skills or the subject's Dex

This spell can have two effects based on the subject. If the beneficiary has thief skills (for example *Pick locks* or *Move silently*), he gains a percentile bonus equal to 3 times the cleric's level (for example, if the priest is 12th level, the bonus is +36 percentage points). This bonus can be split to his liking by the subject between his thief skills.

If the beneficiary doesn't possess any thief skills, he gains for the effect's duration the following general skills: *Stealth, Hide, and Climb* valid on any terrain type.

The reverse form of the spell, *thieves' lament*, deprives a subject with thief skills of a number of percentage points equal to triple the cleric's level. This penalty can be divided between different skills or given to just one, priest's judgement; no thief skill score can drop below 5%. For subjects without thief skills, their Dexterity score is penalised by 4 points for the spell's duration. In both cases, the victim can avoid the curse with a successful ST vs. Spells with a -4 penalty.

TOTEMIC BOND

Immortal: Atruaghin pantheon

Substitute: *Gentle repose*

Range: 60 feet

Area of effect: an animal and an individual

Duration: permanent

Effect: bind a character to his animal totem

This spell allows the cleric to join an individual to his animal totem. Once the spell has been cast, the animal follows the individual to which it is bound and obeys his verbal order to the best of its physical and intellectual ability. An individual can only bond one animal totem to himself at a time; if he casts the spell on another animal, the first is freed from the bond.

When the spell is cast, both the animal and the target character must be within 60 feet of the cleric but neither of the two benefit from a ST to avoid the effect.

WAR PAINT

Immortal: Atruaghin pantheon

Substitute: *Glyph of interdiction*

Range: touch

Area of effect: one creature

Duration: 1 day

Effect: +4 bonus to Attacks, damage, ST, or AC

This spell is exactly like hunting colours, with the only difference that the effects are more powerful. The facial colours can confer to the individual that wears them a +4 bonus to Attack Rolls, damage, Saving Throws, or even Armour Class, as chosen by the cleric. These effects cannot be combined with other similar magical auras (like *bles* and *hunting paint*), otherwise the spell doesn't function.

This spell cannot be made permanent.

FOURTH LEVEL

CAPTURE THE SOUL

Immortal: Arachne Prime, Atzanteotl, Brissard, Demogorgon, Hel, Idris, Marwdyn, Pearl, Pharamond, Qywattz, Slizzark

Substitute: *Immunity to spells*

Range: touch

Area of effect: a corpse

Duration: permanent

Effect: trap the soul of a deceased in a durable object and can ask it questions once per day

This spell is only effective if cast on a creature at the moment of its death or up to 1 round after the death. If the victim fails his ST, the spell permanently traps his soul within an object of durable material (which can be mundane or magical, in which case it retains all its powers in addition to the effect of this spell) that is in contact with the corpse. Only if the object is physically destroyed, is the creature's soul finally freed; not even the use of *dispel magic* can break the spell, although a *disjunction* or a *wish* can achieve the effect. Obviously, while the soul remains imprisoned within the object any attempt to resurrect the deceased automatically fails. In theory, there isn't a limit on the number of souls that can be imprisoned in the same object with this spell.

Anyone touching the object is able to mentally contact the spirit inside it once per day to ask a question. To spirit can only respond with what knowledge it had in life (its experience of the world stops at the moment of its death). If there are questions regarding secrets that the deceased was told to keep, or it receives questions from a creature with a morality that differs from its own, the being can avoid answering clearly, using cryptic phrases or unclear but truthful metaphor. If a spell is used to read thoughts (*ESP* or *Telepathy*) while holding the object, it is possible to converse longer with the soul imprisoned there, but in this case the answers are unclear and the victim can always refuse to give the information.

Note: Enchanted weapons with this power are automatically activated when killing the victim, who can attempt the ST to prevent its soul from being drawn into the weapon.

FATE

Immortal: Khoronus, Skuld, Tiresias, Tyche, Yav

Substitute: *Animate dead*

Range: touch

Area of effect: one creature

Duration: instantaneous

Effect: predict a character's future

After having cast the spell, the cleric is able to predict in a certain measure the near future of a character (within the next 5 years). The prediction will only be made with broad strokes: the place and the time in which the events take place aren't noted and it isn't possible to ask specific questions.

The vision can be decided by the DM (who will have to create a cryptic or not too detailed prophecy), or determined randomly on the following table (roll a d10 three times and consult the result on each column):

TABLE 2.6 – RANDOM VISION OUTCOME OF FATE

d10	Subject	d10	Action	d10	Object
1	Battle	1	Wait	1	Victory
2	Foreigner	2	Aid	2	Ruin
3	Treasure	3	Fetch	3	Death
4	Friend	4	Hinder	4	Revenge
5	Enemy	5	Cause	5	Return
6	Beast	6	Avert	6	Fortune
7	Demon	7	Destroy	7	Enemies
8	Spellcaster	8	Lay a Trap	8	Friends
9	Travel	9	Betray	9	Beloved
10	Innocent	10	Protect	10	Honour

For example, a 3-7-10 result would be read as: A treasure will destroy your honour. Unlikely results (like 6-5-9) should be discarded or slightly modified or expanded (in the above example: A beast causes the loss of your beloved).

The DM could use the results obtained as a spur for an adventure or a series of adventures in which the character's predicted destiny is completed. The fate shouldn't however be immutable, but the character should have the opportunity to change it, or could die before the events take place.

No character can simultaneously receive more than one vision of his future: only when the vision has happened, can he receive a new prediction thanks to this spell.

HEAT STROKE

Immortal: Loki, Rathanos, Zugzul

Substitute: *Freedom of movement*

Range: 120 feet

Area of effect: 1d4 living beings

Duration: special

Effect: cause heat stroke in 1d4 victims

This spell causes an alteration in body temperature similar to sunstroke in 1d4 living being within 120 feet of the cleric. The victims must make a ST vs. Death Ray: if successful, the subjects are stunned for 1 round and suffer 2d6 points of damage. If instead the ST fails, the consequences depend on the margin of dice roll's failure in respect to the result needed (all the effects are cumulative in order of seriousness):

Margin	Consequence
1-2	Sunstroke
3-4	Delirium
5-6	Sunburn
7+	Faint
Critical	Fatal Stroke

Sunstroke: -1 to AC, Attacks, and Initiative by the fatigue and stunned per 1 round.

Delirium: loss of 2 points of Intelligence and Wisdom and -2 to characteristic checks due to the delirium.

Sunburn: sores and burns split the subject's skin who loses 6d6 Hit Points.

Faint: the character faints for 1d4 hours. Can recover earlier if given water in concert with a *Heal* check at -4.

Fatal stroke: with a natural ST of 1 an apoplectic stroke occurs that cause his death.

If one of the two mental characteristics (Intelligence and Wisdom) is reduced to zero, the character becomes crazy, fleeing at maximum speed until he collapsed from exhaustion, and probably dies unable to help himself.

A *healing* spell can recover the lost hit points and annul the penalty, while every hour in which he rests in the cool shade removes the sunstroke penalty and recovers 11 point in each characteristic and 1d4 hp of those lost due to the *heat stroke*.

HYPOTHERMIA

Immortal: Hel, Stodos

Substitute: *Exceptional skill*

Range: 120 feet

Area of effect: 1d4 living beings

Duration: special

Effect: cause hypothermia in 1d4 victims

This spell causes a sudden lowering of the body temperature in 1d4 living beings present within 120 feet of the cleric. The victims are called to make a ST vs. Death Ray: if successful, the subjects remain stunned per 1 round and suffer 1d6 points of damage. If instead the ST fails, the consequences depend on the margin of dice roll's failure in respect to the result needed (all the effects are cumulative in order of seriousness):

Margin	Consequence
1-2	Frostbite
3-4	Delirium
5-6	Freezing
7+	Faint
Critical	Fatal hypothermia

Frostbite: -1 to AC, Attacks, and Initiative for the stiffness and stunned per 1 round.

Delirium: loss of 2 points of Intelligence and Wisdom and -2 to characteristic checks due to the delirium.

Freezing: loss of 3 Dexterity points and 3d6 hp due to the freezing of a limb (roll 1d4: 1 left arm, 2 right arm, 3 left leg, 4 right leg) that becomes unusable (impossible to run if a leg).

Faint: the character faints for 1d4 hours. Can recover earlier if warmed in concert with a *Heal* check at -4.

Fatal hypothermia: with a natural ST of 1 crushing hypothermia occurs that causes his death.

If one of the two mental characteristics (Intelligence and Wisdom) is reduced to zero, the character becomes crazy, fleeing at maximum speed until he collapsed from exhaustion, and probably dies unable to help himself.

A *healing* spell can recover the lost hit points and annul the penalty, while every hour in which he rests in

the warmth removes the frostbite penalty and recovers 11 point in each characteristic and 1d4 hp of those lost due to the *hypothermia*.

IMPASSABLE DEFENCE

Immortal: Bemarris, Brindorhin, Carnelian, Clébard, Finidel, Forsetta, Hattani, Liena, Mâtin, Mealiden, Minroth, Petra, Pflarr

Substitute: *Neutralise poison**

Range: 0

Area of effect: 10 feet diameter circle

Duration: 3 turns

Effect: magic circle in which the cleric gains a +3 bonus to AC and ST (or +5 if he concentrates)

When casting this spell, the cleric traces at his feet a 10 feet diameter magic circle. As long as he remains within that restricted area, the spellcaster constitutes an effective bastion capable of sustaining his enemies' attacks: he in fact gains a +3 bonus to AC and all Saving Throws, and if he declares at the start of the round that he is concentrating on the circle (without doing any other action, or movement, for the entire round) the spell grants him a +5 bonus to AC and ST (instead of +3) until the beginning of the next round.

If the cleric is in his homeland (and has drawn the circle on his native soil) he gains, as well as the above effects, 3 points of damage resistance against all attacks, as long as he remains within the circle (this means that each single attack against the spellcaster inflicts 3 Hit Points less, even annulling the effective damage).

This spell can be magically dispelled by casting *dispel magic* on the magic circle (and not on the spellcaster), or by covering the circle with a layer of rock or stone at least 12 inches thick (attempts to hide the circle with a few inches of sand, a carpet, or anything similar is totally ineffective).

INSATIABLE HUNGER

Immortal: Bagni, Crakkak, Loup, Orcus, Wogar

Substitute: *Freedom of movement*

Range: 30 feet

Area of effect: one living creature

Duration: 1 day (24 hours) per level

Effect: make a victim eternally hungry

The victim of this terrible spell can longer gain sustenance from food while this curse lasts (1 day per cleric level); naturally it is possible to completely ignore the effects of *insatiable hunger* with a successful ST vs. Spells. However, if the ST fails, despite the amount of food engested daily, the victim will feel more and more hungry and desperate, and if the spell is annulled with a remove curse, he will waste away and die. Based on the period of time that he spends gripped by hunger pangs, the victim suffers various penalties:

- 2nd day: after the first, the victim becomes distracted (-2 penalty to all skill checks);
- 8th day: after the first week of hardship, the victim feels weakened, and from this moment each day

alternatively loses 1 point of Strength and 1 point of Constitution. When one of these two characteristics drops to 3 the individual enters a coma, and at zero dies of starvation.

If he is cured in time or is able to resist until the end of the spell (has more Strength and Constitution points than the spell's duration), the victim recovers 1 point of Strength and Constitution each day he rests and is fed. It is also possible to annul the spell naturally, without needing a *remove curse*: if the victim finds the type of food that the cleric secretly whispered while casting the spell and eats it, the spell is broken. The food selected by the cleric (and kept secret) must be a natural food, common (like rice, lamb, honey, fish, etc.) or exotic (like the meat of a particular monster or animal, but not an alchemical compound), that the priest has tasted before.

This spell cannot be added to any magic item.

KISS OF THE NIGHT

Immortal: Asterius, Masauwu, Mrikikat, Nyx, Talitha, Turmis, Usamigaras

Substitute: *Exceptional skill*

Range: touch

Area of effect: one creature

Duration: from sunset to dawn

Effect: +10% to thief skills, +2 to AC and ST, +2 to a characteristic score and +2 to skill checks

This spell can be cast only between sunset and dawn (otherwise it is ineffective) and lasts for all the night (or to a maximum of 12 hours, if the night is longer), disappearing at sunrise. Even if the priest is underground and doesn't know if outside it is day or night, the spell remains however bound to the phases of the day, and doesn't work at all during daylight hours.

Kiss of the night grants to the designated subject a large number of advantages: a +10% bonus to all thief skills, a +2 to all general skill checks, and a +2 bonus to ST and AC. Finally, he also benefits from a +2 bonus to a characteristic of his choice (e.g. Strength, Dexterity, etc.).

This spell can be annulled by casting *dispel magic* on the subject: independently of the difference between levels, however, there is always at least a 10% failure chance.

LETHAL ARROW OF MEALIDEN

Immortal: Mealiden

Substitute: *Life protection*

Range: touch

Area of effect: an arrow

Duration: special

Effect: an arrow gains a +3 bonus to Attacks and damage and can kill the enemy with a single hit

This spell is only effective on a normal or magic arrow: once enchanted, the arrow remains so until it is fired, or a maximum of 1 hour per cleric level. Firstly, the arrow gains a +3 magic bonus to attack and damage, cumulative with any pre-existing bonuses up to a maximum of +5 (e.g. a +1 arrow becomes +4, but a +3

arrow would only become +5, as this limit cannot be surpassed). When the arrow is fired (normal Attack, modified by the additional bonus from the spell), if it hits look up the result in the following list to determine the injury inflicted:

- *Natural Roll: between 2 & 15.* The arrow has struck the target inflicting normal damage.
- *Natural Roll: between 16 & 19.* The arrow has struck the target in a particularly vulnerable point: the damage inflicted is the maximum possible, and is always a critical (if using the critical hit rules).
- *Natural Roll: 20.* The arrow has struck the target in a lethal way, piercing the heart or brain, or any other vital organ: the target dies from the blow if he fails a ST vs. Death Ray; in the case of a successful ST, the damage inflicted is double the maximum possible and is treated as a critical.

Example: an archer armed with a +4 long bow (a weapon in which he is a Master) nocks a +2 arrow with this spell (which becomes a +5 arrow), and fires it at a dragon. The Attack Roll is a natural 16: the arrow inflicts 27 hit points (the maximum possible with 3d6+9) and rolls on the table of critical wounds.

LYCANTHROPY

Immortal: Mrikikat, Orcus, Wogar

Substitute: *Immunity to spells*

Range: touch

Area of effect: one creature

Duration: permanent

Effect: the victim contracts lycanthropy

The cleric casting the spell must injury the target with weapons, bites, claws, or punches or the spell is wasted. The wounded victim must make a Saving Throw vs. Spells with a penalty equal to the damage inflicted by the cleric or become a lycanthrope of the same type as the cleric or chosen by him (if he isn't a lycanthrope). If the victim was already wounded by a lycanthrope in the previous 10 rounds, the cleric need only touch him solo toccarla (Attack ignores armour and shield) and his Saving Throw suffers a 4 point penalty. Any subject injured by a lycanthrope's bite has a percentage chance equal to the hp caused by the bite over the hp possessed by the subject of contracting lycanthropy (e.g.: a thief with 10 hp who loses 6 hp to the bite has a 60% chance of becoming a lycanthrope); the d% is made each time the victim is wounded, and the damage is cumulative until cured. Moreover, the child of a lycanthrope parent has a 50% chance of inheriting the disease and every demihuman infected with lycanthropy dies with the first transformation.

This spell cannot be dispelled with *dispel magic*, however lycanthropy can be removed in the conventional way appropriate to the campaign (usually *cure disease* or *heal and remove curse* cast by a high level cleric).

MANTLE OF SHADOW

Immortal: Arachne Prime, Hel, Nyx

Substitute: *Freedom of movement*

Range: 0

Area of effect: sphere of up to 20 feet radius

Duration: 3 turns

Effect: create an area of impenetrable shadow that scares those that penetrate it

With this spell the cleric creates an area of shadow of variable radius that surrounds and that he can manifest at his pleasure. Normally the power remains sleeping, but as long as the effect lasts (3 turns), the spellcaster can evoke a sphere of shadow centred on himself with variable radius from 5 to 20 feet (with 5 feet increments per round). Anyone inside the sphere is completely blinded as long as it remains (even infravision is useless), except for the cleric who can see normally; any ranged attack against the cleric wrapped by the mantlet of shadow suffers a -4 penalty. Moreover, anyone attempting to enter the sphere must make a ST vs. Mental Spells or be assaulted by horrible images and flee 30 feet away due to the fear that grips them for that round (this effect is useless against creatures that are immune to fear).

The area of darkness can be annulled with a *dispel magic*, while a spell of *continual light* prevents the possibility of evoking the mantle in the area intersected by the sphere of light.

MELODY OF REQUIEM

Immortal: Cochere, Faunus, Guidarezso, Hel, Ilmarinen, Loup, Marwdyn, Nyx, Orcus, Palson, Skuld, Thanatos, Tiresias, Yagrai

Substitute: *Damage resistance*

Range: 0

Area of effect: 20 feet radius sphere

Duration: 1 round per level

Effect: provoke suicidal instincts in the victims

This spell affects anyone within the area of effect while he sings the song except the priest. The spell evokes such a potent funeral dirge that the victims are gripped by a sudden sense of desperation and discomfort that causes a -1 penalty to Attack Rolls, damage, and to all Saving Throws (it is impossible to avoid this effect) as long as the effect lasts. Moreover, the victim must make a ST vs. Spells: if the ST is successful there are no other effects, but if the ST fails the victim begins to scream and lose hope, and can do nothing but hit himself with any weapon he is holding (the self-inflicted damage is real, but any weapon mastery in the weapon isn't counted), even strangling himself with his own hands in has no weapon (non-lethal damage), doesn't resist any attempts to injure him, or try to attack other people or to evoke magic effects. The melody functions against any living creature except constructs and oozes.

PURITY OF SPIRIT

Immortal: Atruaghin, Ixion, Maat, Paarkum

Substitute: *Damage resistance*

Range: touch

Area of effect: one creature

Duration: 3 turns

Effect: aura protects subject from evil creatures

This spell only affects followers of the Immortal of the cleric who cast the spell or in exceptional cases individuals devoted mind and body to the cause of Good and considered allies (must have the alignment needed to be priests of the Immortal who gave them the power). The beneficiary is wrapped by an aura of pure white light that gives him a +3 bonus to all Saving Throws and rolls to Turn undead. Moreover, if the character protected by *purity of spirit* is hit in hand-to-hand by an evil creature (cursed, belongs to the Sphere of Entropy, or serves an Entropic Immortal), the latter is invested by a discharge of blinding energy that inflicts 3d6 points of damage (allowed ST vs. Spells for half damage).

ROCKS TO SPIDERS*

Immortal: Arachne Prima, Korotiku

Substitute: *Damage resistance*

Range: 120 feet

Area of effect: 2d4 stones or rocks

Duration: 6 turns

Effect: transform 2d4 stones into poisonous spiders; reverse transform 2d4 spiders into stones

This spell transforms 2d4 stones of any form and size into as many small-sized poisonous black spiders, which obey the cleric's orders (the order is given mentally without taking up one of the cleric's actions) and transformed back into stone at the end of the spell, or if killed. The spiders have the following characteristics:

Black Widow: AC 6; HD 3; # Atk 1 bite; Damage 1d6 + poison (ST or death in 1 turn); MV 60/20; ST F2.

The reverse spell, *spiders to rocks*, can be used to counter the effects of *rocks to spiders*, returning the rocks to normality, or against real. In this case, the spell affects 2d4 spiders of small size or smaller, and each of them must make a successful ST vs. Spells or take the form of a rock for 6 turns. The transformed spiders keep their own hp and acquire AC 5, and if damaged and their hp are reduced to zero, die and return to their normal form.

If the cleric wants to, he can direct the spell against a single spider of any size. If the ST vs. Paralysis fails, the spider becomes a stone (if of Small size or smaller) or a large rock (if of Medium size or larger) for the spell's duration, with the above specific conditions.

SACRED BREATH

Immortal: Diamond, Great One, Idris, Opal, Pearl

Substitute: *Divine ray*

Range: touch

Area of effect: one creature

Duration: special

Effect: a dragon can make an extra breath attack, another creature can create a dragon breath

This spell has different effects depending on if it was cast on dragons or other beings. When it is cast on a dragon, it allows the creature an extra breath (with the normal properties, damage, and dimensions) in respect to the number of permitted breaths, within the next three hours. If instead it is cast on another being, the spell allows the subject to produce conical breath of magical fire, cold, or acid (chosen by the cleric who cast it) 60 feet long and 20 feet wide, which causes to all those in its path an amount of damage equal to the subject's hp; they are allowed a ST vs. Dragon Breath for half damage. The breath must be used within 3 hours of the casting of the spell, and the spell ends when it is used.

The spell cannot be cast again on the same subject until he has used the effect of the first spell.

This effect cannot be made permanent.

SACRILEGIOUS INFLUENCE

Immortal: all Entropic Immortals

Substitute: *Programmed cure*

Range: 120 feet

Area of effect: 20 feet radius circle

Duration: instantaneous

Effect: damage Lawful or Good creatures

The priest calls a on the sacrilegious power of his own Immortal to punish his enemies. It manifests as a cloud of icy and nauseating darkness, and influences all creatures of Good or Lawful alignment, while Evil creatures are completely immune. The victims that find themselves in the cloud suffer 1d6 points of damage per cleric level (max 15d6 at 15th level) and risk being stunned for a round. It is possible to avoid the stun totally and halve the damage with a successful ST vs. Death Ray. The spell inflicts half damage to creatures that are neither Good nor Lawful, aren't stunned, and can reduce the damage to a quarter with a successful Saving Throw.

Example: a cleric of Nyx casts *sacrilegious influence* on a group of enemies, a LG cleric, a CG mage, a CN thief, and a N elf. Cleric and mage suffer the full effects of the spell (being Good or Lawful), while the thief and elf (neither Good or Lawful) automatically take half damage without the risk of being stunned, and can reduce the damage to ¼ with a ST.

SAND STORM

Immortal: Al-Kalim, Terra, Land

Substitute: *Immunity to spells*

Range: 360 feet

Area of effect: 40 feet radius sphere

Duration: 1 round per level

Effect: evoke a sand storm

This spell can only be cast outside and creates a very strong storm of sand and dust in the area of effect (40 feet radius sphere within 360 feet of the cleric). Once released, the storm is independent and remains fixed to the area it was created in, but by concentrating the priest can push the storm at a speed of 40 feet per round, as long as it remains within his range of effect; while concentrating to move the storm the cleric can only move at half walking speed, without fighting or casting other spells. The storm automatically extinguishes all unshielded fires it meets, and those within the storm cannot fight or fly and must proceed at half walking speed. The strong winds and the poor visibility impose a -5 penalty to any *Observe* or *Listen* check (or -25% to *Hear noise*). Each round the victim is within the storm he must make a successful ST vs. Spells to not be blinded for 1d4 rounds by the dust (blind creatures or constructs are immune to this effect), and are called to make a Balance check with a -2 penalty (or Dexterity at -6) to avoid falling over (in which case it wastes a round getting back up).

SCOURGE OF EVIL

Immortal: all those of Good alignment

Substitute: *Animate dead*

Range: 120 feet

Area of effect: 20 feet radius circle

Duration: instantaneous

Effect: damage Evil or non Good creatures

The priest calls upon the holy power of his Immortal to punish his enemies. It manifests as a shining cloud of changing colours, and affects all creatures of Evil alignment, while Good creatures are completely immune. The victims that find themselves in the cloud suffer 1d6 points of damage per cleric level (max 15d6 at 15th level) and risk being stunned for a round. It is possible to avoid all the stun and halve the damage with a successful ST vs. Death Ray. The spell inflicts half damage to creatures of any other alignment, which are not stunned, and can reduce the damage to a quarter with a successful Saving Throw.

Example: a cleric of Maat casts *scourge of evil* on a group of enemies, a NE cleric, a CE mage, a CN thief, and a N dwarf. The cleric and mage suffer the entire effects of the spell (being Evil), while the thief and the dwarf (non evil) halved automatically with no risk of stun, and can reduce the damage to a quarter with the ST.

SEAWEED TO SNAKES*

Immortal: Calitha, Crakkak, Sharpcrest, Gorziok, Hymir, Kallala, Malafor, Polunius, Protius, Saasskas, Slizzark

Substitute: *Freedom of movement*

Range: 120 feet

Area of effect: 2d8 seaweed or sticks or coral

Duration: 6 turns

Effect: transform up to 16 sticks or seaweed into venomous snakes, or a branch or coral into a constrictor snake; reverse transforms 2d8 snakes into seaweed/coral

This spell transforms 2d8 pieces of unworked wood or seaweed of medium size or smaller into as many sea snakes, which can be venomous (50% chance) and that die in 1d4 rounds if they are pulled out of the water. The created snakes obey the cleric's orders (the order is given telepathically as a free action) and transform back to seaweed or wood at the end of the spell, or if killed. The sea snakes have the following characteristics:

Sea snakes: AC 6, HD 1, # Atk 1 bite, Damage 1d4 (if poisonous, ST or cause others 1d4 hp), MV Swim 90(30), ST F1.

Alternatively, the cleric can direct the spell on a single non-magical branch or coral that must be of at least Large size, transforming it into a powerful snake that obeys all his orders (as above) and that has the ability to constrict and immobilise its victim. When the cleric orders the snakes to attack, it attempts to coil itself around the victim. If the Attack Roll succeeds and the victim is of equal size or smaller than the snake, it has to make a ST vs. Spells to avoid being immobilised. The constriction doesn't inflict any, but the victim held in this manner is considered paralysed and cannot do anything until the snake is killed or magically dispelled, or the spell ends (or the cleric orders the snake to free the victim). The snake is also able to constrict enchanted creatures and those immune to normal or silver weapons, as long as they aren't incorporeal.

The branch or coral remains in this form for the spell's duration, or until killed; if wounded, it can be cured normally. When the snake dies, is magically dispelled, or when the spell ends, it disappears, changing again to its original form; if the snake was killed, the branch or coral is reduced to a thousand pieces. The statistics of the snakes are the following:

Constrictor snake: AC 5; HD 3 (hp 20); # Atk. 1 constriction; Damage: hold; MV 90(30); ST F3.

The reverse spell, *snakes to seaweed*, can be used to counter the effects of *seaweed to snakes*, returning the seaweed or coral to normality, or against real snakes. In this case, the spell affects 2d8 snakes of medium size or smaller, and each of them must make a successful ST vs. Spells or take the form of seaweed per 6 turns. The transformed snakes keep their hp and acquire AC 9, and if damaged and lose all their hp, die and return to their normal form.

If the cleric wants to, he can direct the spell against a single snake of any size. If the ST vs. Paralysis fails, it becomes a large piece of coral (if of Medium size or smaller) or coral reef (if it is Large size or larger) with AC 5 for the spell's duration.

STICKS TO FLYING VIPERS*

Immortal: Atzanteotl

Substitute: *Exceptional skill*

Range: 120 feet

Area of effect: 2d4 sticks or branches

Duration: 6 turns

Effect: transform up to 2d4 sticks into venomous flying vipers; reverse transform vipers into sticks

This spell transforms 2d4 sticks or pieces of wood of Medium size or smaller into as many flying vipers, the created snakes obey the cleric's orders (the order is given telepathically as a free action) and transform back to seaweed or wood at the end of the spell, or if killed. The flying vipers have the following characteristics:

Flying viper: AC 6; HD 2; # Atk 1 bite or 1 spit (up to 10ft.); Damage 1d6 or 1d4 + poison (ST or cause another 2d4 hp); MV 60/20, Fly 300/100; ST F1.

The reverse of the spell, *vipers to sticks*, functions like *snakes to sticks*, but also affects flying vipers.

SUMMON LYCANTHROPES*

Immortal: Mrikitat, Orcus, Wogar, Zirchev

Substitute: *Mystic circle*

Range: 30 feet

Area of effect: up to 2 HD x level of lycanthrope

Duration: 3 turns

Effect: summon upto 2 HD x level of lycanthropes; reverse drive away upto 2 HD x level of lycanthropes

This spell allows the spellcaster to summon upto 2 HD per level of any type of lycanthrope he knows, as well as mixed types (e.g. a 12th level cleric can summon 24 HD of lycanthropes, equal to 4 werewolves of 4 HD each, 1 wearbear of 6 HD, and a 2 HD wererat). The creatures appear at any point within range and obey the cleric's orders, which can send them anywhere to do his bidding. They appear in animal form and cannot return to human form for any reason (if placed under a spell that attempts to force this transformation they are paralysed for a round and then continue). The lycanthropes remain in telepathic contact with the priest until the spell's end, and return to their place of origin if killed or the effect is dispelled or terminated. Anytime a lycanthrope is killed, the cleric must make a ST vs. Mental Spells to not be stunned for 1 round because of the psychic backlash.

The reverse spell, *repel lycanthropes*, forces a total of Hit Dice of lycanthropes equal to double the cleric's level within the area of effect to flee scared from the area if they fail a ST vs. Mental Spells. Those that resist still have a -1 penalty to all their rolls against the priest for 24 hours.

THUNDER BOW

Immortal: Atruaghin, Malinois, Mealiden

Substitute: *Enchanted weapon*

Range: 30 feet

Area of effect: a bow

Duration: 1 turn

Effect: the bow's arrow becomes forked lightning that inflicts +1d10 hp and causes stun

This spell instils into the bow on which it is cast the power of thunder and lightning. For the spell's duration, each arrow fired by that bow is transformed into a lightning bolt, and if it hits the target (normal Attack) exploding with a clash of thunder (breaking the projectile), causing to the victim normal damage based on his mastery with a bow, +1d10 points of damage from electricity; the victim must moreover make a successful ST vs. Paralysis to avoid the stun for 2 rounds caused by the thunder and lightning. The transformed projectile is considered a magic item with a +1 bonus for every 5 cleric levels to determine the type of monster that it can wound (without adding the bonus to Attacks or damage); if it uses a magic arrow with a higher bonus, it uses that bonus.

THUNDER DRUM

Immortal: Atruaghin pantheon

Substitute: *Immunity to spells*

Range: touch

Area of effect: a drum

Duration: special

Effect: cause a frightening cacophony within 120 feet

This spell confers to the percussion instrument on which it was cast (usually a drum) the ability to trigger a discordant cacophony when it is played by the cleric; all those (friends and enemies) that are within 10 feet of the cleric aren't however affected by the drum's power. Beyond these 10 feet, the drum's effects are frightful, and can be felt up to 120 feet from the item. All creatures of lower level or HD than the cleric are instantly panicked and forced to flee in terror, per 2d6 rounds. Creatures of equal level (or HD) as the priest can make a Saving Throw vs. Mental Spells to avoid the panic, while the creatures of higher level to that of the cleric (or with better HD) can make the ST with a +2 bonus.

Independent of HD, all the creatures that hear drum roll (except those within 10 feet of the cleric) lose a number of hit points equal to the priest's level (halved with ST vs. Spells). The ability to evoke the cacophonous sound remain in the drum until the cleric uses it for the first time (max 24 hours), or until the spell is dispelled, then the effect vanishes.

TECHNOMANCY

Immortal: Brandan Earthshaker, Garal Glitterlode, Ilmarinen, Wayland

Substitute: *Neutralise poison**

Range: 30 feet

Area of effect: a mechanical device

Duration: 6 turns

Effect: cleric understands the function of a device and can control it

This spell allows the cleric to fully understand the function of a single mechanical device or other technological apparatus on which it is cast (with the only exception of extremely complex magical devices, like the *multifunctional gear* of the gnomes). As long as it is within 30 feet of him, moreover, the spellcaster can magically control and operate the device, simply by concentrating (while concentrating he can do nothing else except move at half walking speed); to do so however it is necessary that the controlled object isn't broken and has all that it needs to function (e.g. a steam device won't function if it lacks fuel to heat the water).

This spell allows the cleric, for example, to temporarily deactivate a mechanical trap (or even to activate it), load a siege engine or simple crossbow and fire it by mere concentration (it is naturally necessary that ammunition is present and the weapon's rate of fire cannot be increased; the Attack Rolls is made as if the cleric was physically using that weapon), manoeuvre a hoist, or pick a complicated lock.

The object of interest doesn't get a Saving Throw to avoid the effects of this spell, except when the cleric tries to control a weapon with mechanical parts (like a crossbow) that is in the hands of another character: the latter can make a ST vs. Spells each round to prevent the weapon from working.

This spell cannot be made permanent on a magic item.

WAR CRY

Immortal: Al-Kalim, Bartziluth, Bemarris, Cretia, Frey, Freyja, Eternal General, Gorm, Halav, Hattani, Ilmarinen, Ixion, Karaash, Kurtulmak, Liena, Lokena, Malinois, Mealiden, Ninfangle, Petra, Tahkati, Thor, Vanya, Wogar, Zugzul

Substitute: *Programmed cure*

Range: 0

Area of effect: only the cleric

Duration: 1 round per level

Effect: cleric gains the same THAC0 or number attacks of a fighter

When the cleric casts *war cry*, he becomes an optimal combatant, gaining either the base THAC0 or the number of attacks of a fighter of equal level (his choice) for the spell's duration.

This spell cannot be made permanent, not even thanks to an item.

FIFTH LEVEL

ATRUAGHIN'S FAVOUR

Immortal: Atruaghin

Substitute: *Elemental cure**

Range: touch

Area of effect: an area or group of creatures

Duration: special

Effect: as the *consecrate* spell, plus the shaman and allies ignore their first failed ST

This spell is the most potent magical ritual of the shamans of Atruaghin and is only used in the most solemn ceremonies, when it is used to create sanctuaries and places of faith.

In game terms, *Atruaghin's favour* can be used like the consecrate spell, but also imbues the cleric and his companions (up to one character per level) a special protection, making each of them automatically succeed the first Saving Throw they would otherwise have failed (basically it overturns the ST result). When this happens, the spell ends for that specific person, but continues for the other blessed creature for an indefinite period or until magically dispelled.

CREATE FIERY BEAST

Immortal: Rathanos

Substitute: *Create normal animals*

Range: 40 feet

Area of effect: a structure or statue

Duration: 6 turns

Effect: evoke a fiery beast on a structure

This spell allows the cleric to create a fire version of any real animal he knows (e.g a horse, wolf, or eagle), which obeys his orders. The beast uses the same attacks as the normal animal, causing damage based on its size and the animal's standard damage, but anything it touches must make a ST vs. Fire to avoid catching light. Because of this, weapons of wood or similar materials that hit the beast must make a ST vs. Fire or ignite. Moreover, each successful hit causes additional fire damage based on the beast's size: Tiny or smaller: 2d6; Small: 3d6, Medium: 4d6, Large: 5d6, Huge or larger.

The beast has the same movement abilities as the normal animal and an AC of 0, it is immune to any fire-based attack and can jump upto 75 feet over uneven ground, while if it flies it can leap to a height of 500 feet.

The only limitation of this spell is that the beast can only be created on a pre-existing structure of animal form, which therefore determines its real dimensions and that isn't consumed by the beast's heat (as if it forms the skeleton on which the fiery skin is grafted). Lacking a suitable structure, the cleric can evoke the beast on any statue of a normal animal, which becomes the being's body. Any creature within the structure doesn't suffer from the heat given off by the flames as they form part of the skeleton, as long as they remain within the flames. The Fiery Chariots (*Hover-Chariots*) of the Nithians are

created by this spell, usually of enormous dimensions and with a fire resistant platform above the structure to transport soldiers.

This spell cannot be made permanent.

CREATE ICE ZOMBIES

Immortal: Hel, Stodos

Substitute: *Create normal animals*

Range: 40 feet

Area of effect: one corpse per 2 levels

Duration: permanent

Effect: create frozen and preserved zombies

This spell allows the caster to animate any corpses within 40 feet, as long as if it died over a month ago and has been buried, creating several ice zombies. He can animate up to one ice zombie per 2 levels (rounded down), and each creature obeys his orders until destroyed. Indeed, zombies created this way are immune to *dispel magic* and persist until destroyed physically or with a *dispel evil*. Each ice zombie, at the moment of animation, undergoes a transformation that renders it perfectly preserved and gives it the same appearance it had in life (with the disappearance of any cuts or mutilations that caused its death), although it remains particularly palid and cold to the touch (anyone interacting with it can notice that it isn't normal with an Intelligence check).

Ice Zombie: AC 6; HD original+1; # Atk. 1 touch or 1 weapon; Damage 1d6 + *paralysing touch* (like the spell) or varies; MV 90/30; ST F equal to HD.

CREATE RAVENOUS DEAD

Immortal: Demogorgon, Nyx, Orcus

Substitute: *Create food & water*

Range: 60 feet

Area of effect: 1 HD of zombies per level

Duration: permanent

Effect: create undead that kill create other undead

This spell is similar to *animate dead* with one important exception: all the corpses must be at least 90% intact and rise as ravenous zombies, who aren't destroyed with *dispel magic*. They, as well as their original attacks, also have a bite attack that causes 1d4 points of damage (or the creature's bite damage is improved by 1 point, if it already has one). Anyone bitten by a ravenous zombie must make a ST vs. Death Ray and if they fail their body is inexorably corrupted by Entropic energy and in 1d4 hours the creature dies and transformed at once into a ravenous zombie, unless he is cured first with *dispel evil*. Also, anyone killed by a ravenous zombie returns to life after 1d4 minutes as such, but these cases are very rare, as once the victim dies, the zombie normally eats its body to feed itself (from which the creature gets its name) and what remains can certainly not be reanimated.

MIGHTY BLOW

Immortal: Bartziluth, Garal, Hattani, Ilmarinen, Kagyar, Mátin, Orcus, Petra, Razud, Thor, Wayland, Zalaj

Substitute: *Create normal animals*

Range: touch

Area of effect: a bludgeoning weapon

Duration: 6 rounds

Effect: the weapon crushes inert objects and augments the damage against animated or living creatures

Evoking this spell the cleric must touch a bludgeoning weapon and imbues it with the power of smashing any thing for 6 rounds, allowing it to also injure creatures immune to normal weapons (as if it was a +2 weapon).

If the target is a normal or magical inanimate object (excluding artefacts) of maximum volume 30 feet³, the first blows causes the loss of 50% of its Damage Points total if it fails a ST vs. Destruction; otherwise it only loses 25% of the total. If the target is a magic item and has no Damage Points and the ST fails, it is destroyed and reduced to fragments. If the target is a normal item without DP it is automatically smashing, no ST.

If the target is a living or animated subject, with each hit you deliver add half your Strength score when calculating the damage.

With this spell it is possible to destroy magic items whose bonus or power level is the same as the weapon that hits it. It is however impossible to destroy items that have a +5 bonus, a power level of six, or are artefacts.

This spell cannot be made permanent

DRACONIC AURA

Immortal: Diamond, Great One, Opal, Pearl

Substitute: *Create normal animals*

Range: touch

Area of effect: a living being

Duration: 1 round per level

Effect: bonus to ST, AC, Attacks, and magic resistance

This spell exists in three different forms, one for each of the three dragon lords and their followers, based on alignment. Only the priests of the Great One can choose which effect to evoke, the others are bound to only one. The spell only affects living beings, and reptilian and draconic creatures add a further effect: 2 additional hp for each of the creature's Hit Dice. At the effect's end, the remaining additional hp vanish, but if already below its hp maximum suffers no further loss.

Adamantine Aura (Diamond): The beneficiary's skin assumes a diamond-like appearance (faceted, luminous, and reflecting, however it doesn't become transparent), and he gains a +4 bonus to his natural AC, to all ST, and a 3 point damage reduction only towards physical attacks with weapons and natural attacks, not from magical effects; the use of any armour augments the damage reduction (if using the Armour Value rules).

Opalescent Aura (Opal): The subject's skin assumes an iridescent appearance similar to that of opal, and he gains a +2 bonus to Attack Rolls, damage inflicted with

melee or natural weapons, AC, and all Saving Throws. Moreover, he gains a damage reduction of 2 points towards physical attacks with weapons and natural attacks, not from magical effects.

Pearlescent Aura (Pearl): The subject's skin becomes a milky pearl colour, and he gains a +4 bonus to Attack Rolls, damage inflicted with melee or natural weapons, and he gains a damage reduction of 2 points towards physical attacks with weapons and natural attacks, not from magical effects.

DRAGON SHIELD

Immortal: Bemarris

Substitute: *Magic resistance*

Range: 0

Area of effect: only the cleric

Duration: 3 turns

Effect: shield absorbs any dragon breath

This spell creates in the hands of the cleric a medium sized shield incised with the symbol of Bemarris (a dragon transfixed by a sword). The shield gives the cleric a protection bonus of +1 per 4 caster levels (rounded down, max +5 at 20th) against any attack until the end of its duration, but its speciality is that it renders the priest immune to the breath of a specific draconic race, chosen by the cleric. The shield disappears at the end of the spell's duration, if it removed from the cleric's hands, or if magically dispelled.

This effect cannot be made permanent.

ENTROPIC ARROWS

Immortal: all Entropic Immortals

Substitute: *Create normal animals*

Range: 150 feet

Area of effect: 1 creature per 2 levels

Duration: instantaneous

Effect: darts cause 2d6 hp + stun × 2d6 rounds

This spell creates darts of entropic energy that leave the cleric's hands and automatically hit up to 1 creature per 2 cleric levels within 150 feet. Each victim suffers 2d6 points of damage and must make a ST vs. Death Ray or be stunned because of the entropic energy that numbs the limbs. The stun lasts for 2d6 rounds and also prevents the victims from thinking. *Entropic arrows* also affect undead creatures.

ETERNAL REST

Immortal: Ixion, Thanatos

Substitute: *Magic resistance*

Range: 10 feet

Area of effect: a corpse

Duration: permanent

Effect: prevents the resurrection, reanimation, and reincarnation of a corpse

When this spell is cast on a corpse it makes impossible resurrection, reanimation as undead (either by an *animate dead* spell, or other cause, like for example when a creature is killed by a spectre), reincarnation and similar

effects. *Eternal rest* is permanent and can be countered only with a *wish*.

This spell has no effect if cast on a living creature or an undead.

FIRE GATE

Immortal: Atruaghin pantheon

Substitute: *Magic resistance*

Range: same plane of existence

Area of effect: only the cleric

Duration: 1 hour per level

Effect: cleric is transported from one bonfire to another

To cast this spell, the cleric must first light a special fire using sacred wood, powders, and herbs: the operation requires an hour, but gives life to a fire that burns for 1 hour per priest level. Once the fire has been lit in the prescribed manner, the cleric can cast the *fire gate* spell on himself, which allows the cleric to enter the middle of the flames without burning and to teleported into the middle of another fire that he knows (within the same plane). As such the tribes of the Atruaghin Clans always have lit fires in their camps in case a shaman wants to visit them.

The spell doesn't allow the cleric to return, or take others with him. However, as the priest is teleported with everything he carries, it is possible to take somebody through the fire if he holds the other person in his arms.

The spell cannot be added to a magic item.

GUARDIAN SEAL

Immortal: Alphatia, Ka, Mâtin, Petra, Pflarr

Substitute: *Purifying zone**

Range: touch

Area of effect: an object that can be opened

Duration: special

Effect: magic seal explodes if tampered with and causes 1d6 hp per level (max 20d6) in a (max) 40 feet radius

This spell can be cast on any inanimate object that can be opened (like a coffer, door, casket, etc.) whose volume is less than 3,000 ft³ and that doesn't already have a glyph, rune, or seal on itself. To cast the spell the cleric draws a magic seal (visible or invisible, his choice) on the object: this operation requires 6 hours and uses alchemical components and precious metals for a total expense of 2,500 g.p., but once completed the seal lasts forever or until triggered. The cleric is the only one who can open the object risk free, but if he wants, he can select a password that allows anyone to open the object without danger.

If an unauthorised person attempts to open the object, the *guardian seal* activates with devastating effect (which however doesn't damage the object): a shockwave of magic energy is violently thrust within a 40 feet radius around the object (the caster selects the amplitude of the wave when creating the seal), inflicting to the victims 1d6 points of damage per cleric level (maximum 20d6). The victim must make a ST vs. Spells: if successful, the damage is halved and he is stunned for 1d10 rounds

(only living beings can be stunned); if the ST fails, the victim suffers full damage and enters a state of suspended animation for 1 day per priest level. Creatures in suspended animation don't need to eat or breathe, doesn't age and is unaware, but are vulnerable to any threat (can be killed with a single blow); the victims can be returned to normality with *dispel magic* or *heal*.

A thief searching for traps has a -50% penalty to his roll to find the seal, but not to neutralise it. The seal can only be removed by activating it or with *dispel magic* or *disjunction*; in this case however the failure chance is twice normal and never less than 10% (even if whoever casts the spell is of higher level than the seal's creator).

ICY BLIZZARD

Immortal: Hel, Stodos

Substitute: *Create food & water*

Range: 0

Area of effect: 40 × 12 feet cone or 20 feet radius sphere

Duration: instantaneous

Effect: icy storm causes 1d6 hp / level (max 15d6) within the area of effect (ST for half and avoid secondary effects)

With this spell the cleric can evoke the power of cold to create a blizzard in a spherical or conical form causing 1d6 hp per cleric level (max 15d6). In the first case, around himself he creates a hailstorm that strikes all those within a 20 feet radius. The victims (except the cleric) must make a Saving Throw vs. Spells to halve the inflicted damage, and if the ST fails are also stunned by the ice for 1d6 rounds.

The second way of evoking the power of cold creates a vortex of ice that leaves the cleric's body and is projected at the target. The vortex is a 40 feet long, 12 feet wide cone, which travels in a straight line towards the target. Those it strikes must make a ST vs. Spells for half damage, and if the ST fails are also delayed (like the 3rd level *slow* spell) for 1d6 rounds.

SKIN OF AMBER

Immortal: Ka

Substitute: *Magic resistance*

Range: 0

Area of effect: only the cleric

Duration: 12 turns

Effect: immunity to normal weapons and petrification

The skin of the cleric assumes the colour (but not the consistency) of amber, while hair, nails, teeth, scales, and all other body parts other than skin also become amber, but with different tonality and brightness. As long as the spell lasts, the cleric becomes immune to normal and silver weapons, including projectiles and natural weapons, of any size and dimension; which means that a normal projectile cannot damage the cleric not even if fired from a magical missile weapon (e.g. a normal arrow fired from a +4 bow bounces off the cleric's skin: to damage requires a magic arrow). The cleric is moreover immune to any form of petrification.

Note that a magical weapon without a bonus is sufficient (e.g. a blessed weapon) to damage a character protected by *skin of amber*, and he is also vulnerable to falling damage. Finally, the natural attacks of particularly potent monsters are always considered magical: normally, any monster that can only be hit with magic weapons itself hits as a weapon with magic bonus related to its own (e.g. the natural attacks of a nightshade, which can only be wounded by +2 weapons or better, are considered +2 weapons).

SPIRITUAL BOND

Immortal: Brissard, Loki, Saasskas

Substitute: *Elemental cure**

Range: touch

Area of effect: a cleric of the same cult

Duration: 1 hour per level

Effect: cleric enters the body of a brother

This spell can be cast only on another priest that belongs to the same faith as the cleric and consents. Once touched, the second cleric becomes a host for the spirit of the priest who cast *spiritual bond*, who can repeatedly leave and enter his own body as long as the spell lasts.

The cleric remains in himself until he wants to establish a contact with the host: in this case, he enters a trance, his body remains inert and his spirit is transferred to the host body, of whom he can exploit all five senses and with whom he can communicate telepathically. The cleric can repeatedly enter the host and return to his own body while the spell is active. There is no limit to the distance between the cleric and host as long as this link exists, as long as they are both on the same plane and not in an anti-magic zone. If he wants to moreover, the cleric can take possession of the host's mind and control its body. However, if the host refuses to take part, he can make a ST vs. Spells, and if successful, the spell ends. If the ST fails or the host consents, the cleric is able to use the host's body exploiting all its abilities and memories (so can also cast its spells), but cannot give knowledge or abilities to the host. While dominating the host body the cleric uses his Intelligence, Wisdom, and Charisma scores, while using the host's Strength, Dexterity, and Constitution values. The cleric can release control of the host's body when he wishes.

Each time he is wounded while controlling the host's body, the cleric must make a ST vs. Mental Spells: if the ST fails, the spell is broken and the emotive shock from the pain is also transmitted to the, which loses 1d6 hp. If the host body is reduced to below zero Hit Points, it dies and the cleric must make a ST vs. Death Ray or perish himself; if the ST succeeds, he is returned to his original body and stunned for a minute.

SUMMON SKINNER

Immortal: Malinois, Ruahidri Hawkbane

Substitute: *Dispel evil*

Range: 30 feet

Area of effect: a mirror

Duration: 1d4 hours

Effect: summon a skinner that serves the spellcaster

With this spell, the spellcaster summons a creature of the outer planes called Skinner, which serves him to the best of its ability. The skinner is a 6 feet tall, intelligent being of solid shadow, with long silver blades as claws and two silver-plated marble like eyes. It has the natural instincts of a hunter, and loves to skin its prey, particularly lycanthropes, which it considers its mortal enemies.

The cleric must cast the spell on a mirror within 30 feet, which opens a portal to the outer plane where the skinner lives and calls one. Through the mirror, the skinner obeys the summoner's orders for 1d4 hours, using its physical and magical abilities to the best of its ability; if the summoner is a lycanthrope, the skinner attacks him immediately, until one of the two are kill, after which it returns to its own plane through the mirror.

If at the end of the spell the Skinner isn't near a mirror, it cannot return to its own world, and this makes it so angry that it seeks out its summoner to kill him, and then seeks another to send it home.

Skinner: AC -1; HD 12; hp. 80; MV 150(50); # Atk. 2 claws or chains; Damage 1d6+2/1d6+2 or special; ST F12; AL N; considered a planar monster; Special abilities: surprise 1-3 on d6 (doesn't make noise and is impossible to hear it approach); detect lycanthropes within 40 feet; can summon 3 times per day silver chains that imprison the victim's hands and feet (ST vs. Spells negates); Mirror portal: able to enter any mirror and emerge from another within 10 miles; regenerates 1 hp/round if it remains within a mirror.

SUMMON HORNED SKULL

Immortal: Alphaks

Substitute: *Dispel evil*

Range: 240 feet

Area of effect: N/A

Duration: 6 turns

Effect: summon a horned skull

This spell allows the cleric to summon a horned skull, a minor demon sacred to the Immortal Alphaks. It has the appearance of a floating skull about 20 inches wide, with two curved, pointy horns; the hollow eye sockets shine with an evil reddish light, and from time to time the monster emits a guttural and sinister scream, or suddenly closes its jaw with a dry and threatening noise.

Horned Skull: AC -2; HD 10; hp 70; MV 120(40) fly; # Atk. 1 bite/1 horn or 1 breath; Damage 1d8/2d6 or 10d6; ST F10; AL C; considered a minor demon (an enchanted and planar monster); Special abilities: immune

to fire, poison, gas, and mental spell; only damaged by at least +11 magic weapons; can breathe, once per turn, a vortex of fire 30 feet long × 5 feet diameter: creatures in the area suffer 10d6 points of fire damage, but can make a ST vs. Dragon Breath for half.

The horned skull can only be summoned if a source of fire is present within within 240 feet, from which the skull emerges. It blindly obeys to the best of its ability any orders given it by its summoner, with which it is in telepathic contact, and disappears after 6 turns, or if killed, dispelled (with *dispel magic*), or banished (with *dispel evil*, *banish*, and similar spells). Defeating magically created or summoned creatures grants no xp unless their evoker is also defeated.

TRUSTING WAIT

Immortal: Halav, Minroth

Substitute: *Create normal animals*

Range: 0

Area of effect: only the cleric

Duration: min. 1 hour, max. 1 day per 2 levels

Effect: after a period of waiting, the cleric gains a score of 18 (or more) in one of his six characteristics

When casting this peculiar spell the cleric selects any one of his six characteristics (Strength, Intelligence, Wisdom, Dexterity, Constitution, or Charisma) and then trustingly waits for the spell to take effect. During this waiting period, the cleric gains a +2 bonus to all Saving Throws vs. fear, confusion, and desperation because of his great strength of mind, but no others. The cleric can lengthen the waiting period as he likes, from a minimum of 1 hour to a maximum of 1 day per 2 levels, but once fixed the wait remains as it is and the effect cannot be magically dispelled (although the cleric emits an aura of abjuration). At the end of the wait, the priest gains a score of 18 in the characteristic chosen at the moment of casting (if the characteristic already has a score of 18+, it only adds 1 point), and this effect lasts for exactly as long as the waiting period (only then can the effect be dispelled). The spell cannot be cast more than once on the same subject: multiple applications have no effect.

UNCLEAN TOUCH

Immortal: Demogorgon

Substitute: *Dispel evil*

Range: 0

Area of effect: only the cleric

Duration: 1 round per level

Effect: the cleric injures and infects the touched creature

When the cleric casts this spell, one of his hands becomes horribly swollen and invaded by plague like that of a leper; the cleric cannot effectively use a weapon or shield with that limb, although it can still manage small

items (like a potion) or cast spells. Any creature touched by the cleric with the infected hand (normal Attack Rolls) loses 10% of its current Hit Points, or 1d6+1 hp (according to which is the most disadvantageous to the victim), and must make a ST vs. Spells to avoid contracting a horrible, devastating magical disease.

Unclean touch remains active in the priest's hand for 1 round per level, so the cleric is able to infect more victims during this period of; if he wants to, tuttavia, he can end the spell early. The exact type of disease is determined by the cleric when he casts the spell: if he doesn't specify one, the contagion would be mummy rot (for details on this and other affections see the *inflict disease* spell).

WERESNAKEFORM

Immortal: Bachraeus

Substitute: *Dispel evil*

Range: touch

Area of effect: one creature

Duration: permanent

Effect: the individual becomes a serpentman

This potent spell is able to change any living being into a creature able to assume the form of a giant snake, a true weresnake. The individual touched can try to oppose the transformation with a ST vs. Spells with a -2 penalty, but if failed the effect is irreversible and he is considered cursed: his alignment becomes Chaotic (if it isn't already) and his spirit is prey to evil impulses. The being can transform at his pleasure, without being affected by the phases of the moon, but is forced to obey the orders of the cleric who transformed him and generally the word of clerics of Bachraeus.

As a lycanthrope, he has two forms: his normal, and that of a giant snake. When in snake form, he becomes immune to normal weapons, has magic resistance 10%, and has a bite attack that causes 1d6 hp, plus another 2d6 for the injected venom (a ST vs. Poison halves the damage). The victim has a percentage chance equal to the hp caused by the bite over his total hp of contracting lycanthropy (e.g.: a fighter with 10 hp that loses 6 to the bite has a 60% chance), transforming into in a weresnake enslaved to its progenitor (as if under the effects of a permanent *charm*) until the latter is killed. While in snake form, the lycanthrope can constrict a victim rather than biting him (requiring a normal Attack), and if the attack is successful, the victim suffers 10d6 points of damage per round and remains imprisoned until he wins an opposed Strength check.

The statistics of the victim while in weresnake form are modified as follows: AC 0, Strength +2, Dexterity +2, Wisdom -2, Charisma -2, +2 HD more than its original form (THAC0 is based on the new HD).

SIXTH LEVEL

AURA OF UNPREDICTABILITY

Immortal: Bastet, Tyche

Substitute: *Rise of heroes*

Range: 0

Area of effect: 20 feet radius sphere

Duration: 1 round per level

Effect: random effects take place each round

When casting this spell, the cleric is wrapped by an invisible, 20 feet radius spherical aura, all inside frantically experience random events that change the surrounding reality in unexpected and unpredictable ways. The effect of the spell moves with the cleric, who *cannot* end it before its entire duration has run.

At the start of each round, roll percentage dice to determine what will happen to all the creatures present within the area: neither the cleric nor anyone else is able to predict what will happen that round before directly experiencing it (there is no ST to avoid the effects).

This spell cannot be made permanent on a magic item.

TABLE 2.7 –EFFECTS OF AURA OF UNPREDICTABILITY

d%	Effect
01-10	All the spells cast in that round by spellcasters that are in the area of effect have a 50% malfunction chance (the DM arbitrarily decides if the spell simply doesn't function or as a contrary effect to that desired). Spells cast previously, or cast from outside on creatures that are outside the area of effect aren't affected.
11-20	All the spells cast in this round by spellcasters within the area of effect have their duration doubled (if this effect isn't applicable, like for spells of instantaneous or permanent duration, nothing happens).
21-30	All spells cast in this round by spellcasters within the area of effect have their duration halved if this effect isn't applicable, like for spells of instantaneous or permanent duration, nothing happens).
31-40	All creatures within the area of effect become hasted (see the <i>haste</i> spell) for the entire round.
41-50	All creatures within the area of effect are slowed (see the <i>slow</i> spell) for the entire round.
51-60	All the creatures within the area of effect become lucky for the full round: they gain a +1 bonus to all d20 rolls (like Attacks, ST, skill checks, etc.) and +5% to all d% rolls (e.g. thief skills).
61-70	All the creatures within the area of effect become unlucky for the full round: they suffer a -1 penalty to all d20 rolls and -5% to all d% rolls.
71-80	All spells (except <i>aura of unpredictability</i>) and magic effects within the area are dispelled; the failure chance is analogous to that of <i>dispel magic</i> spell cast by a spellcaster of the cleric's level.
81-90	All creatures within the area, except the caster, are teleported to a distance of 32d20 feet from the cleric in a randomly chosen direction (the subject cannot materialise in a space already occupied by a solid or in an anti-magic zone)
91-00	The spell's duration is increased by 1d4 rounds.

CONTROL TOTEM

Immortal: Atruaghin pantheon

Substitute: *Animate objects*

Range: 240 feet

Area of effect: an animal and an individual

Duration: 1 turn per level

Effect: establish a totally one-to-one bond between an animal totem and an individual

To cast this spell, the cleric must capture the animal totem of the victim he intends to hit; this naturally can be also be done with consent or knowledge of the latter. Once the animal has been caught, the spell is cast on it. From that moment and for the spell's duration, anything that happens to the animal also happens to the victim (and vice-versa). So, if the animal falls asleep, the character bound to it also goes to sleep. This bond lasts until death: the killing of the animal in fact provokes the victim's death.

When the spell is cast, the victim (not the animal) can make a Saving Throw vs. Spells to avoid the effects; if failed, he is totally at the mercy of the shaman who has the animal totem. If an individual is already a victim of this spell, it isn't possible to doubly affect him with a second animal totem.

EAGLE EYES

Immortal: Atruaghin pantheon

Substitute: *Restoration**

Range: touch

Area of effect: one creature

Duration: from dawn to sunset

Effect: subject cannot miss targets with missile weapons

This spell can be cast on an individual only at sunrise. Once cast, it makes it so that the character, when using bows, slings, and bolas, can never miss his target (also functions against beings protected by distorting effects, but not against creatures hiding behind rigid cover); the effect lasts until sunset. Factors concerning the weapon's range are only applied when they limit the weapon (e.g. a bow cannot fire arrows beyond a certain maximum distance), not the archer, so no Attack Roll is needed.

If the weapon inflicts maximum damage (based on the archer's mastery rank), the target has been struck with such precision that additional damage is inflicted: in game terms, roll the damage die (or dice) again and add it to the obtained value to the weapon's bonus and any other magical bonus present). If the second damage roll also inflicted the maximum amount possible, add it to the total and repeat until a less than maximum result is rolled. For this reason, there is no theoretical limit to the damage that the archer can inflict when benefitting from *eagle eyes*. Projectiles that cause only 1 hp (like the darts of a blowgun), cause 4 hp, without other effects.

This effect cannot be added to a magic item.

ENCHANTED STANDARD

Immortal: Al-Kalim, Bartziluth, Bemarris, Cretia, Frey, Freyja, Eternal General, Gorm, Halav, Ilmarinen, Ixion, Karaash, Kurtulmak, Liena, Lokena, Mâtin, Mealiden, Ninfangle, Petra, Thor, Vanya, Wogar, Zugzul

Substitute: *Animate objects*

Range: touch

Area of effect: a standard

Duration: 1d6 hours

Effect: instil a magic power to a standard

This particular spell is mainly used in battle by cleric of Immortals of war. Touching a vessel that holds the very distinguishable image of a particular animal or symbol, the priest imbues it with such immense holy power that it becomes a divine receptacle able to instil the protection and aid of the served Immortal to all those that can clearly see the symbol on the vessel and who wear an identical sign (e.g. a regiment that wears tabards or pins with the same identification sign, like a wolf's head, cross, sun, etc.). The power remains within the standard for 1d6 hours, and only acts on the cleric's allies who can clearly see the vessel, which once seen grant the subject, as long as he remains within 1,800 feet of the vessel, a particular ability chosen by the priest between the known spells of the first two levels (e.g. *bless*, *sanctuary*, *protection from evil*, etc.), or a +1 bonus to any Attacks and damage with a particular type of weapon, a +2 bonus to Morale or to a certain type of Saving Throw, or a special ability linked to the animal represented in the vessel, with limits imposed by the DM's judgement. Examples of vessels and their associated powers are as follows:

- **Eagle:** Courage or Observe (see general skill)
- **Camel:** Resist heat (see general skill) or halve daily water requirements
- **Falcon:** Observe or Surprise (see general skill)
- **Phoenix:** *protection from death* (see *divine aid*, 1st) or Hard to kill (see general skill)
- **Thunderbolt:** lightning touch (1d6 damage with bare hands) or *resistance to lightning* (2nd)
- **Hyena:** the cry scares the enemy who flees in panic for 1d4 rounds if an ST vs. Paralysis fails.
- **Moon:** night vision or *individual silence* (2nd)
- **Wolf:** Scent or double speed
- **Snake:** with a natural 20 on the Attack the enemy must make a ST vs. Poison or die from the blow
- **Sun:** *light* once per hour or burning touch (1d6 damage with bare hands)
- **Fox:** Listen or Stealth (see general skill)

ENTROPIC SHIELD

Immortal: all Entropic Immortals

Substitute: *Heroes' feast*

Range: 0

Area of effect: only the cleric

Duration: 1 hour (6 turns)

Effect: armour grants infravision and protects

This spell creates around the priest's body an aura of dark energy that completely swathes him hiding his features and adapting itself to his body. The shell gives the cleric a particularly sinister appearance, so that any creature with 3 HD or fewer are terrified of the priest, refusing to approach within 30 feet or attack him in any way. The aura, moreover, grants the cleric infravision within 60 feet and a +4 bonus to AC. The priest has a 90% chance to *Hide in Shadows* when he moves within an area of gloom or during the night, lacking an area of light that illuminates him. Finally, he receives a +3 bonus to Saving Throws to avoid the effects of positive energy or spells derived from clerics of Good or Lawful alignment. *Entropic shield* can be annulled by *dispel magic* or similar spell, and is impervious to any magic effect based on light, similarly protecting the cleric from their deleterious effects. It also protects the cleric from any effect of ultraviolet or solar rays in general (e.g. if the priest is a vampire, it allows him to endure daylight while protected by the shield).

This spell cannot be made permanent on an item.

HAMMER OF THOR

Immortal: Thor

Substitute: *Converse**

Range: touch

Area of effect: 1 warhammer or another weapon sacred to Thor

Duration: 6 turns

Effect: the weapon causes more damage, can be thrown, and becomes deadly against giants

Casting this spell the cleric touches his warhammer or any bludgeoning weapon usable by adepts of Thor, and give it the supreme power of *Lord of the Storm*. Only the cleric or a practising follower of Thor (another priest or a holy champion) can fully take advantage of the power and use the weapon, that grants the following advantages:

- +5 bonus to Attack Rolls and damage;
- can throw the weapon up to a distance in feet equal to 3 x his Strength score; in this case the weapon automatically returns to the cleric's hand (whether it hits or misses the target) until the end of the round;
- each time that the blow strikes, there is a 25% chance that the weapon emits an electric discharge, that causes 3d6 electrical damage to the target. An *anti-magic barrier* negates the effects of this discharge, and any spells that give partial or full protection from lightning.
- any giant struck by the hammer must make a ST vs. Death Ray to not be killed by the blow; if the ST

succeeds, it however suffers maximum damage (as well as any electrical damage).

MAGIC ACCELERATION

Immortal: Alphatia, Fugit, Iliric, Ka, Khoronus, Lokena, Palartarkan, Pflarr, Pharamond, Simurgh

Substitute: *Heroes' feast*

Range: 0

Area of effect: 20 feet radius sphere

Duration: 1 round per level

Effect: reduce spell durations to 1/10

This spell alters the effective duration of any magic effect within the area of effect, a 20 feet radius sphere centred on the cleric, which the priest can choose to fix it in place for the spell's entire duration or bind it to himself, so that encircles wherever he goes. In the globe magic runs so fast that instantaneous spells have no effect, while all the others have their duration reduced to 1/10 (minimum 1 round). This value applies to all spells within the area of effect, whether they are produced by the cleric or other individuals (the only exception is the globe itself, which remains at 1 round per cleric level). The globe doesn't affect permanent effects (like a curse, or any spell bound to a *permanence*).

The area of *magic acceleration* cannot be magically dispelled, and even those protected by an *anti-magic barrier* see its duration curtailed as previously described, while an anti-magic ray can entirely annul the effects of the sphere as long as it remains fixed on the area. Finally, the acceleration only affects spells or similar magical effects produced by items or creatures: it doesn't affect the supernatural powers of magical creatures (like dragon breath or the petrifying stare of a basilisk) in the slightest.

RAINBOW PATH

Immortal: Arnelee, Asterius, Cochere, Mealiden, Ninsun, Odin, Palartarkan, Simurgh, Sinbad, Zalaj

Substitute: *Forbiddance*

Range: 4 miles per level

Area of effect: cleric and up to 6 creatures

Duration: special

Effect: create a rainbow that transports the creatures up to 4 miles per cleric level

This spell creates in front of the cleric a beautiful multicoloured rainbow that springs from the ground and is lost in the sky. The priest can go onto the rainbow together with a maximum of 6 other creatures, and thanks to it travel up to 4 miles per level (travelling 1 mile per round), in a direction chosen by him (it's not important to name an exact place). The passengers of the rainbow disappear to the sight of those present that don't go on it, and no one can see them while travelling through the air, as effectively they become immaterial. When the cleric wants to, he can descend from the rainbow and take with him all the passengers, ending the spell. If a passenger seeks to leave the rainbow against the priest's will he must make a ST vs. Spells: if successful, he gets lost in the Astral Plane. The rainbow always deposits

its passengers on the ground or on a stable surface (as long as some exists within the distance travelled), never within other solids or inside a construction.

As long as he is within the rainbow, the cleric can choose to use one of the magical properties of its colours, activating one a round, to affect a single creature within rainbow. Based on the chosen colours, these are the granted powers:

- Orange: *cure serious wounds*;
- Blue: *fly*;
- Yellow: *haste*;
- Indigo: *freedom of movement*;
- Red: *elemental resistance*;
- Green: *neutralise poison*;
- Violet: temporarily increase Wisdom by 1 point (up to racial maximum) for 24 hours.

Once the power of a colour is activated, it disappears from the rainbow, reducing the coverable distance by 4 miles; when all the colours have been used, the rainbow vanishes and the effect ends, depositing the travellers anywhere it has been up to that moment. If the activation of one of the colours reduces the coverable distance to less than that remaining for the spell, the rainbow vanishes and the effect ends but the power doesn't manifest.

TIMESHIFT

Immortal: Fugit, Khoronus, Simurgh, Yav

Substitute: *Righteous might*

Range: 30 feet

Area of effect: 1 being or object of max size Huge

Duration: 1 hour per level

Effect: victim vanishes and reappears at the spell's end

This powerful spell manipulates the flow of time trapping the victim (a being or object of up to Huge size) in a temporal bubble and projects it into the future. If the subject fails his ST vs. Spells with a -4 penalty (and any object not worn or held automatically fails it), he disappears instantly, to reappear at exactly the same point at the end of the spell. During this period of time, the target cannot be contacted or detected in anyway, as he is within another dimension (that of the flow of time), and when he reappears for the victim it is as if nothing happened, as he has no perception of the time passing (because to him not even a second passes from the time the spell had effect until he reappears). If the target has cast spells that depend on his presence, they are considered "dead" or "destroyed" for the duration of the *shift* to understand if their effects can be considered vanished. If instead the victim is under some type of magic or deleterious effect, the time spent "out of phase" doesn't count against the effect's duration (as already said, for him not even a second passes). If at the moment of its return its space is occupied by another solid, he materialises in the closest free space ending up on the ground.

UNDEAD PLAGUE

Immortal: Demogorgon, Marwdyn, Nyx, Orcus, Thanatos, Yagrai, Zuguzl

Substitute: *Converse**

Range: 1 mile

Area of effect: 100 ft² per level

Duration: permanent

Effect: animate corpses as skeletons

This is a potent version of *animate dead*. The cleric selects an area within 1 mile, and with the spell affects the corpses present in the area of effect, or a surface of 100 ft² per level. The magic permanently animates the corpses as skeletons all in the cleric's service: they are impervious to *dispel magic* and follow any orders until they are destroyed or the same chooses priest to break the bond, reducing them to dust. The number of skeletons created depends on the terrain type:

- Cemetery or battlefield: 1 skeleton per 5 ft².
- Rural or wild area: 1 skeleton per 100 ft².
- Desert or urban area: 1 skeleton per 1,000 ft².

If there are corpses of creatures with more Hit Dice than those of a simple humanoid (for example the carcass of a dragon or of a group of centaurs) within the area it is possible to animate them, but each HD of the creatures in question counts as one skeleton, to know how many of these creatures can be transformed into skeletal versions.

The humanoid skeletons all have 1 HD, Armour Class 7, can attack with a claw (1d6 points of damage) or a weapon (supplied by the priest, if not possessed by the corpses) and receive half damage from piercing weapons, as well as enjoying the normal defences of undead. Skeletons of different animals have the same physical attacks that they had in life, a number of Hit Dice equal to what they had in life, the same Saving Throws and an AC better by 1 point than the original, but non of the special forms of attack or defence that they had in life (e.g. a dragon thus cannot breath). All the skeletons thus animated are turned as if they had 2 more Hit Dice than they actually have.

VENGEANCE

Immortal: Alphaks, Atzanteotl, Bachraeus, Danel, Idris, Jammudaru, Malinois, Opal, Raith, Tarastia

Substitute: *Animate objects*

Range: infinite

Area of effect: a guilty being

Duration: permanent

Effect: torment the victim's rest

The cleric can cast this spell only on beings that have already caused an offence, an unforgivable wrong, or that are known to be guilty of crimes of extreme severity against the cult or according to the precepts of the priest. The spellcaster can cast *vengeance* on only one creature at a time (in other terms, two active *vengeance* spells cannot be simultaneously cast by the same character).

To cast *vengeance* the cleric must possess an item or a fetish belonging to the victim and that has touched his body (for example a lock of hair, a drop of blood, a coin that the victim has held in his hand, or a fragment of clothing): the casting of the spell requires a whole hour, at the end of which the object becomes enchanted and the priest loses 500 xp per level or Hit Dice possessed by the victim (the life energy that is sacrificed to enchant the fetish with its curse).

At this point the target of the *vengeance* is subject to something similar to a terrible curse: his sleep is tormented by nightmares and recurring images in which he continually sees the guilt he committed (and that has caused the priest's hatred). Upon awakening, the victim doesn't recover any Hit Points due to rest and natural regeneration, but suffers 2d6+2 damage or 30% of his actual hp (this wound can be cured by common magical means). The victim moreover must make a ST vs. Spells: if he fails it means that he is so disturbed at that point that he is no longer able to memorise his spells (if a spellcaster) and suffer a 1 point penalty to all his Attacks, ST, and damage until he is able to sleep properly.

When the victim and spellcaster are less than 360 feet from each other, both are intensely aware of the presence of their own nemesis, and are able to identify it without error if it is in their field of vision, even if camouflaged, invisible or subject to a *polymorph* spell. In combat, the priest gains a +3 bonus to his Attack Rolls when attacking the victim and the latter suffers a -3 penalty to his ST against the cleric's spells.

The spell has a permanent duration, and it can only end in the following ways:

1. victim dies by the spellcaster's hand or vice versa;
2. the enchanted fetiched is destroyed or the spell placed on it is dispelled with a *dispel magic*;
3. a *wish* is used to dispel the *vengeance*;

The effects of the *vengeance* are suppressed (but not dispelled) if the victim is on a different plane to that of the enchanted fetish.

This spell cannot be made permanent on an item.

SEVENTH LEVEL

THANATOS'S DARK GRIP

Immortal: Thanatos

Substitute: *Luck*

Range: touch

Area of effect: one creature

Duration: special

Effect: imprison the victim in the inferno of Thanatos

When the spellcaster casts this spell, he must touch the victim, who is transported to an outer plane, in which he is imprisoned and tortured by the demons of Thanatos. Touching the victim requires a successful Attack with his holy symbol, but the victim's AC is calculated without taking his armour in to consideration, only bonuses derived from his shield, Dexterity, magic, and weapon mastery.

The victim must make a ST vs. Spells: if successful, he instantly disappears and materialises in the middle of the inferno of Thanatos, a dark and smelly place in which are crowded the souls of the victims killed by the followers of Thanatos in all creation. Here the victim is assaulted by the damned souls and evil spirits, which cause him 1 point of damage per level of the cleric who cast the spell (no ST). If the victim is still alive after the assault of the demons, he returns to his place of origin and reappears the next round, but is so jolted by the hallucinatory experience that he tries to flee in terror as far away as possible from the cleric for 2d6 rounds, during which is also stunned; those protected by a spell that shields the mind from fear or madness ignore the terror but not the stun.

If instead the ST vs. Spells fails, the margin of error in respect to the roll needed shows the time he has before he disappears and descends into Thanatos's inferno:

- 1-2 points: disappear one hour after the touch;
- 3-4 points: disappear 2d4 rounds after the touch;
- 5+ points: disappear instantly.

Once he joins the circle of the damned, the individual assumes the form of a spirit and his body is lost forever: he is tormented by a myriad of claws, fangs, and scythes that suddenly shoot from the darkness, tearing to pieces the apparently insubstantial bodies (but that suffer tremendously) of the imprisoned souls. Anyone that is victim to this deadly spell is lost forever and cannot be resurrected or made to return to life in any way, not even with a *wish*.

However, if before he disappears, the victim expresses a *wish* that frees him from this sentence, he can avoid being lost in the inferno of Thanatos forever. He can also enter an area impervious to magic or dimensional transport (like *bastion*, *sphere of protection from magic*, *zone of interdiction*, or a prismatic barrier) or benefits from a spell that prevents his body or spirit from leaving the plane where he is (e.g. *dimensional anchor*), but in this case, as the effects of the sentence are perennial, the moment he leaves the protected area or the effect of the

magic protection ends the character is drawn into the inferno.

This effect cannot be made permanent.

DEMONSHAPE

Immortal: all Entropic Immortals

Substitute: *Divine blessing**

Range: 0

Area of effect: only the cleric

Duration: 1 round per level

Effect: the cleric is transformed into a screaming demon

When the spellcaster casts this spell, his body suffers a mutation that transforms him entirely into a screaming demon, or a being with the head and a pair of raven wings, long stork legs and a pair of sinewy arms with sharp claws. The cleric keeps his own THAC0, ST, and mental characteristics, as well as his ability to cast divine spells, while his AC becomes -2 and he gains the Strength, Dexterity, and Constitution of a screaming demon (23 in all scores), which increases his physical resistance (hp) and combative ability (bonus to attack and damage). Like a screaming demon he can fly at a speed of 270(90) feet per round, gains infravision within 120 feet and can make attacks with his nature weapons in place of any type of other attack: 2 claws (1d4+4 hp each), 2 feet (1d8+4 hp each), and 1 bite (1d6+4 hp); the damage shown already includes the relevant Strength bonus. Moreover, he can enter and leave the Ethereal and Astral Planes once as the spell lasts, and can raise once per round, simply by wanting to (he doesn't need to concentrate) an 50% anti-magic barrier that completely shrouds him and that functions like the 5th level clerical spell *magic resistance* (only that it uses the percentage given above). As long as he remains in this form however, the cleric can be held by a *protection from evil* and suffers damage from holy water, although he cannot be magically turned.

This effect cannot be made permanent.

ECLIPSE

Immortal: Nyx

Substitute: *Divine wrath*

Range: 0

Area of effect: 1 mile radius hemisphere per level

Duration: 12 turns

Effect: create a total eclipse in the area of effect, which gives a +3 bonus to Attacks, damage, ST, and AC to undead and followers of Nyx during the period of complete darkness

When the cleric casts this spell (only possible in the open during daylight hours) he begins a phenomenon analogous to a total eclipse of the sun: the *eclipse* involved a 1 mile radius area per cleric level, centered on the priest's position when he cast the spell. The *eclipse* generates a large sphere of interposing magic shadow at the right distance between the Sun and the affected

planet (usually a few thousand miles), and this is the reason why the eclipse covers a smallish area, and the size of the penumbra is smaller than that of a natural eclipse. However, given its size, the spell can only be annulled with a *wish*.

Eclipse lasts 2 hours (12 turns) in total, but the sun is only progressively obscured: complete darkness (that reduces the light level to that of twilight) occurs after half an hour, and the phenomena's full effect lasts one hour (6 turns), after which another 30 minutes is needed to return to normality. Besides the obvious effects (principally that of terrifying the population), *eclipse* has additional magical effects: during the hour of complete darkness, the atmosphere is considered night, and so undead (including vampires) and all other creatures of shadow can leave cover with no danger. Moreover, during this time, all undead and clerics of Nyx within the area of effect gain a +3 bonus to all Attacks, damage, AC, and ST; undead, finally, cannot be turned.

This spell cannot be made permanent on an item.

EYES OF THE BEHOLDER

Immortal: Arik

Substitute: *Sacred seal*

Range: special

Area of effect: special

Duration: 1 round per level

Effect: emit from the eyes one of the beholder's powers

For the spell's duration, the spell is able to produce from the eyes by concentraing on one of the following magical effects characteristic of the beholder, which doesn't prejudice his visual ability:

- *Flesh to stone* within 120 feet;
- *Charm monsters* within 120 feet;
- *Disintegrate* within 60 feet;
- *Inflict serious wounds within 60 feet*;
- *Slow* within 240 feet (up to 4 beings);
- *Death* within 240 feet (4d8 HD of being max 8 HD each, or a single being without limitation);
- *Sleep* within 240 feet (2d6 beings of up to 4 HD each);
- *Telekinesis* within 120 feet (up to 5,000 cn);
- *Terrorise* within 240 feet;
- *Anti-magic ray*: is a 60 feet long, 5 feet wide cone. All magic effects that enter its field of action are instantly annulled as long as they remain in the ray's area of effect, except for the permanent bonuses of weapons, armour, and items of protection, which continue to function normally. At the same time however, as long as he is using the *anti-magic ray*, the priest cannot cast any spell, although he can use magic items that don't produce effects on his person or in the ray's area of effect. The ray has no power against an area of anti-magic (like another ray or an *anti-magic barrier*) or reflected magic: the two effects are simply ignored.

Each round the cleric can orientate the ray, remaining fixed to a point or following a specific target in its movement, and can choose to deactivate the ray as a free action; to activate it he must concentrate for 1 round, doing nothing else.

Each effect only affects visible targets and can be avoided with a ST vs. Spells with the exception of the anti-magic ray; *death* and *sleep* instead function as the spells of the same name.

This spell cannot be made permanent on an item.

INTERDICTION OF THE TOMB

Immortal: Chardastes, Ixion, Maat, Pflaar

Substitute: *Earthquake*

Range: touch

Area of effect: tomb with 30 feet sides

Duration: permanent

Effect: protect a tomb with a curse

This spell allows the priest to protect a tomb with a curse that strikes anyone who violates it. An entire day is needed to cast this spell, during which the cleric must not be interrupted to not annul the ritual. The priest must walk through all the tomb's rooms, tracing on walls, doors, ceilings, and floors the sigils that activate the curse. In the course of this operation the cleric defines the exact conditions that trigger the curse, which can go from the simple "any creature that enters this tomb" to the more complex "any mortal who disturbs the king's remains, removes his treasure, or destroys his funeral outfit or sarcophageous". The exact effect of the curse should correspond where possible to the wording (within the limits placed by the DM), and if vague or unclear passages exist, these will receive the least favourable interpretation for the transgressor. The curse's effect is equal to that of the *divine curse* spell (reverse of *divine blessing*, 7th level clerical spell) and there is no chance of avoiding the effects once activated. Only a *wish* can remove the curse from a transgressor, or a *remove curse* uttered by a cleric of Orisis of at least 12th level, after which the transgressor has made amends for his sin. *Interdiction of the tomb* remains in effect on the tomb until it is removed with a *wish*, or the tomb is completely destroyed (but this places the curse on the author of the ruin).

If the priest can take advantage of the aid of other clerics (who must be of at least 9th level, but don't necessarily need to know how to cast this spell), it is possible to augment the area of effect's sides by 10 feet for each assistant (so for example if there are 7 clerics involved, the volume has a side of 90 feet).

The ritual requires the priest to leave in the tomb the holy symbols of the clerics involved, often buried in the walls or floor. In place of holy symbol it is also possible to leave a creature of the same race as the priest, which must be buried alive and becomes the spell's focus. A combination of holy symbols and victims is also

acceptable, as long as each priest involved leaves at least one of the two components.

This spell cannot be added to a magic item.

LORD OF THE STORM

Immortal: Gorm, Gorrziok, Odin, Stodos, Thor

Substitute: *Sacred seal*

Range: 0

Area of effect: only the cleric

Duration: 1 round per level

Effect: the cleric augments his strength by controlling the power of the storm

With this spell the cleric channels the power of the storm into his body, and so the spell can only be evoked in the open.

From the moment he utters the prayer and for all its duration, the sky above him is concealed by dark clouds pierced by thunder and lightning, and in a radius of 1,800 feet it raises a wind of modest strength (12 mph). The priest must continue to concentrate to canal the power of the storm for 6 rounds, during which he can do nothing else and is wrapped in a cocoon of static energy on which converge innumerable electrical discharges from the clouds. In this process his flesh becomes the colour of bronze and his hair becomes very blond, while his eyes are transformed into two spheres of light, pulsating with blue energy. While the cleric is wrapped in the energetic cocoon, he is immune to any type of spell, and those who attack him directly with a melee attack suffer 6d6 points of electric damage because of the cocoon of energy that protects him. If he is wounded during the evocation, the priest must make a *Concentration* check, else the ritual ends and the spell is wasted.

After gathering for a minute, the power of the spell manifests and the cleric can act normally. From this moment and for an number of rounds equal to his level, the priest benefits from the following powers:

- ability to fly at 360 feet per round (MF 5);
- his natural Strength score becomes 20;
- his body is totally immune to lightning and to electrical damage of any nature;
- **electric barrier:** anyone who hits him with a melee attack is hit by an electrostatic charge that causes 4d6 points of damage (halved with a successful ST vs. Spells);
- **call lightning:** once every six rounds he can summon a lightning bolt of 10 feet diameter from the within 100 feet, it automatically hits a target (two if they are adjacent) causing them damage equal to the amount of hp that the caster has at that precise moment (it is possible to make a ST vs. Dragon Breath for half damage).

This spell cannot be made permanent.

MARINE FURY*

Immortal: Ahmanni, Calitha, Crakkak, Sharpcrest, Gorrziok, Hymir, Kallala, Malafor, Minroth, Polunius, Protius, Saasskas, Saturnius, Sinbad, Slizzark

Substitute: *Earthquake*

Range: 240 feet

Area of effect: cube with 40 feet + 10 feet per level sides

Duration: 1 turn

Effect: create a seaquake; reverse calms moving waves

This spell causes a seaquake that creates subaquatic currents of devastating force. The area affected by the seaquake is a cube 40 feet + 10 feet per cleric level sides centered on any point within 240 feet of the priest. All buildings within the area of effect are violently shaken, with the result that the smallest or less resistant are completely destroyed, while it creates several breaches in the more imposing, without however causing them to fall. Creatures present are thrown in a random direction at a speed of 60 feet per round, and suffer 6d10 points of damage (ST vs. Death Ray for half) because of the pressure and collisions each round they remain within the area. Ships directly above or within the affected area suffer due to the tremendous waves produced and lose 1d6 Hull Points (ST vs. Destruction for half) as long as they remain within the area of effect; to escape the seaquake, surface ships must manoeuvre and the crew is called to make a *Seamanship* check with a -4 penalty, which at least 50% of the sailors must make. Anyone underwater within the area of effect of the seaquake cannot complete any actions until they escape the currents, which happens if they are lucky enough to be thrown randomly out of the affected area.

The seaquake stays in the area it was created for 1 turn, or until the caster decides to cancel it. The cleric doesn't need to maintain concentration for it to remain active, but note that he is not immune to its effects (so if he doesn't create far enough away could be involved).

The reverse spell, *flat calm*, annuls any type of wave motion within the area of effect for the spell's entire duration and annuls the effects of a *marine fury*, giving shelter to anyone within the volume affected by the adverse effects of seaquakes and strong submarine currents.

This spell cannot be made permanent on an item.

SPHERE OF SECURITY

Immortal: Alpathia, Ka, Koryis, Mátin, Mealiden, Petra, Pflarr, Shaper

Substitute: *Destruction*

Range: 0

Area of effect: 10 feet radius sphere

Duration: 6 turns

Effect: barrier gives -2 to AC, +2 to ST and magic resistance of 50% plus three other defensive powers

This powerful spell protects the priest and all allies present within the area of effect, granting them a +2 bonus to AC and all Saving Throws, as well as a

resistance to magic equal to 50%. Moreover, the cleric can select three defensive clerical spells of levels 1 to 5 that have effect for all of the sphere's duration on him and on his allies present in the *sphere of security*. Any hostile creature doesn't receive this protection, and the sphere moves with the priest. The cleric's allies that leave the sphere no longer enjoy its benefits, but reacquire it once they return to the area of effect.

SUN STONE

Immortal: Ixion, Rathanos

Substitute: *Destruction*

Range: touch

Area of effect: a stone from 4 lb (40 cn)

Duration: special

Effect: a stone accumulates solar energy and discharges it

This spell renders a stone of at least 4 lb a magic receptacle of the solar energy: the stone is charged with 1d6 points for each hour in which it is exposed to the sun, up to a maximum of 1d6 points per cleric level. Once the maximum limit is reached it shines with sunlight and lights a 5 feet radius area per cleric level, which is also heated and kept at a constant temperature of 25°C, until the power is discharged, ending the spell. Anyone who takes it in hand and invokes the name of the cleric's Immortal that created it can direct the power of the sun towards a single point within the area lit and discharge on it all the accumulated energy. The victim can make a ST vs. Dragon Breath for half damage, and if he dies because of this he evaporates; the same thing happens to objects (which must make a ST vs. Fire).

TEMPORAL BARRIER

Immortal: Fugit, Khoronus, Simurgh, Yav

Substitute: *Divine wrath*

Range: 0

Area of effect: only the cleric

Duration: 1 turn

Effect: barrier retards part of the damage suffered and protected from the effects of temporal alteration

This potent spell creates around the cleric a barrier that distorts the flow of time. The barrier intercepts any type of damage causing attack directed against the priest and deflects part of the damage into the future, allowing the subject to prepare himself for it.

If an attack produces physical damage of any type, half of the damage affects the cleric immediately, and the other half only after the barrier ends. Note that at the end of the spell, all the retarded damage affects the cleric simultaneously, so he must carefully prepare himself by using curative spells and defences available to him to not

receive massive damage that could kill him. Any type of cure is always applied immediately before the damage suffered, and only when the recovered Hit Points are above the priest's maximum, the excess hp are used to annul the delayed damage.

If the attack produces an effect but no damage (e.g. *hold person, dimensional trap, maze, curse*, etc.), the effect is stopped until the end of the barrier as if the ST (if applicable) to avoid or partly reduce the effect was successful. This obviously gives the cleric the chance to use a spell to protect him before the effect takes place (e.g. casting a type of protection to improve his defence against a specific effect).

Finally, the barrier completely annuls any spell that alters the cleric's age or that cause a temporal dislocation.

VICTORY

Immortal: Al-Kalim, Brandan, Cretia, Eternal General, Gorm, Halav, Ilmarinen, Ixion, Karaash, Kurtulmak, Liena, Lokena, Malinois, Mealiden, Saasskas, Thor, Vanya, Wogar, Zugzul

Substitute: *Luck*

Range: 0

Area of effect: 200 people per level with ½ mile

Duration: 24 hours

Effect: augment the morale and combat ability of a group of people tanks to divine intervention

This legendary spell can be cast only by a cleric that can meet the extraordinary prerequisites: he must have reached 20th level, and must have a Wisdom or Charisma score of at least 18. When the spell is cast, the cleric is invested with an extraordinary power, and emits in a quasi palpable manner authority and security for the next 24 hours. *Dispel magic* cast on the cleric has no effect on this spell, since a *wish* is needed to dispel it.

If the cleric personally participates in a battle while he is empowered by this spell, his allied troops draw great benefits and they fight with great fervour, fury, and firmness. In game terms, the effect influences up to 200 people per level within ½ mile from the cleric (including himself), which gain the bonuses of the spells *divine aid, bless* and *spell of striking* for the duration of the clash (max 24 hours).

If instead the War Machine system is used for mass combat, it gains the following bonus:

1. a +25 bonus is applied to the *Combat Results roll*
2. if the army is defeated, and on the *Combat Results Table* the difference between the scores is 101 or more, use the column "91-100" instead, thus limiting the loss.

CHAPTER 3. NEW FORMS OF DIVINE MAGIC

RUNIC MAGIC

(taken from *Gazetteer 7: The Northern Reaches*)

"The runes are there, for any fool to read," Onund proclaimed. "But only he who has Hung on the Tree, as did Father Odin, one who has gazed on the Abyss and suffered its emptiness, may know their true meanings or tap the Power that lies within.

"It is said that the runes were given to Man by the Immortal Odin All-Father. The legends suggest that the Immortal 'died' – hung on the Great Ash Tree of the World, Yggdrasil. Through the experience of death and gazing on the incomprehensible void, Odin gained some insight into the magical significance and the power of the runes, and he gave it to his mortal children.

"However, anyone who wants to receive the All-Father's knowledge must make incredible sacrifices, like those made at the end of time. Because knowledge of the runes is always accompanied by ritual suicides and great deprivations..."

In the everyday Northlands life, the runes are simply a special form of written language used by Northlands clerics, particularly used to write on wood, stone, and other hard surfaces. However, there is another type of particular runes, sacred to Odin known as the "runes of power", which have special magical meaning. With the help of some cleric spells, the more skilled priests can enhance the power and significance of the runes to obtain miracles.

The commonest use of these runes is in seeking divine inspiration and guidance. The *interpret runes* spell allows the cleric to learn the Immortal's will or see the future.

A second use of the runes is for inscriptions on standing stones. Standing stones are slabs of rock inscribed with a mixture of practical advice and mystical insights, about famous men or enlightened individuals, the trials they have faced, and the wisdom they learnt from their deeds. The skalds (Nordic bards) inscribe the stones erected along the roads to commemorate important events and relate the good and bad acts of man. The inscriptions have been left for those that come after, so that they may learn from the experiences of those eye witnesses inspired by the Immortals. These runic inscriptions can only be read by those with the *Read Runes* skill, or with the *read language* spell, which translates the runes into a known language. With regard to the runes of power, *read magic* doesn't permit these symbols to be understood, but *analyse*, *know rune*, or *contact outer planes* can reveal their effects. These stones and the runes inscribed there are sacred to the Immortals of the Northmen's pantheon. Defacing or removing them is a great sacrilege, and the followers of Odin never hesitate to avenge a similar affront to the runic stones.

The third way the runes are used is to enchant weapons, jewels, clothing, graves, and items with ritual value. The priest must use the *inscribe runes* spell to fix a

specific rune of power on an item, thus creating magic items that only clerics can use; the magical properties of an item of this type are in fact only activated by the *bless rune* spell. To correctly add a rune of power to an item, the cleric must have learnt that specific rune by means of the *know rune* spell and must have undergone the dangerous nine night ritual associated with this spell.

RUNIC SPELLS

The following clerical spells are known at the appropriate level by all the clerics that possess the Read Runes general skill and serve the Immortals that belong to the group of the Aesir and Ásynjur (see the *Codex Immortalis: Book Two* for further information on the list of these Immortals, which belong to the cult called Asatru or Odinism), and to only Frey and Freyja of the Vanir group (by virtue of their particular tight bond with Odin as his advisers on war and "godchildren") in addition to those given by the Immortals. Obviously, a cleric who worships one of the Immortals of this group under another name but doesn't follow the doctrine of Asatru doesn't have access to the runic spells.

Note: *bless rune* has been moved to 1st level (it was originally a 2nd level spell), while the *interpret runes* is the Nordic version of *oracle* (3rd level).

BLESS RUNE

Level: 1st

Immortal: Arnelee, Asterius, Forsetta, Frey, Freyja, Gorm, Halav, Ixion, the Korrigan, Loki, Maat, Madarua, Odin, Tarastia, Terra, Thor, Valerias

Range: touch

Duration: 10 rounds (or based on the activated power)

Effect: activate the power of a rune placed on an object

This spell activates a rune of power that has previously been correctly etched on an item. The blessing only activates one of the rune's three effects (the powers of the 24 Runes of Power of Odin are listed next): the cleric must specify which power he wants to invoke, otherwise the spell fails and the rune isn't activated. It isn't possible to activate more than one effect simultaneously: the first has to end before a second blessing can be invoked.

INSCRIBE RUNE

Level: 3rd

Immortal: Arnelee, Asterius, Forsetta, Frey, Freyja, Gorm, Halav, Ixion, the Korrigan, Loki, Maat, Madarua, Odin, Tarastia, Terra, Thor, Valerias

Range: touch

Duration: permanent

Effect: inscribe a rune of power on an object

This spell allows a cleric to place a rune of power on an item. The cleric must have learnt the rune with the Ceremony of the Nine Nights (see the *know rune* spell) and follow the appropriate ritual; any error or omission in the ritual ruins the spell's effects.

To inscribe an item with a rune of power effectively, the cleric who performed the inscription and the tools used to make it must be purified through a ritual and consecrated to the Immortals with *holy aura*. The preparation for the ritual needs 2d4 hours for the purification, and the ritual itself needs 4d6 hours. The preparation for the ritual must be performed by the same priest who cast the spell and made the etching. If the cleric is disturbed in any way during the ritual, the ritual is ruined and the spell cannot be used effectively.

Unless inscribed with this spell, a rune of power has no magical properties and cannot be activated. Once it has been correctly placed on an item, a rune of power can be activated by a cleric only with a *bless rune* spell.

Each item on which a rune of power has been placed becomes magically tied to the cleric that performed the ritual and uttered the spell. From now on, the cleric always knows when the rune is activated by a *bless rune* spell, or when it is destroyed physically (destruction of the rune or item) or magically (by a *dispel magic* spell or similar); which happens regardless of the distance to the item, as long as they are both on the same plane. The cleric knows nothing about the circumstances of the activation or destruction of the rune, only that it has been activated or destroyed.

There is a limit to the number of runes of power that a cleric can inscribe. The total number of runes is equal to the number of third level spells that the cleric can memorise. If the cleric tries to inscribe other runes above his natural, each effort will be vain and the inscription will fail automatically, unless one of the previously inscribed runes has been destroyed.

Items with correctly inscribed runes keep their properties even after his death.

INTERPRET RUNE

Level: 3rd

Immortal: Arnelee, Asterius, Forsetta, Frey, Freyja, Gorm, Halav, Ixion, the Korrigan, Loki, Maat, Madarua, Odin, Tarastia, Terra, Thor, Valerias

Substitute: Oracle

Range: touch

Duration: instantaneous

Effect: obtain a divine answer on a proposed action

Using a set of, carved and blessed, wooden tiles, the subject can ask the Immortal he serves advice about the course of an action. After casting the spell, the priest invokes the Immortal with the correct ritual phrases, describes the course of action that he proposes and then throws the tiles in front of himself. Based on the combination of tiles, the subject learns the response of his patron Immortal.

The Immortals generally respond in one of the following ways:

- “*You have chosen well. You have our blessing.*” (Good idea)

- “*Your fate is uncertain, but you have our blessing.*” (Not a bad idea)
- “*Your choice is unwise. May the fates bless your future.*” (Bad idea. If you try this, you’d better be lucky)
- “*Your choice offends us. May you live to regret.*” (Not only a bad idea, but against the principles of your cult. Your patron isn’t pleased, but may forgive you)
- “*SILENCE!*” (Could mean anything from “How could you waste my time with something so dumb?” to “Do that, and you’re not only dead, but your spirit will be looking for a new Immortal to serve”)

The Master, naturally has the chance to present the Immortal’s response in any form he wants, from a clear or cryptic phrase to a mystic vision.

KNOW RUNE

Level: 2nd

Immortal: Arnelee, Asterius, Forsetta, Frey, Freyja, Gorm, Halav, Ixion, the Korrigan, Loki, Maat, Madarua, Odin, Tarastia, Terra, Thor, Valerias

Range: 0 (only the cleric)

Duration: 9 nights

Effect: learn the secret of a rune of power

This spell can be used in two ways: to find the magic powers of a rune of power inscribed on an item, or to learn the secret of one of the Runes of Power of Odin (or of a new rune created by the DM to inscribe it.

In the first case, he needs to cast the spell and touch the rune for one turn: at that point the cleric knows the three magic powers linked to the rune (useful if he wants to activate it later with *bless rune*).

In the second case, this spell must be accompanied by the Ceremony of the Nine Night adapted to the cleric’s cult. During the ceremony a cleric who knows the rune that the priest wants to learn must be present or an item that bears that rune inscribed correctly.

The ritual requires the ceremonial death (not real) of the cleric who wants to learn the rune. After having cast the spell, the cleric drinks a potion prepared to not kill him but paralyse his mind and body, inducing a death like state. The cleric remains awake for the nine days and nights, and cannot communicate, not even with his mind. Cut off from all perception of the world an unprepared cleric risks death or madness, as a result his near death experience. Because of this each use of the know rune spell involves a permanent loss of 1 Constitution point of the aspirant (at the DM’s discretion, rather than sacrificing his Constitution he could make a ST vs. Poison or a Constitution check to survive, but failure means his death!).

The ordeal varies based on the cult that organises it. In the cult of Odin, for example, a ceremonial noose is put around the cleric’s neck who is then buried in a watertight coffin in a sacred swamp for nine nights. In the cults of Thor and Tyr the ceremony is similar with the exception of the fact that the cleric is buried underground for nine nights. In the cult of Frey and

Freyja, the cleric is cast on a ceremonial funeral pyre, which isn't lit, in which he remains in a trance for nine days. In the cults of Hod and Forsetta, the cleric is sealed in the darkness of a cavern for nine days.

At the end of the Ceremony of the Nine Nights, the cleric must be revived from the ritual death: for this the spells neutralise poison (or an antidote that neutralises the effect of the ritual poison ingested by the cleric) and *cure serious wounds*. When the character is revived, he needs to make a *Divine Magic* check: if the check succeeds, it means that the cleric has gained possession of the rune he wanted to learn. If the check fails, the Immortal has simply chosen to give the character a different rune to the one requested (even a rune that is more suited to his cult). At times the requested rune is given at the end of a deed or on completion of a mission of which the priest was informed of during his trance. In rare circumstances the Immortal gives the cleric a previously unknown rune of power (that must be created by the DM).

Note: Many nations of the Known World view the know rune rituals with horror and disgust, because of the near suicidal associations. Therefore, these rituals are kept secret by the northmen clerics, though widely-rumoured. This may partially explain why rune magic is uncommon outside the Northern Reaches.

ODIN'S 24 RUNES OF POWER

These are the 24 Runes of Power known to the clerics of the Northern Pantheon. All characters can learn to recognise these runes, paraphrase their meaning, and understand their magical functions. However, only those inspired by sacrifice and communion with the Immortal (via the *know rune* ritual) can totally learn and invoke the power of these runes.

When activating a rune with the *bless rune* spell, the cleric must explicitly say which of its listed powers he is evoking; the power remains active for 10 rounds (unless its description says otherwise). Finally, unless specified otherwise, only beings with greater than animal intelligence can avoid the effects of a rune with a successful ST vs. Spells.

Other Runes: There are many other runes of power, and other powers of these runes can be learnt through adventures. These runes are the property of the Immortals and can only be given as recompense for services rendered. When they are discovered, these runes cannot be understood without special knowledge (like an explanation given by the original inscriber, intense magic research, or divine inspiration). To invoke the power of a rune, the cleric must know what different effects the rune can produce and specifically request the desired effect when blessing the rune.

A desperate priest can try to invoke a rune of whose powers he is unaware of. If the priest is a PC, the player can tell the DM what magic effect he is trying to invoke. If this effect is in some way connected to the rune's

powers, there should be a chance that the rune activated. Normally nothing happens; occasionally something positive or negative happens (at the DM's discretion based on the situation and the priest's faith). Invoking a rune without specific knowledge of its powers is dangerous and should not be made lightly.

A character can occasionally be given his own personal rune by the Immortals. It is a sign of great respect, and often foretells of a great destiny for the character. Generally this destiny can be as much a curse as it is a blessing.

ALGIR (the Elk)

This rune signifies protection.

1. A shield or armour inscribed with this activated rune benefits from a +2 bonus to AC for the power's duration.
2. The possessor receives a +3 bonus to all Saving Throws against magic.
3. A weapon inscribed with this rune will automatically parry a single attack per round for the power's duration. The player must select to parry the attack before the damage is rolled.

AS (the Immortals)

This rune signifies the Immortals and their celestial realms beyond the Prime Plane.

1. Reveal the real form of a magically disguised creature within the possessor's field of vision, particularly demons, Immortals, and creatures from beyond the Prime Plane.
2. Create a circle of protection (like the 4th level *mystic circle* spell) that affects demons & undead for 10 rounds.
3. Give a +2 bonus to all Saving Throws.

BERKANA (the Birch)

This rune signifies the durable vitality of the birch.

1. If wearing no armour, skin becomes as tough as bark, giving natural AC of 5 for a turn. Wearing any other armour (including magic armour) negates its benefits, but a shield can still be used.
2. Possessor suffers half damage from a physical or magic attack. The individual can choose to suffer half damage after knowing the amount of damage inflicted. The rune instantly ceases activation (even if the 10 rounds aren't up).
3. Possessor automatically recovers 10 Hit Points. The rune instantly ceases activation (even if the 10 rounds aren't up).

DAGAR (Day)

This rune signifies the power of light and shadow.

1. The rune burns as bright as the sun for 10 rounds (without producing high temperatures). All areas in line of sight are fully illuminated, up to a distance of 200 feet. This magic effect isn't affected by the *darkness* or *continual darkness* spells.

2. Reduces all artificial and magical light sources within 120 feet of the rune to 1% effectiveness (treated as shadow or gloom). All attacks suffer a -4 penalty.
3. Allow the rune's possessor to see in the dark as if he had infravision within 60 feet for 1 turn.

EHWAR (the Horse)

This rune signifies empathy with and mastery of horses.

1. Possessor can enter a horse's mind for the power's duration, sharing and controlling all the animal's senses.
2. Possessor automatically makes all *Ride horse* checks.
3. Possessor can summon a horse. If it is a specific horse that the character knows well, it appears instantly before him and obeys his orders even risking its life in daring moves if necessary. If instead he summons an unknown horse, it appears in 1d6 rounds, has Morale 7 and the standard statistics of a riding horse.

FEHU (Cattle)

This rune signifies wealth. Northmen traditionally calculate in terms of how many cattle they possess.

1. Indicates the presence of treasure, money, or valuable items (at least 100 g.p.) within 90 feet.
2. For 1 turn indicates the direction in which a specifically named treasure or precious object (including runes of power and magic items) can be found.
3. Permanently shield a treasure from any form of magical detection.

GEFU (Giving)

This rune signifies generosity and hospitality.

1. Provoke a positive reaction from intelligent creatures to requests for food, shelter, and clothing (+4 to Reaction rolls).
2. Provoke a positive reaction from hostile individuals by offers of gifts or wergild as compensation for any offence suffered (+4 to Reaction rolls).
3. Make a permanent everyday object, of medium size or smaller and a maximum cost of 10 g.p.

HAGLA (Cruel Nature)

This rune signifies nature's destructive and violent side.

1. Create a single lightning bolt 5 feet wide and 60 feet long that causes 3d6 points of damage (ST vs. Wands for half damage).
2. Create a violent storm of wind and rain in a 20 feet radius, centred on the rune. Creatures within the area must make a Balance check (or Dexterity at -4) each round to be able to perform their actions normally. Failure means that they cannot take any actions during that round. The possessor doesn't have to concentrate for the effect's duration, but isn't immune to it.
3. Make all the vegetation in a 10 feet radius wither away for the effect's duration, allowing the cleric to

pass through undergrowth without being impeded or counter the magical growth of plants.

IHWAR (the Hunter)

This rune signifies the ability to follow tracks, set traps, and kill game.

1. Missile weapons on which this rune is inscribed gain a +2 bonus to Attack Rolls (but it doesn't make it magical).
2. Traps and snares inscribed with this rune allow the capture of small or smaller animals without injuring them. If the species is native to the habitat in which the trap is placed, the creature is trapped within 24 hours. If the creature doesn't live in the area, the rune has no effect.
3. For 1 turn the possessor can follow the tracks of any creature, regardless of the surface they travel over or physical or magical attempts to hide the tracks.

INGWAR (Growth)

This rune signifies the growth of natural things.

1. Normal plants grow to fill a 15 feet radius hemisphere centred on the rune. This unnatural growth causes the plants to deform, collapse, and intertwine to create a formidable barrier to those wanted to reach the rune or to block a straight path. The effect occurs in increments for the 10 rounds of the effect, finishing in the final round. The plants remain huge and distorted until they are destroyed or die naturally.
2. A single plant or item made of plant material grows up to five times larger than normal (transforming for example a wand into a staff, an arrow into a spear).
3. A natural animal grows up to double size in a round. The creature can only move at half its normal speed and has its Dexterity halved, but its Hit Points, damage, and carrying capacity are doubled.

ISAR (Ice)

This rune signifies ice and cold.

1. Freeze a 10' × 10' surface of water, thick enough to support the weight of a normal man. If formed on fast moving water, the ice becomes an ice raft and floats with the current. After 1 turn, the ice melts in 1d10 rounds (regardless of temperature and conditions).
2. Cause a small 10' diameter hail storm within 60 feet of the rune. Creatures within the area suffer 3d6 points of damage (ST vs. Wands for half damage).
3. The rune can replicate the effects of *chill* (see the 1st level arcane spell) for 10 rounds on a single target chosen by the cleric, who doesn't need to concentrate.

JARN (Fruitful Nature)

This rune signifies the bounty of wild nature (as opposed to domesticated animals and crops).

1. Possessor instinctively knows if animals or plants are safe to eat and also knows if the animals are magically animated or controlled.
2. For 1 turn show the direction of a specific species of plant or animal known to the cleric within 1 mile.
3. Create around the cleric the effects of an *anti-animal* or *anti-plant barrier* (see the druid spells of the same names) for 10 rounds.

KAUNNA (Fire)

This rune signifies the warmth of the hearth, the light of a torch, and the destructive power of wildfire.

1. The rune burns like a torch for 2 hours, but doesn't consume the material on which it is inscribed and illuminates a 30' radius area. The fire also burns in intense rain, but not underwater.
2. The rune burns intensely for the effect's duration. If a successful Attack is made with the rune-inscribed item, the target (or victim) suffers 3d4 points of fire damage.
3. The rune instantly produces a *burning ray* (see the 1st level arcane spell) then becomes inert.

LAGUR (Water)

This rune signifies protection from drowning and the savage force of the sea.

1. Possessor can breathe underwater for an hour.
2. Possessor can float on the surface of water for an hour, regardless of personal encumbrance. He can also hold another person in addition to himself, as long as the former isn't too heavy (max weight 175 lbs).
3. An activated rune inscribed in a ship's hull protects it from sinking for 1d10 turns. It *doesn't* protect the crew from the elements.

MANNAR (Man)

This rune signifies knowledge and earthly wisdom.

1. Possessor knows the true intentions and alignment of a stranger; the effect can be focused on a different person each round.
2. Possessor can search the mind of another for the answer to a question. If the subject knows the answer, the character learns the answer. If the subject doesn't know the answer, the character cannot get other information. The more complicated the question, the more uncertain, unreliable, and obscure is the response the cleric gets.
3. Holding an item belonging to another person, the possessor knows in what direction to travel to find him. The character has no sense of distance, just the direction, and the knowledge remains for 24 hours.

NAUDIR (Desperate Need)

This rune signifies great danger and the good fortune needed to avoid it.

1. Allow the cleric to delay the effects of a single physical attack until the end of the effect. The cleric must indicate the attack before the attack and damage rolls have been made. The attack's effects are delayed until the effect's end.
2. Allow the possessor to move at double his normal movement rate for the effect's duration, without suffering from fatigue.
3. Grant the cleric a +2 bonus to all Saving Throws for the effect's duration.

ODALA (Birthright)

This rune signifies power over the fate ordained by the Immortals.

1. During the 10 rounds of the effect's duration, the cleric can allow a creature (excluding himself) to ignore an effect (attack, magic, poison, etc.) that has reduced it to negative Hit Points or that has caused its death, after which the rune deactivates.
2. Possessor can ignore the effect of an attack that reduces him to negative Hit Points or that causes his death by poison or magic. The rune doesn't need to be active, but the cleric must have the rune-inscribed object in his hand and be able to cast the *bles rune* spell (so he must know the prayer, not have exhausted his 2nd level spells for that day, be conscious and able to speak the incantation to activate the spell). This action is performed automatically, regardless of the other actions the cleric has performed that round.
3. During the 10 rounds of the effect the possessor can ignore one of his dice results and reroll it, but not if it deactivates the rune.

PETHRU (the Unseen)

This rune signifies concealment and hidden knowledge.

1. Those within 60 feet of the cleric fail to notice, as if effectively he wasn't there. Even if they bump into him or see other evidence of his presence (shadows or objects interrupted in flight), they fail to recognise the significance of the evidence. Those watching the scene from beyond 60 feet are unaffected by this effect.
2. Messages written in runes are permanently hidden from sight if accompanied by the activation of this rune within the message. The message can only be read after activating another *Pethru* rune within line of sight of the hidden message.
3. The cleric can see invisible within 60 feet for a turn.

RAIDU (Travel)

This rune signifies the traveller.

1. For a six hour period, the cleric awakes from sleep if an enemy or creature with hostile intent approaches within 100 feet.
2. If the possessor is lost, or the way to follow is unclear because of darkness or bad weather, he instinctively knows in which direction to travel to reach his destination, and has a vague idea of how far away it still is in terms of steps (if within half a mile) or days.
3. For a six hour period the cleric gains a +2 bonus to Constitution checks to counter fatigue or dangers due to bad weather conditions.

SOWELU (the Sun)

This rune signifies good health and healing.

1. A curative spell cast by the cleric automatically cures the maximum possible number of hit points. The rune's activation ends instantly after this effect (even 10 rounds haven't passed).
2. Heal the recently dead. If touched by the activated rune, the victim permanently loses 1 point of Constitution and rises to 1 Hit Point. The victim must have been below 0 hp for less than 10 rounds when the rune touches the corpse. If the victim has been reduced to -11 Hit Points or less, the rune has no effect.
3. The rune allows the touched subject to instantly recover all temporarily lost characteristic points because of a disease or any debilitating effect, but it isn't able to restore permanently lost points.

THURS (the Giant)

This rune signifies the giant races.

1. Provoke a favourable reaction to the cleric by giants (+4 to Reaction rolls).
2. Provoke paralysis in a giant for 10 rounds; the creature can make a ST vs. Spells each round to overcome the compulsion.
3. The cleric temporarily becomes a hill giant of large size, with all the appropriate skills and weaknesses: Strength 19, Constitution +2, Intelligence -4, Wisdom 9, brutal nature. Items worn by the character grow in the same way and his weapons do a higher dice of damage during the transformation.

TIWAR (War)

This rune signifies might and valour in arms.

1. A weapon inscribed with this rune automatically hits inflicting maximum damage. The rune's activation ends instantly after this effect (even 10 rounds haven't passed).
2. The bearer of the rune ignores the effects of fear and illusion magic for 1 turn.
3. Reduce by 2 points the morale of anyone who attacks the bear of the rune and is within a 10 feet radius, with a -1 penalty to all their Attacks against the rune's possessor.

URUR (the Auroch)

This rune signifies the strength of wild animals.

1. Cause paralysis in a hostile wild animal.
2. Give the cleric the strength of a bear (Strength 18).
3. Attract the attention of all enemies within a 30' radius and make them attack the cleric rather than his companions (like the auroch faces a pack of wolves to protect the herd).

WUNJU (Joy)

This rune signifies great happiness and appreciation of life.

1. Cause a non hostile audience to react favourably to a story or song (automatic reaction: Friendly).
2. Provoke a positive reaction from an associate to a request for help (+4 to Reaction rolls).
3. All creatures within a 20' radius temporarily cease fighting. Creatures that make a successful ST vs. Mental Spells can resist the rune's effects, while creatures beyond the 20' radius aren't affected.

CHAPTER 4. ALTERNATIVE DIVINE SPELLCASTERS

There are other types of divine spellcasters that differ from the common cleric, but have various points in common with them. These classes are now separately analysed in detail, giving each a background, table of available spells, the descriptions of new spells specific to the class, and other details that allow the players and Master to increase the range of usable divine spellcasters in the game. Some of the proposed classes below were introduced in official supplements, and then expanded and edited in this book. For the original versions of the classes, refer to the following manuals:

- Ascetic: in *Gazetteer 2: The Emirates of Ylaruam* (as “Dervish”).
- Bard: in *PC2: Top Ballista* (as “Windsinger”) and in *The Complete Bard’s Handbook (AD&D)*.
- Holy Champion (Paladin, Druidic Defender, and Avenger): in the Companion set, in the articles in *Dragon Magazine* dedicated to Robrenn and Eusdria, in *The Complete Paladin’s Handbook (AD&D)*, and in *The Complete Ranger’s Handbook (AD&D)*.
- Demihuman cleric: in *Gazetteer 6: The Dwarves of Rockhome*.
- Relic Keeper: in the Companion set, in *Gazetteer 5: The Elves of Alfheim*, in *Gazetteer 8: The Five Shires*, in *Gazetteer 9: The Minrothad Guilds*, and in *CM4: Earthshaker!*
- Druid: in the Companion set and in *The Complete Druid’s Handbook (AD&D)*.
- Hin Master: in *Gazetteer 8: The Five Shires*.
- Shaman: in *Gazetteer 10: The Orcs of Thar*, in *PC1: Tall Tales of the Wee Folk*, in *PC2: Top Ballista*, in *PC3: The Sea People*, in *Savage Coast Sourcebook*, and in *Orc’s Head Peninsula*.
- Shadow Shaman: in *Gazetteer 13: The Shadowelves*.
- Spirit Shaman (Shaman): in *Gazetteer 12: The Golden Khan of Ethengar*.
- Taltos: in *Dragon Magazine #247*.

A final comment regarding the use of the term shaman. Normally it is used to indicate three categories of characters in the official D&D supplements: the spirit shaman (those *shaman* principally widespread in Ethengar and described in GAZ12), any type of humanoid cleric (called shaman, with a negative connotation to note their more savage magic ability), and a cleric of Atruaghin or Rafiel (that have taken the name of “shaman” as a simple cultural title). In this manual, the term shaman is only used to indicate the humanoid clerics, while for the Ethengarian shamans the term “spirit shaman” (given their bond to the spirit world) is used and for the priests of Rafiel the term “shadow shaman” has been coined.

LEGEND:

Prime Requisites: the characteristic that is considered the class’s primary.

Other Requisites: the alignment (where specified), the level (where specified), the general skills (where specified), and their minimum values that a character must meet to belong to this class.

Hit Dice: the type of Hit Dice that the character uses each level, and the number of hp that he acquires after a certain level (usually after 9th level).

XP and Maximum level: the xp table and the maximum level achievable by the class.

Saving Throws: the class’s Saving Throws.

THAC0: the class’s THAC0.

Permitted armour: the armour that a character of that class can wear and continue to exploit all the advantages of belonging to the class, and the type of shield preferred. In effect, every character can use any shield or armour (unless limited by the cult or culture he belongs to), but it is necessary to be aware that some classes are more penalised if wearing these protections (arcane spell failure, penalty to thief skills, and so on). For further details on armour and shields, refer to Chapter 1 of the *Mystaran Armoury* manual.

Permitted weapons: the weapons that a character of that class can or knows how to use. Note that standard Cleric can only use the weapon that his Immortal or church allows. For further details on weapons refer to Chapter 2 of the *Mystaran Armoury* manual, while for details on the Immortals see the *Codex Immortalis*.

Special Abilities: all the particular powers and privileges (general skills excluded) that the class grants the character. Usually they are explained in the descriptions of the class’s Special Powers, with reference to rules presented in this manual, with the exception of the following two abilities:

Fighter combat options: the martial abilities available to Fighters described in Chapter 2 of the *Mystaran Armoury* manual available online (among which are the original options Disarm, Parry, and Sunder).

Multiple attacks: the character can make more than one attack per round, with the same weapon or different weapons. The fighter acquires an extra attack at 12th, 24th, and 36th level, for a total of 4 attacks at 36th level. The additional attacks of demihumans depend on their race and are acquired through Attack Ranks.

Weapon Mastery: the class’s mastery of weapons (see Chapter 2 of the *Mystaran Armoury* manual).

Compulsory General Skills: the class’s compulsory general skills (see the *Manual of General Skills*).

ASCETIC

Prime Requisites: Wisdom and Constitution.

Other Requisites: Wisdom and Constitution scores equal to, or greater than, 13, Alignment Lawful.

Hit Dice: 1d6 hp per level up to 9th, plus Constitution modifier. From 10th level, +1 Hit Point per level, Constitution modifier doesn't apply.

XP and Maximum level: The Ascetic has the same advancement table as the Cleric for his spells, but uses the Mystic's table for xp, and can achieve 36th level.

Saving Throws: Cleric of equal level.

THACO: Mage of equal level.

Permitted armour: Shields and light or medium Armour.

Permitted weapons: Any simple weapon allowed by the cult, weapons to incapacitate or capture an adversary.

Special Abilities: Cast divine spells, divine protection, ascetic powers

Weapon Mastery: As a Mage of equal level.

Compulsory General Skills: Divine magic (bonus), Religion.

GENERAL DESCRIPTION

The ascetic is a priest that belongs to a religious order focused on seeking perfection and spiritual and physical balance as well as peace and universal harmony. The ascetic, like the mystic, seeks enlightenment through the rigid practise of prayer and meditation techniques, but unlike the mystic all his effort is in achieving union not only with creation but above all else with the Immortals, considering them the inspirers of the life-force and energy that pervades the universe. Mystics, in fact, aren't interested in a religious dimension: their mysticism is personal, and they believe that they can achieve perfection and equal the Immortals without needing to worship them. The ascetics instead believe that perfection derives from communing with their Immortal, as this is the only key for perfection and holiness, and obtain their powers thanks to their faith and self-discipline. Moreover for the ascetics it isn't important to improve their fighting ability along with their mental ability to achieve balance (another cardinal teaching of the mystics), but they concentrate on their spirit and mind, thanks to which they can dominate their body and strength it. The lack of good martial skills in the ascetics is, however, compensated by their ability to resist any type of danger, which is better than any other cleric's (better ST, special physical and mental abilities).

All the ascetics share the theory according to which without balance between mind and body, unity between the spirit and the material, inner perfection won't exist nor is it possible to enter in communion with the Immortal and with the other creatures of the universe to obtain the sought enlightenment. The ascetics are thus projected via techniques of meditation and training to elevate their own spirit beyond the material until they become living receptacles of the Immortal, true Saints and Enlightened according to some sects (called Bodhisattva in Sindhi and

Qishi in Ochalese). The ascetic trains his spirit and mind by constantly reciting the prayers of meditation (sutra in Sindhi) that help strengthen his will and make clear judgements based on the cult's precepts. Moreover he is called to develop a strong physical resistance thanks to the training of deprivation and refusing worldly temptations, which raises their pain threshold and self-control to resist injuries to both flesh and spirit remaining vigilant and calm. Thanks to this training the ascetic draws huge benefits that normally are precluded to the other priests. Indeed, the techniques of meditation and intense training which they have undergone to allow them to develop a great spiritual energy and a great affinity with the Immortal, which allows them to complete amazing acts and evoke superhuman powers.

ASCETIC ORDERS

For asceticism the path to enlightenment is always a unique and personal journey. However, there are two types of ascetic orders: the hermetic or contemplative orders, and the missionaries or proactive orders. In both cases, the orders can be either communal (those formed by more than one subjects in religious place) or solitary (those formed by a single individual who can at his discretion take for a certain period of time some disciples to initiate in the secrets of asceticism).

The ascetics that belong to a communal hermetic order never leave their community once they have entered. The rule of the hermits in fact imposes on their members the hermitage and isolation from the world, considered impure and a source of turmoil for body and soul. These ascetics (more precisely hermits) often live in difficult to reach places (on a mountain top, in the middle of a desert, in an arid, inhospitable region), in total contemplation of nature as the representative of the divine word that the hermit must study in depth to understand. They prefer to remain isolated from the rest of the world leading a communal life in their inaccessible hermitages, and are completely self-sufficient from the point of view of any spiritual or dietary needs (cultivating a small garden and raising cattle to feed themselves or resorting to magic, and conserve the knowledge that they find in a small but well supplied library which are added with the philosophical and religious works that they pen). The only exceptions concerning contact with the outside world are made in the case of visits of other members of the order or wise and enlightened individuals, in order to exchange information and discuss the best way to achieve total communion with the Immortals.

The solitary hermits instead are often misanthropes that, sickened by the corruption of the society in which they live, choose to dedicate themselves body and soul to the mystical relationship with the immanent and transcendent divine, and consecrate their mind and body in the search for communion with Immortality. The hermits of this type are solitary and grumpy people, although not dangerous or hostile, and prefer the company of animals, plants, and natural phenomena (considering them uncontaminated by

the spark of intelligence and thus of egoism) to that of humans or intelligent beings. Often speaking with the beasts, rocks, streams, and the rain, as if these can understand it and gave the answers they seek (and in many cases it is so, thanks to their powers). These ascetics are often identified based on the particular type of training that they follow or the setting in which they live, even if they don't have any common organizational structure (these are found among the dervishes, anchorites, stylites, and so on). When they are approached by someone who like them seeks the truth or revelation, they don't tolerate losing time with weak-willed individuals, and because of this the selection criteria to accept disciples are very rigid and require a huge sacrifice. Once the disciple has shown (after having passed several tests) that he is now on the right track (between 2nd and 4th level), he is invited by the master to abandon it and follow the true path of revelation. The rapport between these solitary ascetics is always polite, and doesn't threaten the occasions when they meet to exchange knowledge, experiences, and new revelations, although these events are rare and usually coincide with holy festivals dedicated to his cult or important times in the seasonal calendar.

For missionary or proactive orders instead, the monks live communally within a building usually located in peaceful areas and deeply immersed in nature (considered the place par excellence in which the Immortal manifests in the most direct and purest manner), but not necessarily far from inhabited centres. Within the temple the youngest disciples are taught by their elders according to the cult's laws, strengthening both body and soul. The aim of a missionary ascetic however isn't to remain in his temple: the doctrine in fact supposes that by facing all the tests placed in the world by the Immortals an individual can obtain enlightenment and become one with the Immortal. At that point he knows what his destiny is and has to teach another to follow his own path in the same way (so these monks are also called missionaries). Thus, once they have been evaluated by the elder monks (who in theory have already attained enlightenment) the young ascetics must test themselves in the surrounding world to increase their experience and strengthen their spirit. Therefore, in these monasteries interaction is permitted between the monks and the common folk. On some occasions, the ascetics feel called by the Immortal to complete pilgrimages or holy quests, upon gaining the approval of the highest ranked monk (Abbot), they leave the community and begin to wander the world in order to complete their spiritual growth, seeking to enlighten all those with which they come into contact with their wisdom and integrity, to shape the world according to the precepts of law and pacifism.

WEAPONS AND ARMOUR

The ascetic is above all confident in his individual skills and robust physique to resist the dangers of the world and enemy attacks, but nothing prevents him from wearing armour or shields to protect him better (e.g. if at risk of a

deadly fight), although he will only opt for medium shields and light or medium armour.

Regarding the weapons he may use, the ascetic is limited to the simple weapons within those allowed by his Immortal or cult, a defensive martial art, and weapons more designed to capture or stun an adversary than kill him. Moreover, before attacking to kill him, the ascetic must always try to convince his enemy to surrender or stop his violent intentions (where possible), or try to capture his enemy alive (by inflicting non-lethal damage) to put him on trial or imprison him to give him the chance of redemption.

POWERS OF THE ASCETIC

All the ascetics possess the ability to *cast divine spells* through prayer that manifest the Immortals' power.

Moreover, the ascetic is blessed in a particular way by the Immortals thanks to his spirit of self-denial and his abiding faith he gains a permanent *divine protection*. He receives from the Immortals a sacred bonus of -1 per 4 levels to his natural Armour Class (i.e. -1 from 1st to 4th, -2 from 5th to 8th, etc.), an effect that is based on his habit of not constantly wearing protective armour or shields (the surest cover is given by their faith in divine providence protecting them from every evil).

Finally, the ascetic is repaid for his search for purity and physical and spiritual perfection with some *ascetic powers* acquired from his communion with the universe and his Immortal based on the level of enlightenment (experience) achieved.

- *Healing touch* (1st): with the simple laying-on of hands the ascetic emits positive energy that can cure up to 1 hp per level per day to any living creature (excluding constructs, oozes, and Entropic beings). The Hit Points dispensed with the cure can also be shared (e.g. a 10th level paladin cures up to 10 hp per day, and can place his hands on a peasant to cure him of 3 hp, he can later place his hands on himself and cure up to 7 hp in the same day). *Healing touch* applied to an undead creature or a being that belongs to the Sphere of Entropy (e.g. demons) causes the subject to lose rather than gain hp but it is allowed a ST vs. Death Ray for half damage.
- *Iron mind in a steel body* (3rd): thanks to his intense training, an ascetic's physique and mind are so strong that he gains a +1 bonus to all Saving Throws.
- *Asceticism* (6th): after a turn of meditation, the ascetic enters a deep trance, during which he is immune to hunger, thirst, and hot and cold environments. Each hour of meditation is worth two hours of sleep (max: 10 hours/day) and it is only possible to exploit it once in a 24 hour period. During the meditation the ascetic is partially cut off from what happens around him: *Sense danger* or *Listen* check with a -4 penalty. Moreover, during the meditation the ascetic can ask a question of the Immortals, who always respond with prophetic but cryptic visions, which the character will have to interpret to know the best way to act (see the 3rd level cleric spell *Oracle*).

- *Resistance* (9th): two times per day, by concentrating for a round the ascetic gains the power to resist heat, cold, or poison (see 2nd level clerical spell of the same name) for 1 turn per level.
- *Nimbleness* (14th): this power can be used at will and allows him to jump up to 3 feet per level (the jump consumes the character's entire movement). The ascetic can also reduce damage from a fall with an *Acrobatics* check and if successful the height of the fall is reduced by a number of feet equal to three times his level.
- *Speak with all* (20th): the ascetic permanently gains the ability to communicate with any living being.
- *Disappearance* (25th): once per day, concentrating for a round the ascetic completely disappears. In this state he can only be detected by Immortal level spells, a *wish*, or *trueseeing*. The ascetic can remain invisible for a maximum period of one round per level (not necessarily continuous), but becomes visible if he tries to attack (like the *invisibility* spell). Despite being invisible, the character can be heard if he isn't quiet enough and can be discovered in other ways, according to the terrain type he is fighting on.
- *Superior will* (30th): once per day the ascetic is able to negate the effects of any spell that directly affects his mind (*ESP*, *charm*, *confusion*, etc.) after failing a ST to resist it.
- *Mystical sanctity* (36th): the ascetic has finally achieved unity with creation and his Immortal. From this moment he is immune to normal or magical diseases and poisons, and is surrounded by a holy aura that constantly grants the effects of the *sanctuary*, *protection from evil* and *sure step* spells.

RESTRICTIONS OF THE ASCETIC

All ascetics are Lawful individuals who worship an Immortal or belong to a cult bound to Order. They believe that their powers stem from a communion with the divine gained through respecting stringent rules. As such each ascetic must swear to respect *at least* 5 of the following obligations (vows) based on his cult, amongst which Obedience is compulsory:

Obedience: the ascetic must always obey his master or his order's elders, as well as any other follower of the same faith of higher rank or is more enlightened.

Balance: the ascetic must prevent negative feelings (hate, revenge, anger, jealousy, etc.) from lodging in his heart and distance himself from the parties of any dispute in order to make a better judgement before acting.

Poverty: the ascetic must not possess more than he can carry himself and mustn't want to possess material goods beyond that needed for survival.

Charity: the ascetic must give half of his assets to the order he enters, and afterwards give half of his annual income to his order. He must give alms to the poor wherever possible, and aid the needy without taking payment.

Chastity: the ascetic cannot have sexual relations with other beings or tie his soul too strongly to a single

individual. The spirit must keep itself pure and above personal desires (by loving the whole of creation).

Peace: the ascetic must avoid killing any living creature, unless this is useful for the ascetic's survival (game to eat) or represents a threat to the ascetic's life or to some other defenceless or just person and doesn't want to mend its evil ways. To follow this dictate the ascetic cannot use reverse spells that produce physical damage, but specialises in curative, divination, and spells that aid others.

The moment an ascetic transgresses one of his vows, he loses access to his spells until he makes an appropriate penitence. For repeated violations or for breaking more vows, the ascetic also loses some of his ascetic powers (DM's discretion) and risks being hunted by his order.

IMMORTALS AND CULTS FOR ASCETICS

There are philosopher ascetics (believe in Order as a divine universal force and thus worship the four celestial Spheres), polytheist (who worship a pantheon of Immortals associated with a lawful cult or church) and more rarely specialists (those that follow a single no-evil lawful Immortal). The following list lists all the Immortals divided by Sphere that allow ascetics amongst their priests. Note that no entropic Immortal accepts ascetic amongst his priests and that the *Immortals listed in italics* exclusively admit ascetics as their priests.

Energy: Alpathia, Benekander, Ixion, *Shaper*, Razud, Tarastia.

Matter: *Infaut*, Ka, Maat, Paarkum, Terra, Utnapishtim.

Thought: *Koryis*, Mâtin, Ssu-Ma.

Time: Al-Kalim, Chardastes, Finidel, Taroyas.

The cults that have ascetic orders amongst those known on Mystara are the following: the Eternal Truth, Samdu, Celestial Court, Church of Darokin, Church of Karameikos, and Church of Thyatis.

BARD

Prime Requisites: Wisdom, Intelligence, and Charisma.

Other Requisites: Wisdom score of 15 or higher, Intelligence and Charisma higher than 11.

Hit Dice: 1d6 hp up to 9th level, plus Constitution modifier. From 10th level, +1 Hit Point per level, Constitution modifier doesn't apply.

XP and Maximum level: The Bard uses the Cleric's for xp and spells, and can reach 36th level.

Saving Throws: Cleric of equal level.

THACO: Cleric of equal level.

Permitted armour: Any shield, light or medium armour.

Permitted weapons: Any weapon permitted by the Immortal served.

Special Abilities: Holy hymns, melodious voices, amazing gifts of communication, encyclopaedic knowledge, plus different special abilities for each subclass.

Weapon Mastery: As a Cleric of equal level.

Compulsory General Skills: Divine Magic (bonus), Listen (bonus), Persuasion (bonus), Entertain, Gather Information, Religion.

GENERAL DESCRIPTION

The bard is a very particular type of priest, whose vocation is influencing the emotions of the public with song or with recitations and orally telling the customs, myths, and history of a people in the name of his cult. Unlike common singers (wandering troubadours or court minstrels), an entertainer, musician, and poet who has learnt from performing before an audience or composing verses to pay homage to his patron (or satiric verses if it doesn't maintain the promised financial arrangement), the bard is in the exclusive service of his Immortal: his efforts are designed to promote the interests of his patron thanks to his charismatic gifts and at the same time to become a reference point for his equals, obtaining respect and veneration thanks to the knowledge and wisdom that marks him. The bard is gifted with a great mnemonic skills as well as great wisdom and charisma, and therefore represents a particularly elitist caste of priests, chosen by the Immortal as incarnations of the most important virtues of his cult.

The bard is therefore a singer with a divine mission, a priest with great communicative skill, an inspiring sage, and a devout entertainer, capable of evoking strong emotions and moving the heart and soul of his listeners thanks to aching melodies, stirring songs, or theatrical and dramatic actions. The bard doesn't have ambitions of conquest or power, but prefers to use his knowledge to motivate and advise both commoners and the powerful with the moral and historic lessons offered by the legends and songs at his disposal. The bards and jesters constitute the only source of news available to the common folk, and are often the conduit through which a culture's legends are passed from generation to generation.

The bard is free spirit, who seeks to live his life to the maximum, facing the greatest number of experiences possible to be able to increase his repertoire of songs and knowledge. The majority of the younger bards thus lead a rather reckless life, always moving in search of new information on epic or tragic deeds on which they can compose new songs or sermons or simply to gather and pass on knowledge that could otherwise be lost. If he cannot find inspiration in the stories of the past or in the chronicles of the present, the bard doesn't hesitate to create the ideas for new heroic deeds or moral lessons, invariably finding himself involved in some type of romantic, tragic, or simply dangerous event.

At name level (9th), the more adventurous bards decide not to settle down, but to continue to wander in search of new knowledge, emotions, and divine inspiration. The errant bards lead a roaming life, always moving in search of ideas to compose new songs, knowledge, or experiences to pass on to the mortals, often ending up involved in romantic and adventurous situations. The errant bards have the chance, once per month, of learning an epic fact to commemorate about which a song has still to be written. This happens as a random encounter or rumour, and it allows the bard to meet great heroes and travel with them for a while, gaining experience along the way while composing an appropriate tribute. The errant bards, exploiting their fame and savoir-faire, can also obtain refuge in any bardic Colleges (see below), temple, or noble residence with a simple Charisma test, although he must repay the hospitality by offering assistance to any question the host may present him and organising at least one recital per evening.

Other bards instead, upon reaching name level (9th) and gain a certain experience and popularity, prefer to abandon their wandering and lead a more peaceful and settled life, living in the house of a court noble or a rich merchant, or dedicating himself to studying in a dignified and comfortable environment, but also remain ready for new experiences and pays attention to the news that reaches him from the outside world. These individuals, called Master Singers, become very popular characters within the region in which they settle and are considered peerless sages or artists.

At times, a Master uses his own resources to found a bardic College, or a school in which to train promising youngsters in the arts according to the principles of his Immortal, of which he become the Headmaster. These places are to all effect the temples consecrated to the bard's Immortal, decorated with holy icons and a tabernacle (usually a statue or effigy, to which they raise prayers), and the functions consist in the performances that every student or master must daily try to stimulate his thoughts and emotions, and read and recite texts designed to train and strengthen the memory. The Colleges within the first 6 months 1d8 students who wish to increase their knowledge. These students are loyal, but not to the point

of sacrificing themselves for the Headmaster, who will have to replace them if they decide to leave or if they are judged incapable. Not all the students have the requisites to become Bards (scores too low), but if the Master thinks it opportune he could however keep them with him to develop their ability allowing them to become artists, singers, and learned, or direct them towards the clerical career (if they show the aptitude). In a college, the Headmaster's main aims are teaching the novices, researching new holy hymns, gathering and passing on knowledge and legend by creating a well supplied library.

The Headmaster of a college must also offer shelter to every bard or jester that asks for it, so making available to these brothers all the information collected in the building's library. In many cases this becomes an occasion for the mutual exchange of favours: the traveller receives room and board for the night, and the Headmaster has the chance of learning new legends and songs, as well as having a new teaching available for his students for a short time.

Naturally, life at times can be strange, and legends are full of strange, life-changing incidents. So, as an errant bard can certainly decide at a certain point of his life to stop wandering and found a college, a headmaster or court bard can incur the ire of some patron and must go into hiding or become a wanderer to escape his enemies. In the selection of his lifestyle, the bard knows that nothing is stable or certain to continue forever, and every change is viewed as a new challenge placed by his patron to increase his knowledge and defend his teachings among the populations most "thirsty" for emotions and knowledge.

BARDIC ROLES (SUBCLASSES)

Based on the worshipped Immortals interests, the subclasses with specialised connotations and powers can be identified.

Arts (music, song, poetry, theatre): *Artist Bard.*

The Artist (also called Diva, Singer, or Rhapsode) is a specific type of bard devoted to an Immortal particularly linked to music, song, poetry, or to entertainment in general. The artist's main task is stirring the emotions of those that listen to him thanks to the fervour inspired by his love for the art and Immortal. Following the precepts of his Immortal and exploiting his natural gifts, the divine singer defends the divine word and teachings through song, recitals, poems and compositions, epic or tragic ballads, recounting legendary or allegorical morals, drawing inspiration from mythology, history, and personal experiences. So whether an actor, poet, or musician, the diva is a sublime artist and a stirrer of emotions, able of evoking aching melodies, vibrant songs, or epic verses to stir his audience and improve his connection with the divine.

While a normal priest is trained to learn and recognise prayers and litanies, the divine artist must instead study music, dance, poetry, and the theatrical works as the true gifts given by the Immortal to mortals to lead them to

harmony and the freedom to think and feel, or inspire them to achieve enlightenment and artistic perfection.

The artist bard is deeply devoted to the search for the perfect song, for the celestial melody, for the eternal poem, or for the unbeatable tale, as this represents on the one hand the greatest display of faith to his Immortal, and on the other the most durable and effective testimony of the power of the Immortals and of his own artistic and spiritual abilities. Every singer therefore deems it a sacred mission to search everywhere for the inspiration to glorify his patron and pay it homage for the artistic gifts that it gives him and raises him above the common folk through performances or compositions of heavenly perfection.

Knowledge (legends, magic, mysteries, history, news, prophecy): *Savant Bard.*

The Savant (called Herald, Oracle, or Poet) is a bard devoted to an Immortal obsessed with the preservation and widening of knowledge, with the power of memory and the ability to reveal the future through visions and prophecy. The function of the savant is twofold: in part historical memory (through the works fixed in their memory all the conquests that the civilisation has produced and the secrets it has inquired to pass them on to his contemporaries and descendants), in part an oracle able to predict the future thanks to his knowledge of the past and communion with the Immortal.

The savant is more than any other priest a true oracle, he is the mortal instrument through which the Immortal speaks to his disciples to admonish, exhort, or warn them about current or future events. This naturally gives the prophet a greater importance than the common clerics, often making him more haughty and abstruse, or more prejudiced and inquisitorial.

The bards that insist in being called Oracles are in fact considered vessels of a greater knowledge that cannot be revealed to anyone. The character of an oracle is irritable and cautious, as he must carefully evaluate the mortals to understand who are worthy of receiving predictions about the future, relentlessly concentrating on the latter to convince them to accept their destiny and the role that the Immortal has chosen in the fate of the world, becoming their mentor or motivator to assure himself that the destiny happens as in his vision.

The heralds instead by nature consider that their task is to transmit their Immortal's voice and to gather the greatest number of listeners possible. For the herald all those that have shown interest deserve to know the prophecy and the divine teachings, and his specific task is to plumb the mysteries of humanity and the cosmos to obtain new revelations to spread among the mortals and celestial spheres.

Epic (war, battle, adventure, heroic or impossible deeds): *Hero Bard.*

The Hero (commonly called Skald) is a bard devoted to an Immortal that loves to celebrate victory, courage,

battle, and epic deeds with dance, sagas, and legends, in such a way that it inspires future generations of brave mortals to accomplish new deeds in the Immortal's name. The hero specialises in the telling and recording of warlike acts, many of which he has personally participated in, and in strengthening the morale of troops in battle thanks to his charisma, as well as helping the soldiers by fighting at their side or thanks to the prophetic gifts that he exhibits. The skald is thus a witness of bold actions and is himself an intrepid and unconventional fighter.

For the hero bard the epic action is as important as the celebration that follows, which has the function of increasing the holiness of the event and placing it within a preordained divine plan, thus sanctifying and approving any actions deeply-rooted in the achieving of the epic objective. Very often the hero bards are hired by the powerful and warlords to pay homage to their conquests and to the blood-thirsty fight in which they took part, to transmit to the people the message that victory was given to the most virtuous and valiant, despite the atrocities that may have been committed (considered necessary to the achieving of the goal). Every hero bard is very happy to preside at these celebrations, provided that the winner shows a statement of belief towards the bard's Immortal and demonstrated adherence to a well-defined code of conduct of which the bard approves.

WEAPONS & ARMOUR

The bard isn't particularly well-versed in combat: his task isn't so much in confronting every sort of monstrous creature face to face seeking to kill it (unless a skald), than to witness and inspire epic or romantic deeds to retell them in verse, song, or music in such a way that it makes them eternal and stirs the souls of mortals. Therefore, although seeking the strong emotions of great deeds, he knows his limits and must therefore always seek to protect himself in the best way to confront the dangers of the outside world. Bards are trained to fight wearing light or medium armour and with up to a medium shield, without it inhibiting their special abilities. Only hero bards are trained to use heavy armour and every type of shield because they are devoted to an Immortal of battle.

Regarding the weapons he can use, normally the bard cannot use two-handed weapons as they are too heavy and difficult to wield, and prefers missile weapon to keep his enemy at distance, or light, one-handed weapons so he has the option of using a shield.

BARD POWERS

All bards have the ability to *evoke* or *compose holy hymns* that manifest the power of the Immortals through the verses or music (see the section on holy hymns). No bard is however able to turn or control undead.

Thanks to his *melodious voice*, the bard can counter a fascination attempt made by any creature that has a

power similar to *charm* or any power based on listening to a voice or melody with a Charisma check (or *Singing* if he has this skill), speaking to counter the fascination effect. As long as he continues to speak/sing and the check succeeds, the effect is countered, but only if the victim can hear the bard's voice.

Moreover, each bard is an expert listener, and is particularly skilled in influencing the reactions of those who can hear him. As such from 1st level the Bard gains the free general skills *Listen* and *Persuasion*.

As well as these, each bard has *amazing gifts of communication*. This ability allows him to learn new languages (non animal with extreme ease thanks to his innate curiosity and continued contact with other cultures: in game terms, every six levels (6th, 12th, 18th, 24th, 30th, 36th) he adds a new language to those he knows, chosen from one of the cultures he has had contact with. Moreover, he is also able to make himself understood by intelligent creatures that cannot speak his tongue or are mute using sign language and body language: with a successful Intelligence check can transmit simple messages (noun + verb + subject) to anyone he is talking to that can see him.

The bard's most peculiar characteristic is his innate curiosity and his limitless memory, thanks to which he can accumulate a series of infinite knowledge of every type without being a true expert in anything. The bard has an *encyclopaedic knowledge* that allows him to know something about the history or characteristics of any real or legendary creature, character, place, object, or event. The bard's percentage chance for general knowledge is:

$$(\text{Level} + \text{Intelligence}) \times 2$$

For more obscure or specific knowledge, the chance is halved and it is only possible to remember 1d6 details of each type. Based on the topic, these are the general or specific knowledge he can know:

Topic	Generic Knowledge	Specific Knowledge
Creature	Legend, Appearance	Powers, weaknesses, diet
Event	History & characters	More accurate info & dates
Place	History	Magical and physical features
Object	History, Appearance	Powers, Owners
Character	History, Appearance	Powers, Titles, Relationships

To make a knowledge check the bard rolls 1d100: if the result is less than the percentage chance, the bard has knowledge related to the argument, otherwise he knows nothing or cannot remember.

It is up to the DM to establish what the information is, but usually it should include in this order: a brief history or well-known rumours, appearance, important subjects linked to the topic, supernatural powers or events connected to it. It is possible to make a general knowledge check once per day, and retry the next day (it is supposed that it is easily accessed knowledge, but that the bard couldn't remember it at that time), while for specific knowledge can only be tried once per level, and the result indicates what the bard knows of the topic at that time. Naturally if the character has the appropriate general skill

(like *History, Myths & Legends*, or any knowledge linked to the subject), can make a skill check rather than the d% roll, based on the most favourable value.

Example: Seamus is an 8th level bard with Intelligence 15 (encyclopaedic knowledge chance: 46%). He is trying to remember whether among the powers of a whispering fiend (a succubus) is the ability to drain energy with a touch, and so this is specific knowledge. This means that the chance of remembering what a succubus's powers is 23% (and can only remember 1d6, among which is certainly the energy drain).

Finally, based on his subclass, each bard has three additional powers (one each at 2nd, 5th, and 9th level), but also has a particular limitation and specific Requisites that must be met to perform that role.

ARTIST BARD

Artistic Dedication (2nd): The artist bard is so dedicated to the art form he considers the most sublime that he dedicates himself body and soul to improving his artistic ability (singing, music, or recitals). As such he benefits from a bonus equal to one third of his level to his chosen artistic skill (*Sing, Play, Act, or Entertain*).

Innate Charm (5th): An affirmed artist is surrounded by a particular aura that grows with experience and renders the bard more fascinating and charismatic. From 5th level the artist bard gains the ability to fascinate beings of his race once per day, as for the 1st level arcane spell *charm person*. The fascination can affect a number of Hit Dice of creatures equal to one third of the bard's level, rounded down, and the effect makes it so that the bard is well liked and can ask favours of his new friends. The bard must entertain the victim for three rounds, and then make an *Entertain* check exploiting any linked abilities: if he fails, the attempt is wasted, while with a successful check the chosen victim falls to the bard's fascination. The victims can attempt a ST vs. Mental Spells to break the link with the bard each time the latter asks for important or dangerous favours (DM's judgement): if the ST succeeds, the victim negates his liking of the bard and begins to consider him a impertinent or opportunist and has a +1 bonus to any future attempt to resist his *charm*.

At 10th level, the bard's fascination ability affects all animals like the *charm animals* spell. At 15th level, the ability also extends to any intelligent creature (excluding undead and constructs) like the 5th level arcane spell *charm monsters*. Obviously in each case, an appropriate skill check is needed to successfully activate the power, and it is always possible for the victims to make a ST to avoid the effect.

Stage Presence (9th): When he wants to, once per day the artist bard can address a character or a crowd composed of 5 people per level (regardless of their levels or Hit Dice, the important thing is that their Intelligence score is at least 4) that must be within 120 feet, must be able to hear him clearly, and must be able to understand his language. The bard declaims an uninterrupted appropriate series of verses, singing or playing an

instrument, and the result of the check related to his exhibition (see the *Entertainment* general skill) allows him to obtain a certain effect on his audience:

TABLE 4.1 – EFFECTS OF THE STAGE PRESENCE

Check	Possible effects
Succeed by 2-4 pt	<i>Friendship</i> (see 1 st level arcane spell) or <i>Sleep</i> (see 1 st level arcane spell, ST negates) for 1 hour
Succeed by 5-10 pt	<i>Fear</i> or <i>hideous laughter</i> (see 2 nd level arcane spell, no ST) for 1 minute
Succeed by 11-18 pt	<i>Phantasmal force</i> or <i>hypnotic pattern</i> (see 2 nd level arcane spell, no ST) as long as the show lasts
Succeed by 19-29 pt	<i>Amnesia</i> or <i>Suggestion</i> (see 3 rd level arcane spell, ST negates)
Succeed by 30+ pt	<i>Confusion</i> or <i>Control emotions</i> (see 4 th level arcane spell, ST negates)

If the check doesn't succeed by at least 2 points, the power doesn't have any effect or provoke any reaction from the public, who go away disinterested. If the bard is instead interrupted before time, the effect isn't invoked; in both cases of failure, the character can however try again until he fails. All the effects given above are cumulative, in the sense that the singer can evoke one of those he has access to based on his skill check.

Example: an artist bard makes an *Entertainment* check with an excess of 18 points. This means that he could choose to evoke one of the first six effects mentioned in the above table, according to his needs.

Disadvantage: The artist bard is prey to a real *artistic obsession* for his art that pushes him to neglect even his health and safety to achieve new artistic heights. For this reason the artistic bard's Constitution is lowered by 1 point every 8 levels.

Requisites: the diva must spend two slots on an artistic skill chosen from *Sing* (singers), *Play* (musicians), *Acting* (actors), or *Entertain* (poets and comedians).

HERO BARD

Indomitable Spirit (2nd): The hero bard is characterised by an iron confidence in his own means and bravery comparable only to that of the strongest and most skilled fighters. His indomitable spirit translates into a great resistance to death, which allows him to gain 1 additional Hit Point at each level and to reroll one ST vs. instantaneous death effects per day, when the first attempt fails. Finally, at the point of death (once reduced to zero or less hp), the hero gains a round before expiring in which to recite a farewell speech full of passion with which he inspires his allies to resist and avenge him, giving them a +1 bonus to Attacks, damage, and ST for 1d6 rounds after his death.

Song of battle (5th): The bard is trained to use his song to incite his allies in battle and to spur himself and increase his ardour in battle. When he enters a singing challenge he must make a *Singing* check: if the check fails he cannot retry for that fight and no longer grants courage. If instead the skill check succeeds, as long as he continues to sing the bard receives a +1 bonus to all his Attacks and ST against fear effects. Every time that he is injured he must make a

Singing check with a penalty equal to the damage inflicted, and if it fails the effect ends for the rest of the encounter. The bard can continue to sing for a maximum number of rounds equal to his Constitution score, after which he must make a Constitution check at the start of each subsequent round with a cumulative –1 penalty: upon the first failure, the bard loses his breath and the effect ends for that encounter.

If he wants to extend the effect of his song of battle (as long as the *Singing* check is successful) to his allies within hearing range must make an *Authority* check after at least three rounds of singing: if it fails, the attempt is wasted and cannot be retried for that encounter, but if successful can confer to all his allies that listen to him one of the following benefits per 5 experience levels, rounded down (the effect lasts as long as he continues to sing):

- +1 Bonus to Morale for every 6 bard levels
- +1 Bonus to all Attack rolls
- +1 Bonus to all damage rolls
- +1 Bonus to one type of Saving Throw (cumulative)
- 1 point Bonus to Armour Class
- Additional Hit Points to each ally equal to the bard's HD (the hp vanish at the end of the song).

Example: a 10th level bard can choose to assign two different effects from those listed above, or select the +1 bonus twice to two different types of ST.

Heroic deed (9th): If the bard completes a particularly epic or important action based on the aims of his Immortal and survives the deed (without being resurrected), acquires a legendary aura that permanently increases his Charisma score by 1 point. If this would take the value to over 18, the character can choose to obtain the superhuman score or use the additional point to gain a permanent +1 bonus to a type of ST chosen by the DM, based on the danger faced and overcome. To obtain the advantage linked to the Heroic Deed, the bard must compose an epic about the deed and tell it to at least 100 people per level (a thing that normally requires at least a month): only once he has achieved this does he gain the bonus. It is possible to use this power once every 5 levels, as long as an epic deed is always performed.

Disadvantage: The hero bard follows a *code of honour* that makes him more sure of himself and gives him his special abilities. From the moment he transgresses the precepts of his fighter's code, his strength of spirit and belief in himself is broken and he loses the bonus derived from his Indomitable Spirit until he completes an act of repentance that the DM judges sufficient to cleanse his guilt.

Requisites: The hero bard must have the *Authority* general skill and a Strength score of at least 12.

SAVANT BARD

Prophetic visions (2nd): The savant receives from his Immortal visions or information on the near future that makes it impossible to surprise him. Moreover, by using the *Divination* skill, the bard can make more accurate

predictions, in the long and short term, than can simple seers (based on the DM's needs).

Analytical mind (5th): The savant bard is an attentive observer and an optimal strategist, so much that with sufficient study of his adversary's movements he can understand them and use them to his advantage. This ability allows him, after having carefully observed the enemy for at least 2 rounds, to understand its attack strategy, and from the 3rd round onwards for the duration of the encounter the bard gains a +1 bonus to AC and Attacks each round. If he is engaged in a mental or skill rather than physical test with the enemy, his ability gives him a +1 bonus each round to any mental or strategic skill check.

Occult knowledge (9th): The savant bard is such an expert of the arcane and occult that he can understand the powers of any magic item (excluding artefacts) simply by examining it. This power functions to all effect as the 1st level arcane spell *analyse*, with the difference that it can only be used once per item and reveals 1d4 powers. Moreover, the bard is also able to activate items whose use is normally restricted to other spellcaster classes (like staves, wands, and rings designed for mages, druids, or shamans) by making an appropriate skill check (*Arcane*, *druidic*, or *shamanic magic*) each time he evokes this power; if the check fails nothing happens, while if he doesn't have the appropriate general skill he cannot try to activate the magic item.

Disadvantage: The savant bard tends to spend too much time making predictions derived from his knowledge, analysis of the past, and clairvoyance. This lowers his reactions and imposes a –2 penalty to all Initiative rolls (he thinks too much before acting).

Requisites: The savant bard must have the *Linguistic* and *Divination* general skills.

HOLY HYMNS OF THE BARDS

The bard, as a priest, uses his spirit and faith as a focus to catalyse his Immortal's power and produces magical effects thanks to songs known as holy hymns (the equivalent of a normal cleric's holy prayers).

The bard initially learns from his mentor or the college in which he studied all the most common hymns of the first three levels (as happens with priests). Afterwards, after leaving his mentor, the only way to learn new holy hymns is by the exchange of knowledge with other bards with similar interests or by studying the holy texts in which they are conserved. The sacred songs are usually passed on by a bard without any hesitation, as the bards don't seek to hide knowledge but to increase their repertoire: it is therefore common for bards to gather at special festivals to share songs both orally and through collective hymns. Generally, if the bard wants to learn a new hymn he needs to reveal one of his to the bard he is dealing with, or create it himself from the beginning, but in this case he is subject to all the standard rules for creating a spell, with the specific that,

if he seeks to replicate any spell of the schools of Enchantment, Divination, or Abjuration, it is considered common for the bard (see Volume 3), even if it isn't among the magic of which he knows.

The bard doesn't need any book in which to collect the hymns, as his extraordinary memory allows him to remember them all. The bard only needs 8 hours of rest and an hour of meditation each day to bring them to mind. To evoke a hymn in the correct way, the bard must sing it with the intent of evoking the hidden power while holding his holy symbol; while singing he can only use his shield to defend himself but not attack, unless the power of the song is used in an attack.

Each holy hymn can be sung more than once per day, as long as the bard hasn't exceeded the maximum number of hymns evocable each day. While singing, the bard can choose whether or not to activate the magical potential of the song: in this way he can also just sing to entertain, without causing collateral effects.

The holy hymns can also be written on enchanted scrolls or tablets, which the bard can read to evoke the power: the scroll is dispelled and the magic effect is evoked as desired.

NON-HUMAN BARDS

Not only humans, but the demihumans and various humanoid races may also have groups of Bards among their ranks. The notes below give the rules regarding advancement in the bard class for those races in which this figure can most typically be found.

Lupin and Rakasta: The two races can also be divine singers. If using the D&D rules, then both races use all the characteristics of the class given here without further modification, and can reach 36th level.

Demihumans (Dwarves, Elves, Gnomes, and Hin): Demihuman bards use the THAC0 and HD of bards, the Saving Throws of their race, the xp and advancement tables of Demihuman clerics (see that section. The demihuman bards obtain their racial immunities when they have accumulated sufficient xp (refer to the dwarf, elf, and halfling advancement tables presented in the *Rules Cyclopedia* and to that of the gnome in the *PC2: Top Ballista* manual). A demihuman bard cannot also be a mage, or a Relic Keeper.

Goblinoids, humanoids, & monsters: no goblinoid can be a bard, as the goblinoids don't have either the spirit or characteristics of the bards.

Some *sylvan races* (e.g. centaurs, dryads, and fauns) can be bards devoted to Faunus, acquiring further xp in respect to their standard class as if they were shamans (see the shaman class at the end of the chapter) but use the spell table and powers of the bards. These beings must however nurture a profound love towards the arts and music, satisfy all the requisites to belong to the bard class and renounce anything that doesn't agree with the class's restrictions.

Finally, in *PC2: Top Ballista* the *faenare* race, humanoid birds with a great singing talent, is particularly detailed. It is possible to consider all windsingers as Bards (artists or savants) of Cochere, the Immortal patron of the faenare (see "Cochere" in *Codex Immortalis*). These singers acquire further xp in respect to their standard class as if they were shamans (see the shaman class described at the end of the chapter) but have access to the special powers of the bards.

Immortals for Bards

The following list lists all the Immortals, divided by Sphere, that permit bards amongst their priests. Note that no entropic Immortal can have bards amongst their priests and that the *Immortals listed in italics* only have bards as their priests.

Energy: Alphatia, Bemarris, *Coberham*, Gorm, *Guidarezzo*, Ixion, the Korrigans, Ninsun, Thor, Usamigaras.

Matter: Chiron, *Faunus*, Forsetta, Ilmarinen, Ka, Maat, Paarkum, Utnapishtim, Valerias.

Thought: Arnelee, Cochere, Diulanna, Frey, Freyja, Halav, Korotiku, Mâtin, *Nob Nar*, Noumena, Odin, Palson, Raven, Sinbad, *Soubrette*, Ssu-Ma, *Tiresias*.

Time: Al-Kalim, *Brindorhin*, Finidel, Hymir, Kallala, Khoronus, Liena, Petra, Taroyas, Vanya, Yav.

LIST OF TYPICAL BARD HOLY HYMNS

The list of holy hymns given to each bard is similar to that of normal clerics (see Table 2.1), but at each spell level a clerical spell has been substituted with an arcane spell more appropriate to bards, as follows:

1st: *Oratory* (replaces *Purify food & water*)

2nd: *Hideous laughter* (replaces *Repair*)

3rd: *Deep slumber* (replaces *Gentle repose*)

4th: *Control emotions* (replaces *Neutralise poison**)

5th: *Dominate person* (replaces *Purifying zone**)

6th: *Mass suggestion* (replaces *Heroes' feast*)

7th: *Dance* (replaces *Sacred Seal*)

Obviously, based on the Immortal served there can be some special spells that replace common divine spells (see Appendix 1 for the characteristic spells of each Immortal).

Finally, at each spell level, as well as the common clerical spells and the typical substitute spells of the served Immortal vita, every bard has access to one holy hymn described below instead of the additional spell granted by the Immortal to normal clerics (usually an arcane or druidic spell, as given in Appendix 1). Described next are the seven spells granted by any Immortal to every Bard priest.

SONG OF THE WAKE

1st Level

Range: touch

Area of effect: being, object, or place

Duration: 1d4+1 round per level

Effect: hold undead max 6 HD 30 feet away

This song is a precious aid for bards, given their inability to turn or control undead. The song evokes positive energy and emotions and surrounds a being, object, or a fixed point with a holy aura that remains around it for 1d4+1 rounds and moves with it, repelling all undead creatures with a maximum of 6 HD and keep them at a distance of 30 feet like a *circle of protection from evil*. More powerful undead are immune to the effects of the song and can act and approach the bard without impediment, and at the end of the effect the other undead can also enter the area of effect without repercussions.

CONFUSING HARMONY

2nd Level

Range: 0

Area of effect: only the bard

Duration: 1 round per level

Effect: create 1d4+1 illusionary and blurred images

This spell evokes 1d4+1 images of the bard that act like *mirror image* (see the 2nd level arcane spell) and moreover as long as the bard and his images continue to sing (which however means he cannot cast other spells) they appear rather blurred, such that each Attack Roll against the bard is penalised by 2 points. As long as the effect lasts, it is possible to suspend the song for 1 round to cast another spell and then resume it the following round.

BATTLE HYMN

3rd Level

Range: 0

Area of effect: 20 feet radius sphere

Duration: 1 round per level

Effect: create a magical melody that galvanises the bard and his allies, upsetting instead his enemies

This spell evokes a potent, musical epic that originates from the bard and affects everyone within 20 feet (the effect moves with him). The bard and his allies feel inspired by this melody and fight with great fury, gaining a +1 bonus to Morale, Attack Rolls, and damage and a +2 bonus to any Saving Throw to avoid the effects of the school of Enchantment as long as they remain within the melody's area. All other creatures within the area are instead profoundly disturbed and abashed by the hymn and until the end of the melody receive a -1 penalty to their Morale, Attack Rolls, and damage.

The spell is ineffective against creatures that cannot hear the sounds, constructs, and oozes. Moreover, if the bard enters an area of magical silence, the *battle hymn* is temporarily put on hold, but returns once it leaves.

ANTI-MAGIC MELODY

4th Level

Range: 0

Area of effect: 20 feet radius sphere

Duration: instantaneous or special

Effect: annuls magic like *dispel magic*

This spell annuls all the magic effects within a 20 feet radius of the bard as if it was a *dispel magic* (see the 3rd level spell), except for spells active on the bard. Moreover all the bard's allies can make a ST vs. Spells to avoid losing advantageous magic effects if it is dispelled.

The bard can also choose to continue to intone the hymn after the first round: in this case he is surrounded by an anti-magic aura that annuls any magic effect (except those already active on the bard) with the same chance as a *dispel magic* based on his level, as long as he continues to sing. Naturally, while evoking the hymn the bard cannot evoke another spell or fight, and can only walk normally (without running). The bard can continue to intone the song for a number of rounds equal to his Constitution score, after which he must stop and rest for one round. If the bard's concentration is interrupted, the effect vanishes and the spell is considered over.

HARMONY OF THE SEASONS

5th Level

Range: varies

Area of effect: varies

Duration: instantaneous

Effect: different effects based on the season evoked

Four versions exist of this holy hymn, one for each season, and the bard must decide which to evoke each time he sings. Each hymn evokes a 4th level arcane spell as follows:

Harmony of Spring: *Ball lightning*.

Harmony of Summer: *Searing light*.

Harmony of Autumn: *Whirlwind*.

Harmony of Winter: *Ice storm*.

HYMN OF LIFE

6th Level

Range: 0

Area of effect: 30' radius sphere

Duration: special

Effect: destroy or weaken undead

This spell is a potent weapon against the undead. All undead creatures within 30 feet of the bard are automatically affected and are pervaded by the positive energy used by the spell. Based on the HD the undead possess, there are various effects:

- Up to 4 HD: all the undead are automatically destroyed and reduced to dust;
- 5-8 HD: the undead suffer 6d6 points of damage; Those that survive must make a ST vs. Spells with a -4 penalty to avoid fleeing in holy terror from the bard, and they will rather be killed than return to the area for 1d4 turns;

- 9+ HD: the undead suffer 6d6 points of damage, halved with a successful ST vs. Spell; another ST is needed with no penalty to avoid fleeing for 1 turn.

Moreover, for 1 turn following the evocation of this spell, the bard is surrounded by a mystical aura that allows him to avoid any type of energy drain with a simple ST vs. Spells, and his blows (but not his spells) inflict double damage to undead.

SONG OF TRIUMPH

7th Level

Range: 0

Area of effect: allies within a 100' radius

Duration: 12 turns

Effect: +2 bonus to Attack, damage, ST, Morale, and other effects

To evoke this power the bard must sing for at least two rounds without doing anything else except move, and at the start of the third round of singing the spell produces its effects on the priest and his allies within a 100 feet radius, which receives a +2 bonus to Attack Rolls and damage, to all Saving Throws and Morale (for NPCs and monsters), as well as 1 additional Hit Dice (that affects hp and THAC0) for 12 turns.

If the cleric continues to sing after the 2nd round, he manifests the following secondary effects:

3rd round: clerics of the same Immortal recover 1 cast spell per round that the song continues (priest included);

4th round: followers of the cleric's Immortal are enveloped in a holy aura that grants a cumulative point of protection to AC (max 4 points).

To continue to evoke the *song of triumph* after the second round, the bard must pass a *Singing* check with a -1 cumulative penalty from the 3rd round on: with the first failure the secondary effects end. After each minute in which the hymn continues to be intoned the bard loses 1d4 points from all his characteristics (the spell drains the subject's physical and mental abilities), and if they drop to zero the priest faints for 1d6 hours. Once revived, the characteristics return to 50% of maximum, and he recovers the remaining lost points at the rate of 1 per day.

Obviously if the bard enters an area of magical silence, the song is interrupted and the spell ends.

DEMIHUMAN CLERIC

Prime Requisites: Wisdom.

Saving Throws: Demihuman of equal level.

Permitted armour: Any armour or shield adapted to the demihuman's size and allowed by the Immortal.

Permitted weapons: Any weapon allowed by his Immortal.

Special Abilities: Cast divine spells.

Compulsory General Skills: Divine magic (bonus), Religion, any compulsory racial skill.

GENERAL DESCRIPTION

Like there are individuals devoted to particular Immortals within human or humanoid communities (the clerics or druids among the humans, rakasta, lupin, and turtles, the shamans among the goblinoids and humanoids in general), so they are also present in demihuman communities, although the presence of demihuman clerics isn't usually very well known among the other races, due to the secrecy with which the demihumans of Mystara often guard their racial customs and traditions. In fact, given the great importance that the typical Immortals of that demihuman assume culture within these civilisations, it would be improbable not to find any priests dedicated to the cult of these Immortals: the truth is simply that these demihuman priests tend not to divulge their secrets and the dictates of their cult to those who aren't members of their race, and as such have often been ignored or forgotten by the other populations.

The demihumans, because of their particular magical origins, are less predisposed to divine magic in respect to humans. This means that few Immortals spend their own energy to create priestly castes amongst the demihumans, usually the Immortals considered "racial", or that were once members of that demihuman race or are universally considered the patrons of that race. The majority of demihumans priests thus, although having some clerical traits, don't have all the powers and abilities of human clerics and because of this are often not seen or considered as such by strangers to their community or race. There thus are dwarf, elven, gnome¹, and halfling clerics, and the rules for generating them as characters follow next.

The demihuman clerics are extremely important individuals within their community: their rank isn't equal to that of a Keeper (a particular type of priest – see the next section) or of a Clanmaster, but are surely respected as much as the Clan Holder. This means that usually the orders and advice of a demihuman cleric are listened to and respected by their kinfolk, unless this goes against the laws imposed by the Keeper or by the Clanmaster, the only figure that can have the final word on any act undertaken within the community. The main function of a demihuman cleric is similar to that of any priest of other races: he lives to serve his Immortal, but in

particular a demihuman cleric also lives to serve his community and ensures that it follows the laws of nature and its Immortal, to the ends of remaining in harmony with the other members of his race. There is no one better in the community that could cast doubt on the cleric's word regarding religious issues, except the supreme religious authority, or the Keeper of the Clan, even if, dealing with another demihuman cleric, this only confirms the rule the rule. And it is therefore considered that the overwhelming majority of demihumans hold in high regard their divine protectors and the word of the Immortals, with the result that the power of the priests within a demihuman community is great. Also for this reason often these individuals never leave their community or region: as they know that their prestige or power would be very reduced among the other races, and so prefer to remain and serve their Immortal within their own civilisation, remaining obscure and unknown figures to the great majority of people that don't know the demihumans' customs and laws.

The demihuman priest is always a priest bound to an Immortal or group of Immortals specific to his race, because it considers these Immortals as the fathers and protectors of their species, as this has been shown to be true by their history and age old experiences. So usually the demihuman clerics worship a particular Immortal associated with their culture, which gives them a certain influence over members of the same race, or worship all the Immortals that belong to their pantheon, without expressing a preference. Next are described the principal Immortals worshipped by the various demihuman clerics, although it should be noted that there are other demihuman priests who grew up and were trained outside of the racial communities, who instead follow other Immortals, even those typical of other races (often human). For these individuals the rules of the demihuman cleric class are still valid, as the only thing that changes is the Immortal worshipped (which thus will give different dictates, powers, and restrictions to those of the demihuman's typical Immortal); this is so the DM and players are aware that the choice of the Immortal followed by a demihuman cleric can be varied in respect to the normal clichés, although it needs an reasonably adequate explanation to be given for to the character's background. For further information about the various Immortals of Mystara, refer to the *Codex Immortalis* available online.

ELVEN IMMORTALS

The elves are the demihuman race that has the most dedicated Immortals, probably due to superior longevity and the greater mystical knowledge of many of them that have completed the journey that has taken them into the Celestial Spheres and as a consequence gained a following within their own community. Moreover, the elves have had a much more troubled history than the other demihuman races, characterised by long migrations,

¹ Note for gnomes: this rule replaces the rules presented for gnome shamans in *PC2, Top Ballista*.

dispersion, and fragmentations, which have thus caused the various clans to revise their faith in different Immortals and to be shaped by these into often very different ways.

ILSUNDAL THE WISE

The elven clerics of the entire Known World worship Ilsundal the Wise above all others, the Father and Protector that gave them the Tree of Life and that safely led them from Grunland, their ancient homeland, before it fell to the forces of evil, and after a decade's long journey they arrived in the prosperous Sylvan Realm. All the clerics of Ilsundal (regardless of race) are always *Keepers of the Tree of Life*, or mages that follow the Elven Tradition and are devoted to the cult of Ilsundal, who he grants access to some clerical spells and the ability to interact with the Relic (refer to the *Relic Keeper* class in the next section). In those cases where a community doesn't have a Tree of Life but worships Ilsundal under other names (like the winged ee'ar elves, who know him as The Guide, but don't possess Trees of Life, or the human Eusdrians that know him as Tiuz, or the Sindhi civilisation who venerate him as patron of knowledge under several forms), the priest of Ilsundal is always a mage (or an elf mage) devoted to the Elven Tradition, to whom Ilsundal grants in addition to the arcane spells some clerical spells, but obviously aren't called Keepers of the Tree or have any power of knowledge of the elven Holy Relic.

Ilsundal also has a specialised caste of Holy Champions called *Foresters*. Whether elves or members of other races, the Foresters are always fighters that have access to the spells of the Elven tradition granted as clerical spells. The foresters use the same progression table, THAC0, ST, and HD as a normal elf, but automatically have access to all the spells of the elven tradition of the schools of Abjuration, Divination, Enchantment, Transmutation, and to all those druidic and clerical spells normally granted by Ilsundal. However, their spell progression stops at 10th level, like normal elf lords, and from 11th level only progress in Attack Ranks to improve their martial abilities.²

MEALIDEN STARWATCHER

Mealiden Starwatcher also has a large following, as the first king of Alfheim, heroic leader and right arm of Ilsundal. He is considered the Liberator who led the elves from the lands of the Sylvan Realm, by now besieged by enemies, to safety in the Known World, and who founded Alfheim, the new home for his brothers. The priests of Mealiden are called *Guardians* (in honour of the fact that Mealiden is considered the guardian of Ilsundal and the elven race), normal elves (fighter-mages) that however cast divine spells instead of arcane spells, but use the same xp and spell progression table as normal

elves. They have access to all the spells of the elven tradition related to the schools of Abjuration, Conjunction, Evocation, and Transmutation, plus the specific cleric spells granted by Mealiden, which however only advance to 5th level, as the clerics of Mealiden don't progress further and instead improve their combat abilities as Elf-Lords with Attack Ranks. Mealiden doesn't have Holy Champions among the elves, as his clerics fulfil the same role. Because of these powers, the clerics of Mealiden are almost indistinguishable from normal elves, apart for the fact that they always use a holy symbol, never have a spellbook and can cast spells different from elven spells.

Regarding the clerics of Mealiden who belong to other races (e.g. human, halfling, rakasta, or lupin followers in the Savage Coast, where he is known as Milan), they use the rules of common clerics, but have access to the same spell list as the elven clerics of Mealiden as explained above. Mealiden also has some Holy Champions among the non-elven races (Paladins and Defenders) devoted to the defence of the community or the Immortal.

EIRYNDUL

Eiryndul is worshipped by the Shiye clan of Alphatia and by the Daendur clan of the Midlands as the one who inspired them to leave the migration of Ilsundal to found an independent kingdom. Thus, Eiryndul is, for the elves that worship him, the patron of liberty and independence gained thanks to guile and the power of magic, as well as the protector of the sylvan races and elves, to whom he gave a Holy Relic, the Flower of Deceit, to allow them to survive the expansionist aims of the neighbouring humans (Alphatian & Hulean) and of forging a powerful and relatively independent kingdom. As for Ilsundal, all the clerics of Eiryndul (regardless of race) are also always *Keepers of the Flower*, or Illusionists (mages that specialise in the Illusion school) of the Elven Tradition devoted to the cult of Eiryndul to whom he also grants access to some clerical and druidic spells and the ability to interact with the Relic (refer to the *Relic Keeper* class in the next section). In those cases in which the community doesn't possess a Flower but worship Eiryndul even under other names (like the winged ee'ar elves, which know him as the Adventurer but don't possess a relic, or the human Eusdrians who know him as Eiryrs, or the aranea that call him Shaibuth), the priest of Eiryndul is always a mage (or an elven mage) the priest is always an illusionist (or an elven mage) to whom Eiryndul grants an illusion spell per level as divine spells, but obviously aren't called Keepers or have any power or knowledge of the Holy Relic.

Eiryndul also has a caste of Holy Champions (see the previous section), as defenders of the community, called *Shadows*. Whether elves or members of other races, the Shadows are always thieves that use the same progression table, THAC0, ST, and HD as a normal elf, but that only have access to spells of shadow (see the *Thief* class

² This rule helps to explain how the human Foresters presented in *DotE* are possible.

v.2.0) and to spells of the school of Illusion granted as clerical spells by Eiryndul. However, their spell progression stops at 10th level, like normal elf lords, and from 11th level only progress to improve their thief skills.

CALITHA STARBROW (TALLIVAI)

The Aquarendi (subaquatic elves) worship Tallivai (Calitha Starbrow) for giving them The Frond of Life (similar to the Tree of Life), while the Meditors (water elves) of Minrothad adore Calitha for having given them the Pearl of Power and teaching them the arts of navigation. In both cases the clerics of Calitha (regardless of race) are always *Keepers* (of the Pearl or Frond), or mages that follow the Marina Tradition and are devoted to the cult of Calitha, which also gives them access to some clerical spells and the ability to interact with the Relic (refer to the *Relic Keeper* class in the next section). In particular cases in which the community doesn't have a relic but worship Calitha under other names (like the Bellaynish that know her as Felidae, the wallara who call her Barramundje or the turtles who worship her as Mother Ocean), the priests of Calitha are always marine druids or druidic shamans (see the sections related to the Druid and the Shaman), but aren't called Keepers or have any power or knowledge of the Holy Relic.

Calitha also has a caste of Holy Champions (see the previous section), as defenders of the community, called *Waves*. Whether elves or members of other races, the Waves are always fighters that have access to the spells of the Marine tradition, granted as clerical spells. The wave uses the same xp and spell progression table, THAC0, ST, and HD as a normal elf, but automatically have access at each spell level to all the spells of the marine tradition of the schools of Abjuration, Conjunction, Divination, and Transmutation and to all those cleric and druid spells normally granted by Calitha. However, their spell progression stops at 10th level, like normal elf lords, and from 11th level only progress in Attack Ranks to improve their martial abilities.

ORDANA

Although her cult is currently of minor importance, some elves have never forgotten Ordana, the Forest Mother who created and nourished them and who continues to protect them still; in particular, in the Known World the only elven clan that still worships Ordana is that of the Verdiers, the wood elves of Minrothad, to whom Ordana gave the Carven Oak as their relic³. All Ordana's priests are always *Druids* (see the relevant section) and use the xp progression table, druid spell list, as well as the restrictions regarding weapons and armour of the druid class. The elven druids use the typical elf ST, gain the special resistances of high level elves when they attain sufficient xp (automatically take half damage from avoidable effects or Dragon Breath

³The Carven Oak isn't a real relic like the others, but is an artefact created by Ordana and given to the Verdiers to help them (see *GAZ9: The Minrothad Guilds* and the following section on demihuman relics).

on attaining 1,650,000 xp), and use 1d6 plus Constitution modifier up to 9th level to determine hp, adding 1 hp per level from 10th level onwards, and can achieve 36th level as druids.

Ordana also possesses the so-called *Druidic defenders* (see the section on Holy Champions), or fighters devoted to the defence of nature and sylvan creatures. Among the elves, the druidic defenders use the xp and spell progression table of normal elves, but only have access to druidic spells rather than the arcane spells of the elven tradition (thus are fighter-druids and not fighter-mages) and only progress as druids up to 10th level, after which they only advance to improve their combat abilities (gaining Attack Ranks like the Elf Lords). The druidic limitations relating to weapons and armour also apply to the elven druidic defenders.

THE KORRIGANS

The elves of Wendar and Denagoth, which split from their brothers before the Great Rain of Fire and also survived the Glantrian Cataclysm, worship the Korrigans (and also Ordana in small measure), as the saviours of their race, as they were responsible for the creation of the Elvenstar⁴ and Shrines that has always protected the nation and the elves from calamity and from the aims of their enemies. The Korrigans has clerics both among the humans and elves, which can be distinguished based on their role. Polytheist clerics worship the entire pantheon of the Nine Korrigans, while the specialists worship a single member above all the others. The human clerics follow the usual rules explained Chapter 1, while elven clerics are to all effect normal elves that however cast the typical clerical spells of the Korrigans in place of arcane spells (so elf-clerics rather than elf-mages). These priests thus use the same progression table, THAC0, and HD of a normal elf, but automatically have access at each spell level to all arcane and clerical spells normally granted by the various Korrigans. At 10th level, every elven cleric must choose if he wants to continue to improve either his magic ability (use table 4.1 for demihuman clerics of other Immortals), or his martial ability (and only advance in Attack Rank like the Elf Lords). Usually the followers of the Silent Hunter, Fiery Champion, and Rainbow Singer progress as Elf-Lords, while the clerics of the other Korrigans augment their magical power to the detriment of their fighting ability. Because of the roles of the clerics of the Hunter, Champion, and Singer within the Wendarian elven community, the Korrigans has no elven Holy Champions, but it is possible to find human Champions.

⁴The Elvenstar isn't a real relic like the others, but is an artefact created by the Korrigans in their rise to immortality, which afterwards remained in the possession of the elves of Wendar and Denagoth (see *X11: Saga of the Shadowlord* and the following section on demihuman relics).

LORNASEN

Lornasen is known and worshipped by the Shiye elves that live in Foresthome in Norwold as the Maiden of Eternal Spring, who formed Foresthome to render it hospitable and who fulfilled her long pilgrimage that allowed the elves of Norwold to also obtain a Tree of Life from Ilsundal. Lornasen is thus associated with the forest, beauty, springtime, and fertility, and all her clerics (both among the elves and the Autuusmaan of high Norwold) are always *Druids* (see relevant section) and use their xp progression table as well as the limitations regarding weapons and armour that the druidic class has. Regarding their spell list, the priests of Lornasen have access to all the spells of the Elven Tradition except those of the schools of Evocation and Illusion. Elven druids use the typical elf ST, gain the special high level elven resistances when they achieve sufficient xp (automatically taking half damage from avoidable effects or from Dragon Breath upon reaching 1,650,000 xp), and use 1d6 plus Constitution modifier up to 9th level to determine hp, adding 1 hp per level from 10th level, and can achieve 36th level as druids. Lornasen doesn't have druidic defenders.

RAFIEL

The case of the shadowelves, followers of Rafiel, is very peculiar, as they have a very particular priest cast that is different to the common demihuman clerics: the *Shadow Shamans* (see the relevant section at the end of the chapter).

DWARVEN & GNOME IMMORTALS

Dwarves and gnomes are the demihumans with the tightest kinship, as the gnomes were created by the first ancient dwarf to become immortal (Garal) shaping them according to what he viewed as the best qualities for a race. It is therefore possible to find clerics of Kagyar (dwarf patron) and of Garal (gnome patron) among either race, but given that religion and faith for both races (deeply pragmatic and complex) are extremely personal issues and that at the same time must be useful to the community, it is never easy to distinguish the clerics from the rest of the common dwarves or gnomes. This often causes other races to wrongly conclude that among the Mysteran dwarves and gnomes there are no priests or some form of religious accommodation.

Note: a cleric of Kagyar, Garal, or Brandan (regardless of race) doesn't have the typical priest ability to turn undead, and normally refuses to cast curative spells on creatures that don't follow his Immortal or (for the more orthodox) that don't belong to his race.

KAGYAR THE ARTISAN

The most important and only Immortal recognised by all surface dwarves is Kagyar the Artisan, the father of the entire dwarven race, the one who gave the dwarves the power to forge metals and who taught them the arts and trades that they have now mastered with infinite wisdom. It was Kagyar who sent his strongest fighter, Denwarf, to aid the dwarfs at the hardest time in their history, and it was Kagyar that gave them the secret of the Forge of

Power, thanks to which every dwarven community in the world is able to produce wonderful objects and defend themselves from any enemy assault. Kagyar is known as the craftsman of the world by the dwarves of Rockhome, and so they don't have any reason to worship other Immortals.

A cleric of Kagyar carries out his vocation in a very discreet manner, so much so that often those not within the dwarven community in which he works don't try to identify him as an Immortal's representative, as his role imitates that of many other dwarven craftsmen. Which is why Kagyar asks his priests (dwarven or of other races) to stimulate artistic and handcrafted creations and help the better craftsmen, and thus it isn't easy to distinguish a cleric of Kagyar (also because they don't have great restrictions on weapons or armour that distinguishes them from the other dwarves). Some particularly gifted dwarven clerics achieve a position of complete respect within the clan when they become Keepers of the Forge of Power (see the following section dedicated to the *Relic Keepers*).

All the dwarven clerics of Kagyar (named *Holy Artisans* are dwarves that add the xp of the cleric class to their xp progression table (to all effect, they are fighter-clerics), and that progress separately as clerics in respect to their advancement as fighter dwarfs (like the rules for multiclassing, to become a 1st level cleric when they have accumulated at least 1,000 xp, then another 1,500 xp for 2nd level). In practice, it is possible for a dwarf to become a cleric even at an advanced stage (when, for example, he is a 5th level dwarf), and to progress as a cleric separately (he chooses each time whether to add his gained xp to his cleric or fighter experience totals), but the cleric level cannot be higher than that of the dwarf fighter (consider an Attack Rank as a level). The clerics of Kagyar of other races (e.g. human or rakasta clerics devoted to Kagyar – known to them as Ptahr or Belsamas) follow the normal rules for clerics contained in Chapter 1.

Given his complete disinterest in battle, Kagyar doesn't have any Holy Champions either amongst the dwarves or the other civilisations where he is worshipped.

GARAL THE INVENTOR

Garal was the first dwarf to gain immortality, but his mentality and interests are very different to those of modern dwarves. Garal indeed, is considered the Inventor par excellence, and is the father and creator of the gnomic race, who made them in his own image as Kagyar had previously done with the dwarves. Given the influence of Garal Glitterlode in the gnomic culture it isn't thus daft that his most appreciated quality by the gnomes is the ability to invent and discover new things. Garal embodies the perfect inventor, whose greatest creation is the gnome race (made in his image), and whose most exceptional discovery (the Multifunctional Gear, the gnomes' Holy Relic) was given to the gnomes, so that they use it as an example and succeed realising the impossible. The gnomes are very precise and attentive individuals, assuredly not obsessed by treasure and crafts like the dwarves, but that

however share with their cousins an innate passion for the working of stone and precious materials. They are mainly know for inventions, the ability to elaborate new theories and construct new devices, apparatuses, and even machines unimaginable to normal mortals, but that thanks to the inspiration of Garal they can not only conceive (thanks to *Fantasy physics*) but also actually make (with *fantasy engineering*).

Garal thus gains his widest following among the gnomes and is also worshipped by a minority of dwarves particularly interested in inventions and technological development, as well as being known as the patron of jewellers and miners (from which he gets the nickname "Glittergold" given to him by the dwarves, slightly different to the gnomic "Glitterlode"). His clerics are few but very respected and are called **Engineers**, but like the dwarven clerics of Kagyar, Garal's clerics (dwarves or gnomes) are also difficult to distinguish from the rest of the dwarves or gnomes, two cultures obsessed by crafts and engineering of every type. In particular, the most inspired and brilliant Engineers comprise part of the most admired and elitist caste of Garal's followers, that of the Keepers of the Gear (see the section related to the *Relic Keepers*), only common among the gnome communities (although it is possible to find dwarven Keepers of Garal, they are a rarity).

All the clerics of Garal are dwarves or gnomes that add the xp of the cleric class to the xp progression table (to all effect, they are fighter-clerics), and that progress as clerics separately in respect to their advancement as dwarf or gnome fighters (like the rules for multiclassing, to become a 1st level cleric needs at least 1,000 xp, then another 1,500 xp for 2nd level). In practice, it is possible for a dwarf/gnome to also become a cleric at higher level (when for example he reaches 5th level), and to progress separately as a cleric (thus allocating at different times his earned xp to his cleric or fighter experience points), but the cleric level cannot be higher than the dwarf/gnome level (considering an Attack Rank as a level). Given his total disinterest for battle and war, Garal doesn't have Holy Champions in any of the civilisations in which his cult appears.

BRANDAN EARTHSHAKER

The only other gnome Immortal focused on this race is Brandan, patron and uncontested lord of the Snartan gnomes that live in the remote Davanian region known as Vulcania. Brandan became immortal after having moulding his race to render them identical to himself, not just metaphorically, creating the Snartan Empire, a xenophobic and highly technological society based on the conquest of the races and civilisations considered different and thus inferior through the employment of advanced gnomic technology (armoured steam-powered war machines called Earthshakers).

The clerics of Brandan reflect the dual nature of their patron: on one hand brilliant engineers in the classic gnome stereotype, and on the other pitiless fighters

thirsty for victory and totally disposed to crush the enemy and defend the purity of the Snartan race. All the clerics of Brandan are gnomes chosen for their great physical and mental strength, who enter the priestly caste as adolescents and are called **Strategists** and always cover the most important roles within the Snartan army (the tacticians and the officers tasked with leading the battalions). The clerics of Brandan add the xp of the cleric class to the gnome progression table (to all effect they are dualclass fighter-clerics), and progress as clerics in parallel to their progress as gnome fighters from 1st level. To become a 1st level fighter-cleric, the gnome must accumulate at least 1,000 xp after following a focused training in the Snartan academies, then by 2nd and subsequent levels must gain an amount of xp equal to the sum of the xp needed to progress as a cleric and gnome fighter. Some clerics with a particularly marked engineering ability belong to the cast of the **Leaders**, or Keepers of the Earthshaker, the Holy Relic of the Snartan gnomes (see the following section for details on this class).

Brandan doesn't have any Holy Champions within his followers, as according to his doctrine all the Snartans must be identical, and the only ones that are those elevated above the others are those elected to the ranks of his priests for their superior dedication.

HIN (HALFLING) IMMORTALS

The hin are without doubt the most open and social demihumans, but also the least long-lived and most voluble, and this characteristic is also evident in their relationship with religion. They in fact tend to only interest themselves in the Immortals that are considered important for their community, wherever they are, and aren't necessarily bound to their racial Immortals. This is shown by the fact that there are no traces evident of ancestral cults going back to the period in which they still lived in Davania (from where they migrated millennia ago), and the further proof is that, while all the Five Shires' hin are followers of the High Heroes (the first hin to ascend to immortality, who during the Age of Heroes helped to drive away the humanoid and dwarven oppressors and found the Shires), those that instead live in other nations pay less attention to religious questions or venerate the Immortal typical of the area in which they have settled, especially if it strikes their fancy. This means that every halfling cleric that lives outside the Five Shires can follow any other Immortal, even if it is rare for hin to become clerics, given the great dedication and rigours needed to follow this path, as it has little in common with the hin's free and adventurous spirit, and it is rarer still for an organised church of another culture to accept a halfling.

HIGH HEROES (BRINDORHIN, COBERHAM, NOB NAR)

The hin arrived in Brun after a long migration from the heart of Davania, and if at this time they worshipped a particular Immortal no trace of it remains either in their current customs or in their chronicles. After having

founding a kingdom on the southern coast of the Known World, the hin repeatedly suffered domination and repression by the tribes of goblinoids and dwarves, until the Time of Heroes, in which three figures quickly became legendary and assumed the roles of guides, liberators, and protectors of the hin: Coberham, Brindorhin and Nob Nar.

Brindorhin is considered the founder of the first hin kingdom, the wise and charismatic ruler who later returned to guide the resistance to free the halflings from the tyranny of their human and humanoid oppressors and to create the Five Shires. Coberham Shadowglint is recorded as the first Keeper of the Black Flame, the one who discovered the secret of the halflings' Holy Relic and gave them an invincible weapon to fight the invaders. Nob Nar incarnates, finally, the adventurer and hero par excellence, responsible for many incredible deeds, and now worshipped as the most daring warrior and the protector of the defenceless in many ballads.

Within the Five Shires, the High Heroes have created a very particular class of polytheist priests (who worship all three Immortals) that incorporates in itself the powers of a cleric and druid, taking from the knowledge given by the Gentle Folk and of which Coberham became the first representative: the *Hin Master* (see its section in this chapter), who performs the dual function of the protector of hin and nature and champion of the High Heroes in the Shires. All the specialist clerics (regardless of race) of one of the three Immortals are instead *Bards* (see the relevant section in this chapter), given the hin tradition of orally transmitting all their knowledge, which makes this figure central in all hin communities. Individually instead the three Immortals don't have a true holy champion, as the bard carries out a little of this function.

RAVEN

Raven is the halfling Immortal of jokes, guile, and fun. Although not considered one of the High Heroes, his cult is however known in the Five Shires and is also present in other hin communities (and those of other races) around the world. However, given Raven's light and particularly playful nature, it cannot be said that he is an Immortal who encourages the creation of a priestly cast with canonic chrims, but rather that he appears more interested to promote jokes and hoaxes than actively recruiting followers. It is for this reason, that his clerics are always independent *Bards* (see the relevant section in this chapter) who preach the faith in Raven with many practical examples (jokes and guile) and diverting stories or satirical tales that stimulates alternative thinking. Raven doesn't have any type of holy champion.

DEMIHUMAN CLERICS OF THE IMMORTALS

There are demihuman clerics who don't follow the classical racial Immortals. For example the subaquatic elven followers of Manwara (Protius), worship him for creating life in the sea and saving them from the Great Rain of Fire by protecting them underwater. The dwarves that have

lived in the Northern Reaches for generations and have become followers of Asatru (in particular clerics of Thor and Odin), or those that live in the Minrothad isles and follow Augrism (followers of the Twelve Watchers) or even the Kogolor dwarfs that live in the Hollow World and who, abandoned by Kagyar after the Great Rain of Fire because he judged them too weak and unsuccessful, worship (as well as Garal Glitterlode) Fredar and Fredara (Frey and Freyja), who have turned their compassionate gaze on them and have helped them to go on despite the difficulties. The hin integrated into Minrothaddan and Thyatian society are devoted to native Immortals (particularly common are the hin followers of the Twelve Watchers, Asterius, and Turmis), those natives of the Savage Baronies are more likely to follow the teachings of Milan, while the hin of Leeha worship Usamigaras as their city's founder (who, although a hin Immortal, isn't particularly interested in the hin to create priestly classes for them), and so on.

All the demihuman clerics devoted to non-racial Immortals have the same THAC0 and Hit Dice (d6) as a human cleric, but have the characteristic Saving Throws of their race and have their own table for spell and xp progression (Table 4.2), and use the list of common divine spells (Table 2.1) modified by the additional spells typical of the Immortal served. As usual, each cleric needs a holy symbol characteristic of his Immortal, to be able to cast spells, and the rules for the memorising and casting of spells are identical to those all the common divine spellcasters (previously explained at the start of the chapter).

The statistics for a demihuman cleric of a non racial Immortal (non present amongst those listed above) are:

Prime Requisites: Wisdom.

Other Requisites: Wisdom equal or higher than 10.

Hit Dice: 1d6 hp per level up to 9th, plus Constitution modifier. From 10th level, +1 Hit Point per level, Constitution modifier doesn't apply. Demihuman clerics use these HD, rather than their racial HD.

XP and Maximum level: Demihuman clerics have their own table of advancement for xp and spell progression, and can reach a maximum of 20th level.

Saving Throws: Demihuman of equal level.

THAC0: Cleric of equal level.

Permitted armour: Any armour and shield adapted to the demihuman's size.

Permitted weapons: Any weapon allowed by the Immortal.

Special Abilities: Cast divine spells, turn undead.

Weapon Mastery: Cleric of equal level.

Compulsory General Skills: Divine magic (bonus), Religion, any compulsory racial skill.

TABLE 4.2: SPELLS BY SPELL LEVEL

Level	xp	1	2	3	4	5	6	7
1	0	1	–	–	–	–	–	–
2	3,500	2	–	–	–	–	–	–
3	7,000	2	1	–	–	–	–	–
4	14,000	2	2	–	–	–	–	–
5	28,000	2	2	1	–	–	–	–
6	60,000	3	2	2	–	–	–	–
7	120,000	3	3	2	1	–	–	–
8	250,000	3	3	3	2	–	–	–
9 ⁵	450,000	4	4	3	2	1	–	–
10	650,000	4	4	3	3	2	–	–
11	850,000	4	4	4	3	2	1	–
12	1,050,000	5	5	4	3	2	2	–
13	1,250,000	5	5	5	3	3	2	–
14 ⁶	1,450,000	6	5	5	3	3	3	–
15 ⁷	1,650,000	6	5	5	4	4	3	–
16	1,850,000	6	6	5	4	4	3	1
17	2,050,000	6	6	5	4	4	3	2
18 ⁸	2,250,000	7	6	5	4	4	4	2
19	2,450,000	7	6	5	5	4	4	3
20	2,650,000	7	7	6	5	5	4	3

⁵ Hin clerics only suffer half damage from any magic effect.

⁶ Dwarven clerics only suffer half damage from any magic effect.

⁷ Elven clerics only suffer half damage from any avoidable or breath attack.

⁸ Hin clerics only suffer half damage from any avoidable or breath attack.

DRUID

Prime Requisites: Wisdom.

Other Requisites: Wisdom and Constitution equal to or higher than 12, must be of Neutral alignment.

Hit Dice: 1d6 hp per level up to 9th, plus Constitution modifier. From 10th level, +1 Hit Point per level, Constitution modifier does not apply.

XP and Maximum level: The Druid has the same xp advancement table as the Cleric and can reach 36th level.

Saving Throws: Cleric of equal level.

THAC0: Cleric of equal level.

Permitted armour: Any armour or shield of natural materials (no metal).

Permitted weapons: Any simple weapon of natural materials (no metal).

Special Abilities: Cast divine spells (druids' special list), secret language, recognise plants and animals, light step (3rd level), animal form (7th level), various skills according to habitat.

Weapon Mastery: As a Cleric.

Compulsory General Skills: Druidic magic (bonus), Religion: Druidism, Knowledge of nature, Survival (preferred terrain), Botany.

GENERAL DESCRIPTION

Originally, the D&D rules recited in the Companion set stated that a cleric can only become a druid after 9th level, but this is an absolute absurd rule as it doesn't have a valid reason. Therefore the druid class has been introduced, separated from that of a cleric by a different list of spells as well as additional powers, which can be selected by a character from 1st level.

The druid is a particular type of priest, who devotes his existence to the cure and defence of the natural cycle of things, and to maintained the natural balance. He seeks to always be in communion with the universe, and particularly hold that nature is the most perfect form of existence, and that it is therefore a duty of the humans to live with the gifts that it gives to the mortals, taking enough to survive, without endangering animal lives or ruining the ecosystem. While common priests worship a specific Immortal or pantheon, the druids worship the abstract concept of nature, or the land, from which they draw the magical and spiritual power to cast spells⁹: their spell list is slightly different from that of normal priests, but also have various restrictions that their beliefs impose (see below). In general, the druids differ from normal priests due to their will to protect nature and maintaining balance in the universe, which implies that it isn't always their efforts are strained to destroy the forces of chaos (when this could upset a certain ecosystem).

Each druid has a Neutral alignment, as it embodies the ideals of the impartial judge and universal balance between chaos and law, good and evil. In practice, the druid considers that every individual and creature has a legitimate place in the universe, as long as it remains within the natural cycle of life: for this the undead are the greatest enemies of each druid (and for the same reason, he doesn't have the power to turn them). Therefore, its alignment or nature isn't important: each natural creature has the right to exist in some part of the universe, as long as it doesn't threaten the balance created in nature or in a certain ecosystem (with this term we mean both a natural ecosystem and a much larger environment of which the druid is responsible for and the protector of, like a nation or continent, according to the soul and aims of the character).

Above all, the druid protects nature (or animals, plants, and any creature that lives in a certain ecosystem without damaging it, in a symbiotic relationship useful to both) as it has difficulty protecting itself from the abuses of sentient beings, and as such must always consider acting if the natural cycle of a place has been altered in an artificial and forced manner (as nature, as is well known, sees a slight change over the course of time), and take the appropriate measures (whatever they are) to fix the imbalance. Therefore, a druid generally only acts when he deems his action is needed and helps to rebalance a situation that has been unnaturally altered, bringing the most advantages that benefits nature and the majority of the beings that live in that habitat.

It is the task of each druid keep the roads within his territory fit for use, and therefore regularly completes work to clean and arrangement of these paths, controlling the security and intervening when he recognises a danger to the travellers (especially when evil beings seek to settle in the area). The druid watches and protects the fauna of the place, paying attention to the number and type of species present, as long as no problems of overpopulation arise or harmful clashes that could endanger the habitat's balance, and controls it so no poacher alters the situation. Finally, the druid must pay attention to conserve his habitat's natural resources (like water and minerals), without impoverishing the land but granting its resources to those that need it, and his task is to also supervise it to predict and resolve problems linked to any natural diseases or disasters that hit his assigned area.

The druid always seeks to counter the destruction of nature (and its cycle), chaos, and thoughtless death, but it is also true that he doesn't necessarily help a ruler or group of people who want to forcibly impose a certain type of order in a setting that has never needed it, especially if this means altering nature.

⁹According to some theories, the planet Mystara is really a living being with divine powers, and this also applies to many of the other celestial bodies, and it is because of this the druids receive divine spells by venerating nature.

DRUIDIC ORDERS

Each druid is specialised in the knowledge and care of a certain type of natural habitat, and it is based on the different type of ecosystems that the druids differ from each other. There is a druid for each type of habitat, and the character selects his own druidic path based on the place where he group up and was taught, from the following available habitats: arctic, desert, forest, sea (and water courses), mountain, plains, swamp, and subterranean. Based on the habitat in which he specialises, each druid has a particular skill or immunity, as explained in the section related to the powers of a druid.

Moreover, each druid is part of the group of druids that control a certain area, and it is these circles that group the characters of diverse origin and allow them to exchange ideas and knowledge and to act in common for the care and protection of the largest regional ecosystem. There are essentially two types of groups to which each druid belongs: a druidic circle and a druidic order.

The *druidic circle* is formed from all the druids of the same habitat who collaborate to defend and protect a limited ecosystem (like a forest, desert, mountain range, etc.), and is headed by an Archdruid (a 10th level or higher druid), who watches and guides the actions of the druids that belong to the circle, presides at the most important ceremonial rituals (during solstices and equinoxes), and convenes the Druidic Council annually to reunite the members of the circle (and a few other invited allies, like sylvan creatures, rangers, and friends of the circle), exchanging information, settle questions, reward or punish, celebrate the new members and renew the vows of brotherhood and obedience. A circle can have only one Archdruid, and therefore any druid that passes 9th level is forced to leave the circle and found a new one, taking new acolytes and instructing them, or remain an errant druid for undetermined time, has to answer for his actions only to the High Druids and the Great Druid of the continental order (see below). This is clearly a way to expand the power of the druids in all the regions, and to make known to new people the philosophy of nature and of balance advanced by these characters.

The *druidic order* instead is altogether much more vast, which contains in itself several druidic circles that operate within a vast world-wide area (usually no larger than a continent), over which the order watches. The order is composed of High Druids (characters that have reached at least 21st level), whom all lower level druids must obey, and is presided over by the Great Druid, an extremely wise and powerful individual, the only one that has reached 31st level in that geographic area, who perform a similar task to that of the archdruids, but on a wider scale. He is aided by nine Emissaries (druids of levels 12th to 20th), who act as its eyes, ears, and hands, and always has the last word on any decision of the order or of the lesser circles (although questions of the druidic circles are rarely given voice, unless it is matters of inter-

regional importance), plus deciding to ban a druid who hasn't behaved according to the rules.

Any druid that reaches 31st level must challenge the Great Druid in order to advance and assume his role: the challenge is conducted in the presence of two High Druid witnesses, in a place and a time agreed by the two challengers, with rules agreed in front of the two witnesses before starting. If the challengers cannot reach an accord, it is the two witnesses who decide the place and time, and the challenge has no rules, except the prohibition of external aid: losing if he dies or surrenders. The loser (if still alive) reverts back to 30th level and must again accumulate the experience to retry the challenge; the only other possibility is to emigrate to a region where there is no druidic order or Great Druid present, and found his own. In any case, this "natural selection" allows the druids to augment their power and knowledge, and this is all to the advantage of world-wide balance and the prosperity of nature (for further information on Druidism, refer to *Codex Immortalis: Book Two* available for free online).

WEAPONS, ARMOUR, & ITEMS

The druid only uses and wears armour and shields made of natural materials (e.g. leather or slat armour) and refuses any metallic armour.

Given that the druid is the Keeper of ancient natural customs, he refuses to use weapons forged from metallic alloys (technological progress is considered against nature), and can only use simple weapons of wood, stone, bone, or made of natural metals (gold, silver, iron, copper). If he worships a specific Immortal, he is allowed to use the Immortal's favoured weapon.

Finally, all his items (magical and mundane, with the exception of common tools used to work the land) must be made from some natural material (precious metals are allowed, alloys are not), otherwise the druid refuses to use them as unnatural.

DRUID POWERS

The druid has the ability of *casting druidic spells* (see the list given below), in the same way as normal clerics, only that he draws his power from his bond with nature (when he doesn't worship a specific Immortal bound to nature) and uses a typical small plant of his natural surroundings as a holy symbol able to channel his power (some prefer mistletoe, others dog-grass or myrtle, others a flower or a tree branch, when he doesn't serve an Immortal of nature).

Moreover, all druids share a *secret language*, thanks to which they are able to communicate with each other without being understood by other individuals. This language doesn't have much in common with normal tongues, and expresses complex concepts and artificial items through the approximation of different simple concepts typical of the druidic culture or of natural characteristics (for example, a "sword" is a "straight scythe", a "castle" is a "mountain of stone", a "coronation" is a "celebration for a leader's authority", etc.), so making it very difficult for an

individual that manages to magically translate the language, to be able to work out the symbolic meaning of the common words, without having been previously trained. The druidic tongue (which is also made up of symbols and signs traced on or made of the ground, to communicate short notes without attracting attention) is only passed on within druidic circles, and every druid is forbidden to teach it to strangers, on pain of expulsion from the circle or order.

Another peculiarity of druids is the ability to *recognise plants and animals* of his habitat without fail. Indeed, every time a druid examines a plant or animals tracks, he is able to exactly identify the type of plant or animal, but only if it belongs to the flora or fauna of the druid's habitat, otherwise he must use the appropriate skill (*Follow tracks* and *Botany*).

Moreover, beginning from 4th level, each druid is given a *light step* ability within his natural habitat, or is able to hide his tracks if he isn't heavily encumbered, continuing to proceed at normal walking speed but hiding his steps from anyone that doesn't make a *Follow Tracks* check with base penalty of -2; those without this ability can never follow a druid in his natural habitat.

The druid can also summon and bind a familiar in the same way as arcane spellcasters, using the *summon animal ally* spell (see the rules for having a familiar in Volume 1).

But the druids' most amazing power is surely *animal form*, a supernatural faculty that he acquires at 7th level and that allows the individual to transform into a typical common animal (insects excluded) of his territory. The ability can be used 3 times per day, and each transformation requires an entire round of concentration during which the druid can do nothing else. It is possible to go from one animal form to another without first returning to human form, but each transformation counts as a new use of the ability to determine how many the druid has left. The druid can remain in animal form for as long as he wants, but once he returns to human form, the effect ceases. Every time he passes from human form to animal form moreover, the druid magically reacquires from 10% to 40% (1d4 x 10%) of his total hp, if injured. Once transformed, the druid becomes to all effect the chosen animal, while his equipment melds into his new form and therefore unusable (for example, a *+4 ring of protection* doesn't have any effect on the ST and AC of the druid while in animal form). The character keeps his hp, ST, THAC0, and own physical and mental qualities, but acquires the movement type, AC, number and type of attacks of the animal in question, as well as its senses and ability to communicate with animals of the same type, and cannot use magic items or cast spells.

Based on the type of natural habitat, each druid has some characteristic abilities:

Arctic druid: Bonus general skill (*Resist cold*), +2 bonus to ST vs. cold-based attacks, -1 penalty to Attacks and ST in warm climates (above 25°C).

Desert druid: Bonus general skill (*Resist heat*), +2 bonus to ST vs. fire-based attacks, -1 penalty to Attacks and ST in cold climates (below -10°C).

Marine druid: Bonus general skill (*Swim*+2 bonus to ST vs. water- or wind-based attacks, can hold breath for 1 minute per level (rather than 1 round per Constitution point), -1 penalty to Attacks and ST on solid ground.

Mountain druid: Bonus general skill (*Climb*), +2 bonus to ST vs. electricity-based attacks and petrification, possible warning of landslides or volcanic eruptions 1 turn before (1-5 on d6).

Plains druid: Bonus general skill (*Orientation*), +2 bonus to ST vs. attacks based on the element of air, -1 penalty to Attacks and ST on heights and in open areas.

Subterranean druid: Bonus general skill (*Direction sense*), +2 bonus to ST vs. cold- and shadow-based attacks, can also transform into giant insects, -1 penalty to Attacks and ST in outside settings in daylight.

Subaquatic druid: Bonus general skill (*Orientation*), +2 bonus to ST vs. cold- or water-based attacks, -1 penalty to Attacks and ST out of water. In place of spells that exploit surface plants the subaquatic druid uses a version with seaweed and coral (e.g. *sticks to snakes* is *seaweed to snakes*, *shape wood* is *shape coral*, *ravaging creepers* is *ravaging seaweed*, etc.), while spells that exploit the wind or atmospheric phenomena underwater exploit the currents (e.g. *gust of wind* becomes *raging current*, *call lightning* is *summon vortex*, *control wind* becomes *control currents*).

Swamp druid: Bonus general skill (*Resist poison*), +2 bonus to ST vs. any disease or poison, can also transform into giant insects, -1 penalty to Charisma because of their unkempt lifestyle and their introverted and rude manner.

Sylvan druid: Bonus general skill (*Treewalking*), +2 bonus to ST vs. electricity-based attacks and to ST vs. poisons derived from natural plants.

NON-HUMAN DRUIDS

Not only humans, but also demihumans (dwarves, elves, gnomes, and hin) and various humanoid races number druids among their ranks. The notes below deal with the rules regarding the advancement for some races among which this figure is more probable to be found. The DM is invited to add other races to the list and create specific rules for each of them.

Lupin & Rakasta: These two races can be druids without restriction. With the D&D rules, both the races use all the characteristics of the druid class without any modification and can reach 36th level.

Demihumans (Dwarves, Elves, Gnomes, & Hin): The demihuman druids use the same rules as demihuman clerics (THAC0, HD, Saving Throws, xp and spell advancement table), except that they use the druid spell list. Moreover, they must respect all the limitations imposed on druids regarding weapons, armour, and various items, but gain the same powers as human druids. Usually, dwarves become mountain or subterranean druids, elves sylvan druids, halflings plains druids, and gnomes' subterranean druids, but variations can be encountered within each race.

Humanoids, goblinoids, and monsters (Druidic Shaman): no goblinoid can be a druid, as only magic of a

divine nature is given to shamans, and since the goblinoids don't have the respect and love of nature that link all druids. Other races (e.g. centaurs and dryads) can instead become druidic shamans, at the DM's discretion, acquiring additional xp to their standard class as if Shamans (see the class described at the end of this chapter), using the druid's spell list and also gains the druid's typical powers described previously. This individuals must however nurture a deep love for nature and balance, satisfy all the requisites to belong to the Druid class Druid as well as those of the Shaman, and renounce anything that doesn't agree with the druid's obligations and restrictions, to obtain the related powers. If not all the requisites aren't satisfied, he can still use the druid's spell list, but doesn't gain any of the characteristic powers of that class.

DRUIDIC SACRED REFUGES

A mysterious characteristic that connects the druids is that of building sacred refuges in well hidden and protected places, where nature seems to be more thriving and wild. These places are magically consecrated and imbued with the power of the nature and animal spirits via appropriate ceremonies, becoming at the end a true stronghold for the druid, a place in which to meditate, rest, and at the same time maximise his powers. Some of these places even become sentient in certain cases, and the druid, who considers his sacred refuge the heart of his ecosystem, would do anything to protect it from any evil, often magically hiding it from mortals and making it watch over the animals and well trusted forest creatures.

Each druid can have only one sacred refuge, of which he becomes the Keeper, and can only construct it when he has the 4th level spell *consecrate*, or inherit a sacred refuge left to him by another druid on his death; until that moment however, must live anywhere he pleases within his territory, even sharing the refuge of another druid or build a hut in the area that he will consecrate next. Before casting the spell, the druid must have made sure that he has purified the area of any unnatural or impure beings, poisons, diseases, or curses, and must have meditated uninterrupted in the area for at least a week, without ever going away. Moreover, the chosen area must possess water course and have a natural element at the centre (like a pool, stone, or tree), from which the power of nature irradiates. After the consecration, the druid must spend between a week and a month taking care of his refuge, cleaning up any weeds, attending to the plants and flowers, and any animal that seeks shelter there; if this isn't done, the place doesn't loses its power, but becomes ugly, and this sign of the druid's negligence could be disliked by the superiors of his order. Naturally, he can also delegate the refuge's weekly care to other druids that live with him.

Within the refuge, the laws to respect are clear:

- No plant can be cut or damaged, no fruit can be gathered if it hasn't already fallen;
- no fighting is allowed;
- no animal can be injured or killed;

- no fire can be lit without the guardian's permission.

The punishment for having violated just one of these rules varies based on the severity of the damage done and the intention: the minimum sanction is a reprimand by the druid followed by a minor corporal punishment, while the maximum punishment is death; between the two extremes, anything invented by the Keeper is acceptable and must be taken for the good, even at the cost of imposing it by force.

With the passage of time and the development of druidic rites within it, the sacred refuge is imbued with the magical power of nature and can exhibit spontaneous magical peculiarities, which last as long as the site is cared for that contribute to make it unique. Normally, after the first year since the consecration, the sacred refuge gains the following powers:

- +1 bonus to all ST to any druid inside it, for the Keeper the bonus is +2;
- immunity to any form of fear to all creatures inside it;
- impossible to magically dig or move its terrain;
- no normal lightning ever strikes the refuge;
- circle of protection that prevents any undead creature from entering.

Moreover, every 7 years following the holy refuge's consecration, there is a 10% chance (not cumulative) that it manifests a magic power. The maximum number of powers that a site can acquire is equal to 1/3 of its current Keeper's level, which means the more powerful the druid, the more magical energy his refuge can absorb and manifest. The powers that the place can acquire are as follows (roll 1d20 to randomly generate them):

1. *Purifying waters*: any water source within the consecrated area acquires the supernatural power to cure any disease or poison present in the living beings that are immersed in it, like the divine spells *remove disease* and *neutralise poison*. If the individual isn't diseased or poisoned, but simply injured, and bathes in sacred refuge is instantly cured of 3d6+3 hp. The water loses the curative power when it leaves the consecrated area.

2. *Pacifying aura*: any creature within the sacred refuge feels a supernatural impulse that urges them to be peaceful. Creatures with animal Intelligence (2 or less) will not attack anything and behaves peacefully, while a being with an Intelligence of 3 or higher that tries to injure another creature, must make a ST vs. Spells for each attack attempted: if successful, it is able to hit the victim normally, otherwise a strong headache assails it (also causing it 1 hp) and totally prevents it from acting, as long as it isn't calm.

3-4. *Protective aura*: any creature that isn't a druid or a sylvan being (which include the faeries and elves) must make a ST vs. Mental Spells when it enters the visual range of the sacred refuge. If the ST succeeds, they are able to see the area and enter it normally, otherwise their senses are fooled and if they approach, they are made to pass along the area's border, until they leave it behind, without having identified it.

5-6. *Goodberry*: if the refuge contains plants that produce consumable fruit (including nuts and berries), each year 3d6+20 fruit possess the same powers as *goodberry* (see the 1st level druid spell). The fruit keep the power as long as they aren't picked and eaten, and once picked, the next fruit grows after a year.

7-8. *Control wind*: in the consecrated area, any druid can make a wind of any intensity cease blowing completely (even those caused by a whirlwind), remaining calm for 1 turn per level, or as long as the druid concentrates on the power, which can be used once per day.

9-10. *Control temperature*: in the consecrated area, any druid can higher or lower the temperature in 20° intervals in respect to the surrounding environment, to make the climate mild and favourable for the plants and living beings within it; the power can only be used once per day.

11-12. *Detect alignment*: any druid can concentrate for a round and discover the true alignment of one creature present in the consecrated area; this power has no limits to its usage.

13. *Animal tongue*: all the creatures in the consecrated area are able to speak with animals that are within it, as long as they remain there.

14. *Masking*: any druid can evoke the power of rendering invisible one subject per level until they leave the holy refuge. The power functions exactly like the arcane spell *invisibility* (although it can affect more beings simultaneously), and can be evoked once per day.

15. *Animate plant*: the plants, roots, and bushes present in the area can be animated at the Keeper's command or by one of his assistants to try and counter determined individuals, creating the same effects as the elven spell *entangle*, but apply it to the entire area (and only to designated victims).

16. *Curative power*: any *cure* spell cast inside the refuge has greater than normal effect (it heals +5% more wounds than normal, minimum +1 hp), while a creature's normal natural healing rate is doubled (so an individual who spent an entire day in the sacred refuge would recover 2d4 hp).

17. *Pool of visions*: if there is a water course or pool in the refuge, it is possible for any druid to evoke once per day the same effects as the arcane spell *scrying*, which lasts as long as the druid concentrates.

18. *Reincarnation*: if the corpse of an animal or humanoid is buried in the sacred refuge within 1 week of its death, its soul is reincarnated in an animal within 1d6 days (this is an event that the druids tolerate, as they believe that all creatures are reincarnated after death in the form of animals, to return the perfect symbiosis with nature).

19. *Prophetic dreams*: any druid that spends a night in the sacred refuge can receive a prophetic dream regarding an imminent danger to the surrounding region. The dream is rather vague, but sufficiently clear to give the druid an idea of the type of impending danger and area threatened.

20. *Speaking nature*: the Keeper can converse with a particular natural element characteristic of the refuge, usually a plant or stone, which speaks with him in Nature's

stead (conceived as an Immortal or as the land itself has become sentient). The talk lasts no more than a turn and can happen only once per day, during which the druid can ask anything and Nature only responds based on its knowledge related to any event that happened or property of the land with a ½ mile radius per druid level.

CURSED REFUGES

It is possible that the sacred refuge of a druid is desecrated, either because of a *desecrate* spell, or if the area is cursed, or if the druid leaves his order and doesn't care for the site, or, finally, if a frightful event happens inside it (like the massacre of one or more individuals or animals). In these cases the area is deemed impure, loses all its magical properties and benefits, and becomes home to a curse, which any druid, once aware of the situation, seeks to eliminate for the well-being of nature and to re-establish the harmony. Some of a druidic refuge's more typical curses are (roll 1d6):

1. *Fascination*: anyone that eats anything that grows in the area, or that rests inside the area for a night, must make a ST vs. Mental Spells: a failure means that the creature has been totally fascinated by the place and refuses to leave it for any reason. If forced to leave, the victim reacts violently against those that want to take him away, and remains in the area to protect it at all cost. The fascination effect disappears if the victim is taken from the area, or if the curse is annulled.

2. *Carnivorous plants*: the curse perverts the nature of the plants within the area, giving them animal instincts and changing their form and biology to make them become real carnivorous plants, always in search of meat to eat. The plants aren't able to uproot themselves from the ground, but have a slight mobility (it can stretch in any direction, as long as its height allows it to) and it is an intelligent animal, acting in groups to fascinate, trap, and then eat any prey that venture into the cursed site. The plants' statistics vary according to size:

Diminutive (AC 4, HD ½ [2 hp], N° Atk: 1 bite, Damage: 1), **Tiny** (AC 5, HD 1, N° Atk: 1 bite, Damage: 1d2), **Small** (AC 6, HD 2, N° Atk: 1 bite, Damage: 1d4), **Medium** (AC 7, HD 3, N° Atk: 1 snare or 1 bite, Damage: trap or 1d6), **Large** (AC 7, HD 4, N° Atk: 1 snare or 1 bite, Damage: trap or 1d8), **Huge** (AC 7, HD 5, N° Atk: 1 snare or 1 bite, Damage: trap or 2d6).

3. *Stones of madness*: the stones placed in the cursed area are animated by evil spirits, and begin to whisper strange phrases and alarming advice, which anyone within the refuge can hear clearly, like voices carried by the wind. For each hour that an individual remains in the area must make a ST vs. Mental Spells, with a cumulative -1 penalty, and if he fails becomes prey to the voices and the stones' advice, becoming completely mad, and starts to follow the orders of the evil spirits, which urges him to perform horrible, disgusting acts, before forcing the victim to commit suicide.

4. *Unquiet presence*: the spirits of the creatures killed in the area return to infest and prey on those that venture

inside. Usually the area is home to phantasms, poltergeists, spectres, and ghouls during the night, but it isn't rare that the spirit of a druid is possessed by a tree and gives life to a terrible odic, a vindictive and poisonous spirit in search of the life-force on which it feeds, or to an evil treant, which creates a climate of terror in the area.

5. *Perpetual season*: the cursed area is permanently shrouded by the same climatic conditions, remaining fixed in a specific seasonal period. Often it is perennial winter, but it doesn't exclude constant situations of autumn, spring, or summer; the laymen maybe happy about the nice climate, but it surely upsets and makes the druids nervous, as they know the true nature of such a horribly unnatural wonder.

6. *Poisoned land*: the area's land is poisoned, although the plants don't seem to suffer. Anyone that touches the land or vegetation that grows there with bare skin must make a successful ST vs. Poison or suffer 1d4 points of damage, while those that eat the plants or fruit produced inside it must make a successful ST vs. Poison to avoid sudden death, between spasms and suffering.

To remove a curse similar that on a holy place, requires that firstly those that desecrated the druidic refuge are punished. Secondly, any evil creature that has taken to dwelling there must be removed, and the place cleaned of the impurities and made as new, plant new trees and plants. Finally, at least six druids of 9th level or higher should gather and celebrate for an entire day a ritual to purify the area and recall the spirits of nature, at the end of which they jointly cast a *remove curse* spell to permanently remove the negative aura from the place. From that moment, it is possible to *consecrate* the area anew, although the powers that it had gained up to then don't return.

LIST OF DRUID SPELLS

The druid has his own spell list that doesn't include spells that affect good or evil or that return a dead creature to life, as the druid doesn't have any power over the nature of the beings, or believe that it is right to alter the natural cycle of life by returning from their tomb those that are dead (he also for this reason always combats the undead). Only in rare and justified cases (like a death caused by the same druid's error or by a creature that deliberately destroys the established balance), does the druid go ahead and repair the damage, otherwise he does nothing to aid or obstruct the resurrection of an individual.

The spells in the table include the standard priest spells and all the druid spells from the *Companion* and *Master* sets and *Rules Cyclopedia*, whose descriptions are given next. Also druids, exactly like normal priests, can create new spells (including the common divine spells not present in the druid list, which therefore are considered new to them), provided that they respect the general rules of the class; the wish spell, however, cannot be given to any druid. For the creation of magic items, the druid applies a different rule to that given in Volume 3: they don't gain any xp from the ritual as in effect they sacrifice their energy to enchant items that only they can use (ignoring the item's monetary cost), but they need some special elements for each ritual, and the time required is spent gathering these elements.

To cast spells, the druid needs a small plant to use as a holy symbol while speaking the magic formula. For the rest, the druid follows the same rules and has the same restrictions of memorisation and spell selection as divine spellcasters and uses the cleric's table of progression.

TABLE 4.3 – LIST OF COMMON DRUID SPELLS

SPELL LEVEL

1 st level	2 nd level	3 rd level	4 th level	5 th level	6 th level	7 th level
Animal servant	Anti-insect barrier	Animal form ^A	Anti-animal barrier ^A	Command ^{*C}	Control winds ^A	<i>Arboreal bond</i>
Cure light wounds ^{*C}	Charm animals ^A	Anti-plant barrier	Magnetic barrier	Commune with nature	Converse ^{*C}	Arboreal Form
Detect danger	Create fire [*]	Barkskin ^A	Earthmav ^A	Commune ^C	Find the path ^C	Barrier to the living [*]
Detect magic ^C	Elemental resistance ^C	Breathe element ^A	Elemental immunity ^C	Create food & water ^C	Forbiddance ^C	Bind elementals ^A
<i>Entangle</i> ^A [Loc. water]	Gust of wind ^A	Call animal	Enlarge plant ^{*A}	Create normal animals ^C	<i>Guardian tree</i> [Forceful hand]	Charm plant ^A
Faerie fire	Heat metal	<i>Call lightning</i>	Insect swarm	Cure critical wounds ^{*C}	Heal ^{*C}	Control weather ^A
Fascinate animals ^C	Hold person ^{*C}	Consecrate ^{*C}	Neutralise poison ^{*C}	Dissolve ^{*A}	Ironwood ^A	Creeping doom
Goodberry	Magic weapon ^A	Control temperature	Paralysis ^C	Elemental cure ^{*C}	Lacerating spines	Earthgrip
Locate species ^A	Obscure [*]	Cure serious wounds ^{*C}	<i>Pass plant</i> [Pass rock]	Lightning strike ^A	Monstrous form	Earthquake ^C
Luminosity	Reinvigorating soup	Dispel magic ^C	<i>Plant door</i> [Passwall]	Plant form	Ravaging Creepers	Miraculous seeds
Purify food & water ^C	Shape wood	Enlarge animal [*]	Speak with plants	Power of the rainbow	Regeneration ^{*C}	Natural transformation
Sacred aura ^C	Silence ^C	Hold animals [*]	Squall of wind	Repel stone	Repel wood	Repel metal
Spear of thorns	Speak with animals	Prot. from poison	Sticks to snakes [*]	Seasons of life	Righteous might ^C	Sunburst
Watcher ^A	Summon animal ally ^A	Repel lightning	Transmute plants	Summon elemental ^A	Transport via plants	Survival ^C
<i>Weather prediction</i>	Warp wood	Snow storm	Wall of thorns	Trueseeing ^C	Word of recall ^C	Universal harmony

^C Spell from the List of common divine spells (refer to Chapter 2 for the complete description).

^A Spell normally used only by arcane spellcasters (refer to the list of arcane spells). Note that all the arcane spells reproduced in the druid's list haven't been raised in level, as would normally happen when divine spells replicate arcane spells, as they all have the characteristic of affecting the animal and plant kingdoms, and are obviously typical druids spells.

^{*}Reverse spells: the asterisked prayers have a reverse effect explained the spell's description.

Spells in italics: the spell has alternative versions [shown between square brackets] for arctic, desert, and subterranean druids, or alternative applications to the common one (see note at the end of the description).

FIRST LEVEL

ANIMAL SERVANT

Range: 30 feet

Area of effect: an animal max. size Large

Duration: 1d4 days

Effect: creates a telepathic bond with an animal so it can act as a spy or messenger

This spell can only be cast on an animal of Large size or smaller, but has no effect on beings with an Intelligence higher than 2 points, or on enchanted monsters, or fantastic animals. It allows the druid to establish an empathic bond with the chosen animal (that must be within 30 feet of him), which can be used in one of two ways chosen by the druid as it casts it.

Messenger: the spellcaster gives the animal a short message to take to a specified place. The druid can give the animal the message to deliver along with the location and recipient, which is spoken in the animal's language three times, or give it the message written on any type of support (as long as it doesn't exceed the animal's carrying capacity). After having mentally described to the messenger the area in which the recipient is (with a ½ mile margin of error), the animal is forced to go there as quickly as possible and deliver the message (without however risking its life). This constrictions lasts for 1d4 days, and if the messenger doesn't arrive before the spell ends, it forgets its task and the message is lost. Once it has delivered the message, the animal is freed from the spell's effects, which also happens if the spell is annulled or if the animal passes through an area of anti-magic.

Spy: the link with the animal is both empathic and telepathic, and the druid can share the animal's senses (see through its eyes, hear with its ears, smell with its nose, etc.) each time concentrates on it without doing anything else. Although it can avoid the effects with a simple ST vs. Spells, the animal is completely unaware of the spell's effects (unless the spellcaster alerts it in some way) and so acts normally. Moreover, this spell doesn't give the caster any power to dominate the animal's actions, so it is usually cast on previously domesticated and trained animals. As long as the spell lasts, the caster can return to concentrate on the animal to use its perceptions, although in this state his speed is reduced to a third (cannot run) and the only possible action is speaking (but not cast spells or activate magic items), and is thus extremely vulnerable. The spell is interrupted if the animal moves more than 330 feet per druid level, and a *dispel magic* cast on the animal or druid has the normal chance of annulling its effect.

DETECT DANGER

Range: 0

Area of effect: 5' radius per level per level or 60'

Duration: 6 turns or 6 rounds

Effect: reveal dangers and hostile creatures

Once he has cast this spell, the druid can concentrate on places, objects, or creatures within a 5 feet radius per level, and know if he is in danger from them. The druid can evoke the effect in the following two ways.

Perceive danger: by concentrating for 1 round he can examine a 3 foot square area, a creature, or an object of medium size (a chest, weapon, etc.); larger objects, creatures, or areas require more time (1 additional round for each additional 3 foot square or larger size). Once he has examined the target, the druid knows if it is dangerous, potentially hostile, or benign (all this according to the cleric's point of view). A dangerous target is anything that could damage the druid in the immediate future (within 1 minute): the spell reveals the offensive intentions of the creatures, traps, and any poisons, although it doesn't specify the type of danger in the target. This effect can be used by the druid once per round for 6 turns.

Detect enemy: the spell immediately surrounds with a reddish glow, visible to all, every being hostile to the druid within 60 feet, even if invisible. The aura remains for 6 rounds and shines with the brightness of a torch. The effect can only be exploited once, the spell ends.

FAERIE FIRE

Range: 60 feet

Area of effect: 1 target per 5 levels

Duration: 1 round per level

Effect: surround the targets with an aura that gives a +2 bonus to Attacks against those targets

With this spell, the druid surrounds one or more targets (beings or objects) with pale green flames. To be struck by the spell, the targets must simply be within 60 feet of the druid and be identified by the spellcaster in some way. The targets affected by this spell are more easily seen and all rolls to hit this creatures benefit from a +2 bonus. For every 5 experience levels (rounded down), the druid can surround 1 target of Medium size with faerie fire, or two smaller targets, but it isn't possible to make a ST to avoid the effect.

Two *faerie fire* spells cast on the same individual aren't cumulative the second simply extends the duration.

GOODBERRY

Range: touch

Area of effect: 2d4 fresh berries

Duration: 1 day per level

Effect: 2d4 fresh berries as 1 meal and cure 1 hp

Casting this spell on a handful of recently picked fresh berries, causes 2d4 of them to become magical. Each enchanted berry feeds a creature of medium size or smaller as if had had a normal meal and cures 1 hp. Each

berry keeps this power for 1 day per caster level, and each being can eat a maximum of 3 berries per day (thus curing 3 hp in total and filling him up like three meals!); further berries eaten have no effect.

For aquatic and marine druids the spell also affects seaweed, clams, or similar fruits of the sea.

For arctic druids the spell also affects any recently picked edible plants.

For desert druids the spell also affects dates and similar citrus fruits.

For subterranean druids the spell also affects fungi, moss, and lichen.

LUMINOSITY

Range: 150 feet

Area of effect: 40' diameter sphere

Duration: 6 turns

Effect: control the light intensity in a 20' radius sphere

This spell allows the caster to modify the luminosity of a specific area (40 feet diameter sphere) within its range, varying it from total darkness to dazzling light (or any degree of brightness between the two). The intensity of the light can be varied as the druid wishes: it needs a Wisdom check (or *Concentration*) and if successful can also cast other spells or attack, otherwise he can only move. The chosen intensity remains until the effect's end, causing disorientation and partial blindness when it is suddenly increased to its maximum (-3 to the victim's Attack Rolls for that round), or total blindness when the area is completely dark. Creatures with infravision suffer from the blinding light but ignore the effects of total darkness.

SPEAR OF THORNS

Range: 0

Area of effect: N/A

Duration: 2 rounds per level

Effect: creates a spear replete with thorns

With this spell the druid creates a spear made of thorns that can be used in melee or thrown. The spear lasts for 2 rounds per level before vanishing and can be used normally by the druid and any other creature he gave it to. The spear causes 1d8+1 damage + Strength bonus, and mastery with the spear can be used to augment its effect. If thrown at a target, it automatically hits and causes an additional 1d6 damage, before vanishing. The *spear of thorns* is however not considered a magic weapon and can be dispelled.

WEATHER PREDICTION

Range: 0

Area of effect: 1 mile diameter per level

Duration: instantaneous

Effect: druid knows the exact weather conditions

This spell allows the druid to know the exact weather conditions of the next 12 hours, within a 1 mile per druid level diameter area (e.g. a 10th level druid can know the weather conditions within a 10 mile diameter area).

The effect cannot change the weather in any way, but only know of it beforehand.

Note: subterranean druids replace this spell with *dig* (1st level arcane spell).

SECOND LEVEL

ANTI-INSECT BARRIER

Range: 0

Area of effect: only the druid

Duration: 2d4 turns

Effect: protection from invertebrates

When the druid casts this spell, he is surrounded by a magical barrier 4 inches from his skin that prevents any normal insects (like flies, mosquitoes, ants, etc.), arachnids (like spiders, scorpions, etc.), or Chilognatha/Chilopoda (like millipedes) from touching him, while giant versions must make a successful ST vs. Spells to avoid this limitation and pass the barrier. The spell also confers a +4 bonus to any Saving Throw against insect and parasite attacks, if this is applicable, and renders the druid immune to the damage from *creeping doom* or *insect swarm*, although he is disturbed by the mass of insects.

CREATE FIRE*

Range: 0

Area of effect: a flame or 40' diameter sphere

Duration: 2 turns per level

Effect: create a flame on the hand; reverse extinguishes any fire in a 40 feet diameter sphere

The spell cause a small magic flame to appear on the druid's hand. The fire doesn't burn the caster in any way and illuminates a 60 feet radius sphere. The flame can be used to light inflammable materials (lanterns, torches, oil, etc.) without being consumed, and until the end of its duration (2 turns per level), the druid can make it appear and disappear, by concentrating, once per round. Moreover, he can use the same hand to hold or use other objects. The fire can be put down or thrown up to a distance of 30 feet, but in this case disappears the next round, although it can cause fire damage (1d6 hp) and ignite inflammable materials with the normal chance. As long as it remains in the druid's hands moreover, the fire cannot be extinguished by the wind, although it can be magically dispelled with the normal chance and is extinguished if immersed in water.

The reverse spell, *devour flame*, creates a magical field around the spellcaster that automatically extinguishes any normal flame within a 40 feet diameter sphere, while it has a 50% chance of extinguishing any magical flame each round. The volume of the flames isn't important: all those within the area of effect immediately cease. The corrosive or other harmful effects of the heat cannot be repaired, however, or altered.

The area of effect of *devour flame* is centred on the spellcaster and moves with him, unless he chooses to cast

it on a fixed point, to prevent any type of fire from starting in that area for the spell's duration. For example, if a *fireball* is cast in an area where a *devour flame* is active, there is a 50% chance that the explosion doesn't happen and the *fireball* is wasted; while if the spell is put into being a round after the explosion, it automatically extinguishes all the flames in the area (without however regenerating the damage produced). When *devour flame* is fixed on a specific area (as explained above), the druid can no longer more it, although he can cast it again to still benefit from its protection. Once the flames in an area are extinguished, they don't return if the spell's area of effect moves from the area, unless they are relit later.

If a fire elemental or a similar being completely made of fire enters the *devour flame's* radius of effect, it must make a ST vs. Spells or be returned to its plane of origin.

HEAT METAL

Range: 30 feet

Area of effect: metal items of max weight 50 cn per level

Duration: 7 rounds

Effect: heat metal objects causing damage

This spell slowly heats and cools metal objects. It affects a mass of metal with a maximum weight of 50 cn (5 lb) per level, and the druid can affect more objects within range as long as they don't exceed the indicated maximum weight (for example a 5th level druid can heat four 60 cn swords, or 150 cn plate armour and a 100 cn greatsword, and so on). Any magic item can avoid this spell's effects with a ST vs. Fire, but normal objects are automatically damaged, with no chance of countering it. If the object is carried or held in a hand moreover, the heat also damages the creature holding it: 1 point during the first round, 2 in the second, 4 in the third, 8 in the fourth and then descending with the same frequency, for a total of 22 points over a period of the seven rounds of the spell's duration that the item suffers entirely (with no chance of reducing it). Naturally, the object can be abandoned at any time and creatures with low Intelligence (less than 9 points) have a 80% chance of doing so (roll d% each round). If used on an object stuck in an adversary (a dagger or arrow), the victim can remove it, but loses his actions for that round (and suffers the appropriate heat damage). In the fourth round moreover, the heat is such that skin, wood, paper, and other inflammable materials in contact with the incandescent metal catch fire. There is no Saving Throw to reduce the damage, but *resistance to fire* totally protects both the individual and the worn object from the effects of *heat metal*.

Once the spell is cast, it isn't necessary to concentrate: the heating and cooling proceed automatically. A *dispel magic* can however interrupt the effect, unlike normal means (immersed in water, etc.).

OBSCURE*

Range: 0

Area of effect: fogbank 1 foot high per level and 10 feet radius per level

Duration: 1 turn per level

Effect: fogbank reduces visibility to 10 ft

The spell causes a 1 foot high and 10 feet radius per druid level (i.e. a 20th level druid can create a 20 feet high and 200 feet radius cloud) cloud of fog to rise from the ground. The *obscurity* is centred on the druid, who can choose whether the cloud moves with him or remains fixed to the area in which he created it. The fog reduces the vision of the subjects within it to 10 feet if in daylight or similar or to total gloom, with the exception of the druid and those with *trueseeing* (even infravision is useless) who continue to see as if under normal conditions. The fog can be swept away by at least a moderate wind (12 mph) in 1 round or by the spells *dispel fog* or *dispel magic*. Moreover, as the fog is a magical manifestation, it also confounds divination spells that reveal magic, as all the mist's area shines.

If it is cast underwater, *obscure* clouds the water in the area of effect with the same results given above. The area of cloudy water can be magically dispelled or swept away by a current of at least 12 mph.

The reverse effect, *dispel fog*, instantly removes all the fog (magic or normal) within the area of effect, and for the spell's duration makes it impossible for normal or magical forms of mist to enter the area. The druid can decide when casting the spell if the area cleared of fog moves with him or remains fixed to the point where he cast the spell.

REINVIGORATING SOUP

Range: touch

Area of effect: 1 portion of soup per 2 levels

Duration: special

Effect: satiate those that eat the soup and that gives 1d4+1 points of temporary Strength

This spell renders magic per 1 turn one portion of broth or soup prepared by the druid for every two druid levels. Anyone that eats the soup while it retains its magic suddenly becomes satiated as if he had had a day's food, and moreover receives 1d4+1 additional points of Strength that last a hour. It isn't possible to eat more than one *reinvigorating soup* per day.

SHAPE WOOD

Range: touch

Area of effect: 1 cu.ft. of wood per level

Duration: permanent

Effect: shape 1 ft³ of wood to the druid's will

With this power the spellcaster is able to shape any already existing piece of wood giving it a form to suit his aims. He can for example create a wooden weapon, trapdoor, statue, frieze, or bas-relief on a wooden wall. Any type of artistic intervention must be accompanied by

a related *Wood-carving* skill check: if the character doesn't have it, the work is rather approximate and devoid of artistic value. Although it is possible to make crude composite objects, there is always a 30% chance that a form that needs moving parts doesn't work.

Shape wood also allows wooden objects within the affected volume to be completely repaired, or to repair great wooden constructions (like shacks or ships) at the rate of 1 SP per 5 druid levels. The spell can also create a wooden door in a wooden wall to create an exit where one doesn't exist (as long as the aperture is within the maximum mouldable volume) or to seal an existing wooden door.

If used on a wooden creature (golem or treant), the spell cures or inflicts 2 hp per level (max 40), with a ST vs. Spells for half.

SPEAK WITH ANIMALS

Range: 30 feet

Area of effect: an animal species

Duration: 6 turns

Effect: you can converse with one type of animal

When casting this spell, the cleric must also specify the type of animal that he wants to speak to (e.g. bats, wolves, bears, etc.), but not fantastic or intelligent animals (the animal must have an Intelligence of 1 or 2). For the spell's duration, the cleric can speak to all the animals of the chosen within 30 feet: he is able to understand their cries, and they know his language, while any other listener simply hears the spellcaster express himself in animal cries. The creatures' reactions are usually favourable (+2 bonus to reaction rolls), and the cleric can ask them a favour. The favour must be understandable to the animal and must be something it is capable of doing: it must be an order that it will do without protest, and the DM is the final arbiter of the animal's behaviour.

WARP WOOD

Range: 240 feet

Area of effect: 1 small wooden weapon per level

Duration: permanent

Effect: bend wooden weapons rendering them useless

The spell provokes an unnatural bend in one or more wooden weapons, making them unusable. It affects one weapon of small size (or smaller) per druid level. Each medium size weapon is equivalent to two small, a large weapon counts as four small, a huge weapon counts as eight small, and a gargantuan weapon counts as sixteen small size weapons (for details on weapon size, refer to the *Mystaran Armoury manual*).

The spell is ineffective on wooden items that aren't weapons, and if the target is a magic weapon (for example a *+1 staff*), it can avoid the effects with a ST vs. Destruction (see *Saving Throws of Objects* in Volume 3).

THIRD LEVEL

ANTI-PLANT BARRIER

Range: 0

Area of effect: only the druid

Duration: 1 round per level

Effect: barrier prevents contact with plants

The spell creates an invisible barrier around the druid (an inch from the body), able to prevent any animated or controlled plant and monstrous plants from physically touching the druid, completely protecting him from any melee attacks. While protected, the druid can only attack animated plant at distance: the plants, in fact, are protected from the druid's attacks in the same way he is protected from them. This spell doesn't affect in any way normal non animated or monstrous plants: which means that a druid with *anti-plant barrier* can touch normal trees and be hampered by vegetation.

CALL ANIMALS

Range: 360 feet

Area of effect: 1 HD of animals per level

Duration: special

Effect: evoke and make friendly 1 HD of animals × level

With this spell, the druid can summon one or more normal animals present within 360 feet. It only calls normal creatures, not magical beasts, insects, or beings with higher than animal intelligence (2), but includes all mammals, reptiles, amphibians, fish, and birds (and giant versions). The druid can select one or more known animals, he can summon a specific species, or simply any animal that is plausibly present within range at the DM's discretion (e.g. it is impossible to successfully call a bear in a desert or a tiger underground). The total Hit Dice of the called animals is equal to the druid's level: animals of ½ HD count as ½ HD beings.

The summoned animals arrive at the caster's feet within 1d6 rounds (unless they are already around the druid), and for the spell's duration understand the druid language, are friendly and aid the summoner to the limit of their abilities. The animals remain faithful at the druid's side for a maximum of 24 hours or until they have lost more than half their total Hit Points; if reduced to below half hp, each round it must make a Moral check or flee (which ends the spell for that animal). If the druid is attacked, each animal that isn't already performing a task immediately attacks the assailant to protect the summoner, only fleeing if it fails a Morale check after being seriously wounded (see above). Moreover, if the druid attacks of the called animals, this ends the effect for the entire group.

Defeating magically created or summoned creatures don't grant xp unless their summoner has also been defeated.

CALL LIGHTNING

Range: 360 feet

Area of effect: 20' diameter sphere

Duration: 1 minute per level

Effect: call a lightning bolt once per minute from a storm, each inflicts 8d6 hp

This spell can only be used outside, and only in an area affected by an atmospheric disturbance. In this case, by concentrating for a round the druid can call a lightning bolt from the sky each minute. The bolt leaves the clouds and strikes a 20 feet diameter area within range: anyone in the area suffers 8d6 of electric damage, but takes half with a successful Saving Throw vs. Spells.

The druid keeps the chance of calling a lightning bolt per minute until the spell's end (which lasts 1 minute per level, so he can release one bolt per level), or until the storm lessens, or until *dispel magic* is cast on the same druid (with the normal chance of success). Once the spell is cast, it isn't necessary for the druid to continue to concentrate to maintain it, but he must only concentrate on it when he wants to direct a lightning bolt on the desired area.

Note: subaquatic and subterranean druids replace this spell with *summon vortex* (3rd level druid spell).

CONTROL TEMPERATURE

Range: 0

Area of effect: 10' radius sphere

Duration: 1d6+2 hours

Effect: raise or lower the temperature in a 10' radius

This spell allows the druid to alter the environmental temperature in a 20 feet diameter sphere around himself to resist extreme temperatures: the maximum variation of the temperature is plus or minus 50°C. The change happens instantly and the affected area moves with the druid, centred on him. As long as the spell lasts, the druid can continue to change the temperature, by concentrating for 1 round, but doesn't need to concentrate continuously to keep the spell active.

ENLARGE ANIMAL*

Range: 120 feet

Area of effect: up to 4 animals

Duration: 12 turns

Effect: increase by 1 size the dimensions of up to 4 animals; reverse decrease by 1 size the dimensions of up to 4 animals

This spell increases by one size the dimensions of up to 4 animals in range (the animals cannot avoid the effect). The growth increases the animal's HD by 2, which augments its resistance (like hp and ST), combat ability (better THAC0), and maximum encumbrance; moreover the animal gains a -2 bonus to its damage with each attack, and its base movement improves by 20 feet for the spell's duration. The growth doesn't affect the animal's other statistics (like AC, number of attacks, and intelligence), and it is only possible to cast this spell on normal or giant animals, and not on fantastic beasts.

The reverse spell, *shrink animals*, reduces by one size the dimensions of up to 4 animals in range, although it is possible to avoid the effect with a successful ST vs. Spells. The reduction lowers the animal's HD by 2 (if this takes them to 0 HD, then the animal is considered to have ½ HD, or 1d4 hp), which affects its (like hp and ST), combat ability (worse THAC0), and maximum encumbrance; moreover the animal suffers a -2 penalty to its damage with each attack, and its base movement lessens by 20 feet (minimum speed 5 ft per round) for the spell's entire duration. The reduction doesn't affect the animal's other statistics (like AC, number of attacks, and intelligence) at all. It is only possible to use this spell on normal or giant animals, and not on fantastic beasts.

HOLD ANIMAL*

Range: 180 feet

Area of effect: an animal

Duration: 3 turns

Effect: paralyse animals; reverse free 4 animals

This spell affects any normal or giant animal, but not fantastic creatures or animals with intelligence higher than 2. Each victim must make a ST vs. Paralysis or remain immobilised for 3 turns. The spellcaster can affect up to 1 Hit Dice of animals per level, ignoring the "+" to Hit Dice (minimum one animal, regardless of HD). Note that the spell also affects summoned or created animals.

The reverse form, *free animals*, removes the paralysis present in up to 4 animals, without casting it again.

MAGNETIC BARRIER

Range: 0

Area of effect: only the druid

Duration: 6 turns

Effect: repulse metal objects that weigh 220 lb max.

This spell surrounds the druid with a strong magnetic field that repulses any metallic object of up to 220 lb that attempts to approach closer than 1 foot, without however preventing him from using his own metal weapons. In the majority of these cases this barrier prevents any metallic weapon from injuring the druid, although he remains vulnerable to weapons of other materials (bone, stone, wood, etc.) that don't have metallic parts. The barrier doesn't however protect against metal objects that weigh more than 220 lb (for example an iron golem or a cannonball can penetrate the magnetic field and injure the druid), and for magical metal weapons there is a percentage chance equal to ten times the weapon's magic bonus that it can ignore the barrier (for example a +1 sword has a 10% chance to ignore the barrier).

PROTECTION FROM POISON

Range: touch

Area of effect: one creature

Duration: 1 turn per level

Effect: grant immunity to all poisons

For the duration of this spell, the beneficiary becomes completely immune to any type of poison (contact,

ingested, injury, or gaseous) whose effects can be avoided or reduced with a ST, including those magically produced (like through the spell *cloudkill* or *create poison*), while granting a ST to avoid the effects of those poisons that normally don't allow one; this protection extends to any carried items. Not that a green dragon's breath is partially acidic and partially poisonous: in this case, the subject automatically suffers half damage, reduced to a quarter with a successful ST vs. Dragon Breath.

REPEL LIGHTNING

Range: 0

Area of effect: only the druid

Duration: 6 turns

Effect: repel lightning and electrical discharges

This spell protects the druid and for 6 turns (a hour) allows him to deflect any type of electrical discharge (magical and normal) that would strike him, making it take a new trajectory. Roll 1d10: with a result of 1-6, the discharge is deviated by 10-60 feet (10 feet per dice pip) in a new random direction before striking the druid; with a result of 7+, the druid can control exactly the direction in which the discharge is deviated, and can also decide to turn it towards its source. If two people try to control the same electrical discharge in this way, it is projected upwards and vanishes without hitting either of them.

SNOW STORM

Range: 360 feet

Area of effect: 40 feet diameter sphere

Duration: 1 round per level

Effect: create snow storm that impedes visibility and movement

This spell creates a storm of driven snow in a 40 feet diameter sphere within 360 feet of the druid, who can move it to his liking at 20 feet per round simply by concentrating per a round (he does have to concentrate to maintain the storm, which lasts for 1 round per caster level). The sleet reduces vision inside it to 20 feet (including infravision), extinguishes large fires like bonfires, and the icy surface halves movement: anyone that moves at more than half speed in the middle of the sleet must pass a Dexterity check each round with a -2 penalty if walking or -4 if running to not fall down (which requires an attack action to get up). Finally, all living beings within the storm suffer 1d6 non-lethal damage each round (unless they are magically protected from cold or immune to it).

If used underwater, this spell produces in the area of effect any icy current made up of small shards of ice that, as well as reducing visibility to just 20 feet (including infravision), reduces the movement of those who venture inside to 1/3 and causes to all living beings 1d6 non-lethal damage each round (unless they are magically protected from cold or immune to it).

FOURTH LEVEL

INSECT SWARM

Range: 480 feet

Area of effect: 30' radius sphere of insects

Duration: 1 minute per level

Effect: create a 30' radius insect swarm

When the druid casts this spell, it materialises a swarm of crawling, jumping, and flying insects that moves at his command at 60 feet per round, without he needing to concentrate. The insects limit visibility to 10 feet within the area they occupy (a 30 feet radius volume), casting spells within the swarm is impossible and any attack receives a -1 penalty to the Attack Roll because of the annoyance. Living creatures within the swarm moreover suffer 1 point of damage they remain there, regardless of their AC, because of the insects' stings and bites. Creatures with 2 HD or less flee from the swarm as quickly as possible for 1 minute, and those that have 3-5 HD have the impulse to flee, although a successful ST vs. Mental Spells allows them to resist it.

A wind of at least 25 mph or a destructive fire effect at least half as wide as the swarm sweeps the insects away ending the spell, which can be magically dispelled or dissipated by the druid's before the end of its duration.

PASS PLANT

Range: special

Area of effect: only the druid

Duration: instantaneous

Effect: teleport a short distance between plants

The druid, casting this spell, can enter a tree large enough to admit him, and instantly re-emerge from a tree of the same species. The distance of pass plant is based on the type of tree used the vehicle of magical transport, as shown below:

TABLE 4.5 – DISTANCE ACHIEVABLE WITH *PASS PLANT*

Type of tree	Distance travelled
Oak	2,000 feet
Ash, elm, lime, yew	1,200 feet
Evergreen trees	1,000 feet
Other trees	800 feet

If there are no other trees of the same species present within the spell's radius, the spell has no effect. The druid can select from which of the different plants he emerges, only if he knows the location of the different plants scattered through the area of effect, otherwise the destination is randomly determined.

Note: arctic, aquatic, desert, and subterranean druids replace this spell with *pass rock* (4th level arcane spell).

PLANT DOOR

Range: 0

Area of effect: only the druid

Duration: 1 turn per level

Effect: open a path in the vegetation

For the spell's duration, no mass of plants, or thicket for that, can impede the druid's passage: even the trees

and bushes bend or open to allow him passage, except for monstrous or magically and actively controlled plants. No other living being can use the passage, which instantly returns to normal after the druid passes.

This spell moreover allows the druid to hide within a tree large enough to contain him, which opens and closes at his command: while inside, however, he cannot see or hear what is happening outside, although he can leave when he wishes until the spell ends. If he remains held in the tree (for example if the spell is dispelled), the druid dies.

Note: arctic, desert, subaquatic, and subterranean druids use *passwall* (4th level arcane spell) instead of this spell.

SPEAK WITH PLANTS

Range: 30 feet

Area of effect: any plant or plant creature

Duration: 3 turns

Effect: the druid speaks with any plant

This spell allows the druid to speak with plants as if they are intelligent beings, and to communicate with any plant monster. He can ask questions, or request a simple favour (like turning away so he can pass through an intricate tangle of creepers), and the plants or monstrous plants will consent if the druid makes a successful Charisma check with a -2 penalty. Only the druid understands the language of plants, any other creature won't hear the light rustling. Thanks to their sensory apparatus, the plants have information on what happens in their environment within a radius that depends on their size (except for what happens within a closed setting that they don't have access to, like a house), and can remember all the facts, unlike animals and other beings. The radius of each plant's senses as follows:

TABLE 4.4 – SENSORY RADIUS OF PLANTS

Size	Max. Dimension	Radius
Diminutive	Up to 8 in	10 feet
Tiny	8 in – 24 in	20 feet
Small	25 in– 4 ft	35 feet
Medium	4 ft – 7 ft	70 feet
Large	7 ft – 12 ft	140 feet
Huge	12 ft – 25 ft	280 feet
Gargantuan	Over 25 ft	480 feet

SQUALL OF WIND

Range: 120 feet

Area of effect: 10' radius sphere

Duration: instantaneous

Effect: explosion of air that extinguishes fires, blinds for 1 round and causes 1d4 hp per level (ST for half)

This spell creates an explosion of comprised air in a 10 feet radius area within 120 feet of the druid. The explosion can extinguish any open flame (candle, torch, campfire, etc.) present in the area of effect, and has a 50% chance of extinguishing protected flames. Moreover, the wind lifts dust, scraps, twigs, and leaves, blinding those in the area of effect for 1 round, and moreover causes 1d4 points of damage per druid level (max 20d4 hp at 20th level) to the creatures present because of the sudden pressure: a

successful ST vs. Spells halves the damage and avoids being suddenly thrown to the ground.

If used underwater, the spell has the same blinding effect, but automatically causes half damage (it isn't however possible to reduce it further).

STICKS TO SNAKES*

Range: 120 feet

Area of effect: 2d8 sticks or 1 staff

Duration: 6 turns

Effect: transforms up to 16 sticks into small venomous snakes or 1 stick into a python; reverse transforms 2d8 snakes into sticks or 1 huge snake into a log

This spell transforms 2d8 pieces of wood of medium or smaller size (twigs, arrows, or sticks) into as many snakes, which can be venomous (50% chance). The created snakes obey the druid's orders (the orders are given mentally as a free action) and they transform back at the end of the spell, or if killed (they can be magically cured as long as they live). The created snakes have the following statistics:

Snakes: AC 6, HD 1, # Atk 1 bite, Damage 1d4 (if poisonous, ST or cause another 1d4 hp), MV Crawl 90(30), ST F1.

Alternatively, the cleric can direct the spell on just one stick that must be of at least large size, transforming it into a powerful python that obeys all his orders (as above) and that has the ability to constrict and immobilise its victim. If the target is a magical staff, it has a chance to resist the effect equal to 10% per magic bonus, or of 10% times the spell level of highest level spell that it replicates (i.e. a +3 *quarterstaff* has a 30% chance, while a *staff of polymorph* has a 40% chance).

When the cleric orders the snake to attack, it attempts to coil itself around the victim. If the Attack Roll succeeds and the python is of equal size or larger than the victim, which has the right to a ST vs. Spells to avoid being immobilised by the snake. The constriction doesn't inflict any damage, but the victim held in this manner is considered paralysed and cannot do anything until the snake is killed or magically dispelled, or the spell ends (or the druid orders the snake to free the victim). The snake is also able to constrict enchanted creatures and those immune to normal or silver weapons, as long as they aren't incorporeal.

The stick remains in this form for the spell's duration or until killed; if wounded, it can be cured normally. When the snake dies, is magically dispelled or when the spell ends, it disappears, changing back into a stick; if the snake was killed, the stick is broken and splintered (for magical staffs, apply the rules regarding the explosion of the same, see Volume 3). The python's statistics are:

Python: AC 5; HD 3 (hp 20); # Atk. constriction; Damage special; MV Crawl 60(20); ST F3.

The reverse spell, *snakes to sticks*, can be used to counter the effects of *sticks to snakes*, returning the sticks to normality, or against real snakes. In this case, the spell affects 2d8 snakes of medium size or smaller, and each of them must pass a ST vs. Spells or take the form of a stick

for 6 turns. The transformed snakes keep their hp and acquire AC 7, and if wounded and their hp annulled, die and return to their normal form.

If the cleric wants to, he can direct the target against a single snake of any size, and if the ST vs. Paralysis fails, it becomes a long, gnarled stick (if Medium size or smaller) or a dead log (if Large size or larger) for the spell's duration, and apply the conditions specified above.

TRANSMUTE PLANTS

Range: touch

Area of effect: a plant

Duration: permanent

Effect: transform a plant from one species to another

This spell allows the druid to transform a single plant (including fungi and lichen) into a different plant type of his choice. The change is permanent and cannot be magically dispelled: the old plant has the appearance, smell, and flavour of the new plant, and if it has curative, medicinal, or poisonous properties, there is a 50% that this property will be totally absent.

It is only possible to transform living plants (the spell is useless on fallen leaves or fruit, for example), also including monstrous and intelligent plants (like the vampire rose, assassin vine, treant), which however can avoid the transmutation with a successful ST vs. Spells, and the new form cannot be that of an intelligent or monstrous plant. There is a limitation regarding the dimensions of the original plant in respect to those of the new form, it can be reduced to 1/5 or increased to five times its initial size (a tuft of grass, for example, cannot be transformed into an oak tree). The new plant doesn't have to appropriate to its setting (a fir tree on a mountain could be transformed into a cactus for example), although it is clear that could suffer and die if inserted into a hostile ecosystem.

WALL OF THORNS

Range: 240 feet

Area of effect: 100 cu.ft. volume per level

Duration: 1 turn per level

Effect: create an impassable wall of brambles

This spell creates an intricate barrier of brambles and thorns the length of a human finger within 240 feet of the druid, who decides its exact dimensions and form. Due to its structure, the wall prints from being clearly seen through it, thus offering cover against ranged weapons, and any being that attempts to pass through it (including the druid) suffer lacerating damage equal to 6 points + the value of the subject's Armour Class (calculated without Dexterity bonus) per 10 feet he has penetrated (for example, a soldier in leather armour has AC 7, so would lose 13 hit points every 10 feet travelled in the wall). Anyone present in the area when the wall appears must make a ST vs. Spells: if they succeed they are pushed out of it, but if they fail suffer 6 points of damage and remain imprisoned inside it (must pass through it to escape). The druid can choose to reduce the

wall's thickness, and in this case the damage caused by passing through is reduced in proportion (e.g. a 3 feet thick wall only cause 1/3 damage).

If an attempt to fell the wall is made with appropriate slashing weapons (like machetes, swords axes, etc.), a subject can open a 6 feet wide, 10 feet deep path without injury in 1 turn. Normal fire doesn't harm the wall in any way, while magical fire ignites it and completely destroys it in two turns, transforming it to all effect into a combination of *wall of fire* and *wall of thorns* until it is all consumed. Spells like *plant door* allow passage through it without damage. The *wall of thorns* disappears at the end of its duration, or if magically dispelled or if the druid that created it desires it (which ends the spell).

FIFTH LEVEL

COMMUNE WITH NATURE

Range: 1 mile per level

Area of effect: only the druid

Duration: instantaneous

Effect: immediate knowledge of the surrounding area

Thanks to this spell the druid becomes one with nature, gaining a profound knowledge of the surrounding territory within 1 mile per level. He gains the immediate knowledge related to a maximum of one topic per 4 levels from the following: the geological composition of the land, the plant species present, the minerals present, the location of water courses present, the species of animals present, the species of intelligent inhabitants present (including monstrous), the location of famous buildings or refuges, the location of a certain group of creatures (selected from a humanoid, animal, fantastic beast, undead, construct, ooze, extraplanar creature, or intelligent monstrous plant species). The spell doesn't give information on cities (population of at least 5,000 inhabitants) in which nature has been replaced by artificial installations and constructions.

DESTROY METALS

Range: touch

Area of Effect: any metal object

Duration: 1 round per level

Effect: destroy touched metal objects

This imbues the druid's hands with the ability to instantly corrode any touched metal object (touch attack) and reduce it to fragments. The items can make a ST vs. Destruction to counter the corrosive effect, and the result depends on the type of item and on its relative size to the druid:

Non-Magic Items

<i>Size</i>	<i>ST made</i>	<i>ST failed</i>
≤ to the Druid	Lose 50% of total DP	Destroyed
≥ to the Druid	1d6 DP per 2 levels	1d6 HP × lvl.

Magic Items

Size	ST made	ST failed
≤ to the Druid	No effect	Lose 50% of total DP
≥ to the Druid	1 DP × lvl.	1d6 DP per 2 levels

It is possible to use the corrosive touch against animated metal constructs, which lose 1d6 HP per druid level (halved with a successful ST vs. Death Ray).

INSECT SWARM

Range: 480 feet

Area of Effect: 30 feet radius sphere or only the druid

Duration: 1 minute per level

Effect: create a defensive or offensive insect swarm

When the druid casts this spell, it materialises a swarm of flying insects (mostly bees, wasps, hornets and locusts), which follows his commands without him having to maintain concentration. The swarm can perform one of two different functions (offensive or defensive) based on the intent of the druid, who decides which effect to create whilst uttering the spell and he cannot later modify the type of swarm created.

Defensive Swarm: The swarm surrounds the druid like a somewhat buzzing, teeming garment and any melee attack directed against him automatically causes the attacker 2d6 damage because of the stings of the insects that react to the blow. Moreover the robe of insects makes it impossible to direct aimed blows against the druid, and it can attach itself to him and carry him at a flying speed of 30 feet per round when he chooses (it isn't necessary to maintain concentration). The swarm doesn't affect the druid's actions or skills in any way, with the exception of his hearing, which due to the buzzing suffers a -4 penalty to *Listen* checks.

Offensive Swarm: The swarm occupied a 30 feet radius sphere, moves at a rate of 60 feet per round and limits visibility to 10 feet within the area occupied. Moreover, because of the constant disturbance brought about by the insects within the area they occupy it is also impossible to cast spells and any attack receives a -1 penalty to the Attack Roll. Finally, living creatures within the swarm receive 1d6 damage each round they remain regardless of their AC, because of the bites and stings of the insects. Creatures with 2 HD or less flee from the swarm as fast as possible for 1 minute, and those with between 3 and 5 HD can resist the impulse to run with a successful ST vs. Mental Spells.

A wind of at least 25 mph or a destructive effect of fire at least as half as wide as the swarm sweeps away the insects ending the spell. The spell can also be magically dispelled or terminated early by the druid's will.

PLANT FORM

Range: 0

Area of effect: only the druid

Duration: 2 turns per level

Effect: transform the druid into a shrub or tree

When the druid casts this spell he transforms (with all his equipment) into a tree of his dimensions, or into a plant of his choice of one size smaller (he can choose the plant most appropriate to his location) once per round (or vice versa, return to his normal form) for the spell's duration. The metamorphosis is so perfect that he can only be revealed by magic. Once in *plant form*, the druid keeps his mental faculties and his senses and so can see and hear all that happens around him, but cannot move, defend himself, cast spells, or use items, although magical effects already active on him before the change continue to function and he can converse with nearby plants. His Hit Points and Saving Throws don't change; his AC is 7 if he becomes a shrub or plant, or 5 if he becomes a tree.

POWER OF THE RAINBOW

Range: 10 feet

Area of effect: a bow or bridge

Duration: 1 round per level or special

Effect: create a magic bow or bridge

This spell evokes the mystical power of the colours of a rainbow to create one of the two effects given below, within range.

Bow of the rainbow: The spell creates an extremely light, multicoloured, long bow made of energy that can be used by anyone (even those who couldn't normally use a long bow). Those that hold it can make it materialise one of the seven arrows that the bow can produce (if a colour isn't chosen, the arrows appear in the order given below), and fire it at an enemy within 360 feet. The dart of energy automatically hits the target, which however can ignore the damage if it protected by magic resistance or by an *anti-magic barrier*, or deflect it if protected by an appropriate spell (like *shield*). Each dart has one of the seven colours of the rainbow, and when one of them is fired, the bow loses that specific colour. When all seven arrows have been fired, the bow vanishes, otherwise it remains until the end of the spell's duration. Every arrow always causes 3d6 points of damage (no save), and based on the colour each dart deals double damage to a certain type of creature:

Red: beings of fire

Orange: elemental creatures of earth, subterranean creatures, and constructs

Yellow: undead and entropic beings

Green: plants and plant monsters

Blue: beings of the air and flying creatures

Indigo: beings of water

Violet: regenerating or poisonous creatures

Bridge of the rainbow: The spell creates a bridge of force composed of the seven colours of the rainbow up to 75 feet long and 3 feet wide per druid level. The bridge appears within 10 feet of the druid and can reach any place within its length even crossing interfere with its path, guaranteeing safe passage to all those cross it, who cannot fall in any way from it for the effect's duration. The bridge offers those that travel a +2 bonus to Saving

Throws and Armour Class, renders the traveller immune to any adverse environmental condition (like strong winds or extreme temperature), as well as spells of instantaneous transport, but not offensive spell effects like *fireball*. The bridge vanishes if magically dispelled or if the druid chooses to terminate the spell early.

REPEL STONE

Range: 30 feet

Area of effect: 120 feet long, 60 feet wide wave of force

Duration: 1 turn per level

Effect: a wave pushes all stone objects away

This spell creates an invisible, 120 feet long and 60 feet wide wave of force. Its centre can be created anywhere within 30 feet of the spellcaster. This wave pushes in a horizontal direction chosen by the druid, at 10 feet per round, and can be stopped at any time by the caster if he wants; at this point however, it cannot be moved again until the end of the spell.

All stone objects (including constructs) touched by the wave of force are caught and dragged away, unless they weigh more than 50 pounds per druid level or solidly fixed to the ground. The wave of force continues to push up to a distance of 240 feet, and then remains fixed at that point for the rest of its duration. The objects caught by the wave aren't damaged, but cannot be used as long as they are imprisoned by the wave, including magic items; it isn't possible to make a ST to avoid the spell's effects. Once created, the wave of force doesn't require concentration to be maintained, and the spellcaster can also dispel it before its duration ends.

This spell has many useful applications when used to clean a cavern. It, however, cannot affect stable constructions (like buildings) or other items firmly attached to the ground (like stalactites and stalagmites).

SEASONS OF LIFE

Range: 0

Area of effect: 40' radius circle

Duration: 1 turn

Effect: magic circle destroys undead and slows or immobilises the living

This potent spell affects both living and undead creatures, but doesn't affect constructs or oozes. When evoking the power, the druid must select which of the *seasons of life* to invoke, and for a 60 feet radius around him the area assumes the characteristics of the chosen season for 1 turn, affecting all present. The chosen effect moves with the druid and cannot be changed. The druid doesn't in any way suffer from the adverse effects of the chosen season, and can choose to exclude from the effects up to one living creature per three levels that are within the area at the moment of casting: these subjects continue to not be damaged by the effect even if they leave and re-enter the area; anyone else who enters the area later is affected normally. The effect can be annulled by the druid when he wants (which ends the spell), or is magically dispelled.

Spring: the air becomes fresh and full of the perfume of newly bloomed flowers, with a temperature of about 20°C. Any living creature present in the area must make a ST vs. Mental Spells every round it remains in the area to avoid being intoxicated by the awakening of senses and emotions, remaining stunned until it leaves the area; once it leaves, its mind returns to normal. Undead creatures instead suffer 1d8 hp per round of exposure (no ST allowed) because of the positive energy that slowly destroys their link with the Sphere of Entropy. Any undead that drops to negative hp because of the effect are miraculously returned to life if they haven't been dead for more than a year, otherwise its soul is simply put to rest for ever (impossible to raise it again as undead). Restored creatures only have 1d6, no memory of their 'unlife', and need two weeks of rest (like the effects of the clerical *resurrection* spell). Moreover they will instinctively be kind to the druid as if under a *charm* (see the 1st level arcane spell) effect for at least a week; once this is passed they will act based on the relationship established between them and their nature.

Summer: the air becomes very warm and humid, with a temperature of about 40°C and a strong light that illuminates the area like day. Any living creature must make ST vs. Death Ray every minute it remains in the area to avoid heatstroke (see the "*Resist heat*" entry in the *Manual of General Skills*). Any undead creature automatically suffers 2d8 hp per round of exposure (no ST allowed) because of the intense positive energy that permeates the area. Vampires and similar undead vulnerable to sunlight must consider this effect as identical to the light produced by the sun at midday, so as well as losing their special powers (shapechange, immunity, regeneration, charm) will not be able to resist it for long if they don't move away soon (usually losing 1/3 of their hp with each round of exposure). Undead that drop to zero hp because of this effect are considered completely disintegrated.

Autumn: the air becomes fresh, with a temperature of about 15°C, and full of the odours typical of autumn. Any living creature must make a ST vs. Spells for each round of exposure: if the ST succeeds, it is simply slower than usual (-1 penalty to Initiative, Attacks, and AC), while if the ST fails the creature acts as if under the effects of a *slow* spell (see the 3rd level arcane spell, reverse of *haste*). Any undead creature must instead make a ST vs. Death Ray for each round of exposure: if the ST fails the creature loses part of its energy partially disintegrating (if corporeal) or dissipating (if incorporeal) (a limb, lower jaw, or other body part falls off). In practice, with each failed ST, the undead loses 1 Hit Dice from its maximum with a corresponding reduction of Hit Points, and once the HD reach zero the being is completely dissipated.

Winter: the air becomes icy, with a temperature of about -10°C. Any living creature must make a ST vs. Death Ray each minute it remains in the area to avoid hypothermia (see the "*Resist cold*" entry in the *Manual of General Skills*). Any undead creature must instead make a

ST vs. Paralysis for each round of exposure: if the ST succeeds, it is still slowed (-1 penalty to Initiative checks, Attacks, and AC), while if the ST fails the creature falls into a lethargic state that lasts for as long as it remains in the area of effect and during which it is completely defenceless and unconscious of what is happening around them (as if sleeping with no chance of awakening).

SIXTH LEVEL

GUARDIAN TREE

Range: touch

Area of effect: a tree

Duration: 1 day per level

Effect: animate a tree come as a treant and command it

This spell transforms a healthy tree of any type, at least 25 feet high, into a guardian or protector. The druid cannot have more than one animated tree in his service at a time (to animate a second the first must be returned to its normal state). The ceremony to create a *guardian tree* is long and complicated and the spell needs one hour to be cast properly. At the end of the ceremony, the druid puts a command phrase on the tree, which from that moment follows the order until the spell's end, acting as if it was to all effect a treant with intelligence and language.

Treant: AC 2; HD 8; # Atk 2 branches; Damage 2d6; MV 60/20; ST F8; Special defences: bludgeoning weapons only inflict 1 damage + Strength and magic bonuses; Special: Surprise 1-3 on d6 in forests.

If the spell is dispelled, the animated tree immediately sets its roots in place and returns to normal. The order can exceed a number of words equal to the druid's level.

Example: a 15th level druid decides to animate an oak to guard his refuge while he is away, and thus gives it this order: "Attack any person who enters the glade without first speaking the phrase 'holy mistletoe.'" Seeing as it is 14 words the spell functions normally and from that moment the treant attacks anyone who enters the glade without giving the password. Another very simple order could be: "Follow me at a distance of 30 feet and attack anyone who harms me."

This effect cannot be added to any magic item.

LACERATING SPINES

Range: 60 feet

Area of effect: a creature

Duration: special

Effect: one spine per level does 1d6 hp + paralysis

This spell causes the instantaneous growth of large spines within the victim's body, until they burst out tearing his skin and tissues. The spell materialises one spine per druid level and each causes 1d6 points of damage to the victim (max 20d6 at 20th level). Moreover, if the number of erupted spines exceeds the victim's Hit Dice/levels, he is paralysed by the pain and cannot do anything until the spell runs its course. Indeed, the round after erupting, the

spines begin to disappear one per round and when the number is less than the victim's HD/levels, he can move again, although with a -1 penalty to Attacks and AC until all the spines have vanished.

Curative spells can recover the lost Hit Points, but don't eliminate the spines, which instead can be completely dispelled with a *dispel magic*. The victim can make a successful ST vs. Spells when the druid casts this terrible spell: in this case only half of the spines materialise and he only suffers half damage.

This effect cannot be made permanent on a magic item.

MONSTROUS FORM

Range: 0

Area of effect: only the druid

Duration: special

Effect: druid becomes a living non-humanoid creature

Thanks to this spell the druid assumes the form of any living, non humanoid creature, with a maximum number of Hit Dice equal to double his level. He keeps his alignment, knowledge, mental abilities (Intelligence, Wisdom, and Charisma), and his Hit Points, while immediately acquiring mastery of the creature's abilities into which he transformed (including Strength, Dexterity, THAC0, and ST, if they are better than his) without confusing himself, except for magical or supernatural abilities (like a dragon's breath weapon or a basilisk's petrifying gaze). Moreover, if the assumed form is able to speak an intelligible language (not counting animal cries), he can cast spells normally.

The spellcaster doesn't necessarily need to perfectly know the creature whose features he wishes to assume, but must have seen it at least once. He doesn't instinctively behave like the creature whose form he has assumed, but knows how to do so to not arouse suspicion if the situation requires it.

The spell has unlimited duration, and only ends when the spellcaster decides to return to his normal form (it is only possible to assume one type of form with each casting).

RAVAGING CREEPERS

Range: 300 feet

Area of effect: a building of 100 cu ft. per level

Duration: 12 turns

Effect: creepers destroy a building

This spell must be directed against a building built on the ground (of any kind), and is ineffective against flying constructions or ships of any type. Once this power is evoked, a series of huge creepers begin to grow at a breathtaking rate around the target building, climbing up its walls until reaching the roof and covering a 100 cubic feet volume per druid level; if the building is smaller there is no problem, if it is larger only the part chosen by the druid is affected.

After a minute, the structure is entirely covered by creepers, which begin to assume a blackish colourisation and begin to exert great pressure on the construction. The building must pass a ST vs. Destruction or lose 1

Structure Point per turn (see Volume 3, section dedicated to the ST of Objects and Structure Points), with part of the construction falling off in fragments; if the ST is successful, the structure loses 1 SP per 2 turns. After 1d4 minutes no creature can leave the building by normal means, and its inhabitants risk being crushed under the ruins if they cannot find a way to flee in time. The punishment continues until the spell ends or the building falls to pieces, when the creepers wither and disappear.

A druid can only cast one *ravaging creepers* at a time on a building, although more druids can simultaneously cast the same spell to obtain a larger and more destructive effect.

Only a *disjunction* or a *shrink plant* can counter this spell.

REPEL WOOD

Range: 30 feet

Area of effect: 120 feet long, 60 feet wide wave of force

Duration: 1 turn per level

Effect: a wave pushes all wooden objects away

This spell creates an invisible, 120 feet long and 60 feet wide wave of force. Its centre can be created anywhere within 30 feet of the spellcaster. This wave pushes in a horizontal direction chosen by the druid, at 10 feet per round, and can be stopped at any time by the caster if he wants; at this point however, it cannot be moved again until the end of the spell.

All wooden objects (including constructs) touched by the wave of force are caught and dragged away, unless they weigh more than 50 pounds per druid level or solidly fixed to the ground. The wave of force continues to push up to a distance of 240 feet, and then remains fixed at that point for the rest of its duration. The objects caught by the wave aren't damaged, but cannot be used as long as they are imprisoned by the wave, including magic items; it isn't possible to make a ST to avoid the spell's effects. Once created, the wave of force doesn't require concentration to be maintained, and the spellcaster can also dispel it before its duration ends. This spell cannot affect stable constructions (like buildings) or other items firmly attached to the ground (like trees).

TRANSPORT VIA PLANTS

Range: infinite (within the same plane)

Area of effect: only the druid

Duration: instantaneous

Effect: teleport within the same plant through plants

This spell can be cast a maximum of once per day. The druid must be next to a plant (of any size) and must indicate a place in general or a specific plant at any distance. Uttering the spell the druid magically enters the nearest plant and emerges from the specified one at his destination (if none has been specified, it should be determined randomly). There is no limit to the distance between the two plants, but both must be alive and on the same plane; if one of the two plants is dead, the spell doesn't work. The druid appears in the specified place without error, and can take two living beings with him.

SEVENTH LEVEL

ARBOREAL BOND

Range: touch

Area of effect: a tree

Duration: permanent

Effect: bind the druid's soul to a tree

This spell permanently binds the spellcaster's soul to a specific tree, usually chosen for its exceptional health and sheltered environment. The spell needs at least a month of preparation, during which the druid, who must have reached at least 21st level, remains near the tree in meditation and prayer. At the end of the actual ceremony (which lasts an hour and can only be celebrated during the night of the winter or summer solstice), the druid's vital essence is permanently transferred into the tree: in this way, as long as the tree remains alive, the druid's aging rate is reduced to a tenth of normal (aging 1 year for every 10 that pass). Moreover if the druid is killed, his soul immediately fuses with the tree, and no type of resurrection or similar magical effect can return him to life. Only if the corpse is brought to within 10 feet of the tree in which his soul is present can the druid automatically return to life as he had benefitted from a *resurrection*. If the druid's spirit isn't returned to its original body within a year of his death, the tree undergoes a radical metamorphosis and the druid returns to life as a treant, with all the treant's characteristics and the druid's memories, personality, and skills. [If the DM has the PC1 supplement, it is possible to use the treant as a PC with the same xp as the dead druid.]

On the other hand, the disadvantage of arboreal bond is that any damage suffered by the tree to which the druid is bound is also done to him (if for example a lumberjack begins to fell the tree, each cut done to it immediately causes a wound of equal severity on the druid's body). If the tree isn't uprooted or doesn't die, but suffers enough damage to kill the druid's body, then the character must pass a ST vs. Death Ray to avoid death, and if successful falls to the ground and faints for 2d6 rounds, after which he awakes with 1 hp. Any damage done to the druid isn't however inflicted on the tree, and the bond cannot be dispelled in any way, except with a *wish*.

Note: arctic, subaquatic, and subterranean druids have a variant of this spell called *Life bond*, which allows him to select any typical plant of his habitat as the receptacle for his spirit. If the druid dies and isn't returned to his body within a year, he is transformed into a nature spirit (see GAZ12 for the statistics of nature spirits) and remains anchored to the plant's location.

ARBOREAL FORM

Range: 10 feet per level

Area of effect: 10' radius hemisphere

Duration: permanent

Effect: transform the victims in the area into trees

Thanks to this potent spell, the druid can transform all living creatures on the ground (it doesn't affect flying creatures) within a 10 feet radius hemisphere (situated within 10 feet per level) into trees, making them sprout roots, leaves, branches, and bark. The druid can select which targets to affect within the area of effect, and each victim can make a successful ST vs. Spells to completely avoid the transformation.

The victims that fail the ST instantly and permanently become trees of the region's most common type (along with all their equipment), and keep the same age they have. From that moment they continue to live as normal trees, and age and dies as such. Each victim however retains his memories, personality, and intelligence, and even a minimal perception of the surrounding reality (see plant senses in *Speak with Plants*), without however being able to communicate with the outside without magical means (via the spell *Telepathy* or *Speak with Plants* cast by someone else). If the tree is cut or damaged the victim suffers, but doesn't die unless the tree is completely uprooted, and only then does the victim return to his normal form (although decapitated and aged).

The spell can only be broken by a spellcaster of at least 3 levels higher than the druid with a *Remove Curse* on each victim (a *Dispel Magic* has no effect); the druid can free his victims from the curse by simply concentrating on them or by placing a specific condition that, when satisfied, ends the spell.

CREEPING DOOM

Range: 120 feet

Area of effect: insects in a 400 ft³ volume

Duration: 1 round per level

Effect: create a 400 ft³ insect swarm

The spell creates a huge swarm composed of 1,000 crawling, jumping, and flying insects, which appears anywhere within 120 feet of the druid (at his discretion). They fill an area of 400 cubic feet, whose exact dimensions can be chosen by the druid (for example 20x20x10 feet, or 40x20x5 feet, etc.). The swarm moves at a rate of 60 feet per round if at least partly within 120 feet of the druid, isn't slowed by obstacles, and vanishes at the end of the spell's duration, or when it is more than 120 feet from the druid.

The insects devour anything encountered on their path, and each group of 10 insects inflicts 1 Hit Point (no Save), for a total of 100 hp per round to each individual within the swarm. Normal attacks (like a blow from a sword, mace, or lit torch) cannot dent the closely-packed swarm, and only spells that affect an area of at least 10 ft³ can reduce the number of insects by 1 for each Hit Point caused, thus reducing proportionally the number of Hit Points inflicted by the swarm (e.g. a *Fireball* spell that causes 90 hp automatically kills 90 insects, while *Dispel Magic* covers half the volume and can halve the insects).

The swarm can be dispelled with the normal chance of success, but cannot affect a swarm within a *Protection from Evil*, *Anti-Insect Barrier*, or *Anti-Animal Barrier* spell.

This spell cannot be made permanent on a magic item.

EARTHGRIP

Range: 60 feet

Area of effect: a creature

Duration: special

Effect: animate the earth to strike and seize the enemy

Casting this spell, the spellcaster selects the target creature, which must necessarily be on the ground within 60 feet: it is ineffective against flying targets, but also affects rocky areas, except paved areas. Spellcaster and victim roll 1d10, and add their Wisdom bonus to determine the spell's effect, as follows:

Victim's result is better by 3+ points: the creature isn't affected by the spell.

Victim's result is better by 2 points: the ground under the creature's feet shakes and becomes uneven; the victim must make a Balance check (or Dexterity at -4) to not fall.

Victim's result is better by 1 point: the creature sinks to his ankles into the ground that closes around them. The victim cannot move and remains immobile for 12 turns: can use his hands and speak normally, but is anchored to the ground for the given duration and his AC is calculated without his Dexterity bonus and with a 4 point penalty.

Equal results: a fist of rock emerges from the earth to strike the victim, who falls to the ground and suffers 5d6 points of damage (no Save).

Spellcaster's result is better by 1 point: a hand of rock emerges from the earth and remains to do the caster's bidding for a number of rounds equal to one third the druid's level. Each round the druid can give it a command (no concentration needed) from the following: attack a target (use the spellcaster's THAC0 with a +2 bonus to the Attack Roll), causing 5d6 points of damage (no Save) plus a Dexterity check to not fall, hold and immobilise a target (ST vs. Paralysis to avoid, but if it fails he remains imprisoned until he is freed), or protect the spellcaster as if it was a 20 feet wide wall of stone. The fist doesn't move more than 60 feet from the druid (if the victim tries to escape into the air, the hand can reach up to 20 feet) and continues action until ordered otherwise.

Spellcaster's result is better by 2 points: a crack opens in the ground, instantly imprisoning the chosen victim and closing again in the same round. Only the victim's head emerges from the ground, and he is completely immobilised (including arms), until someone digs him out or he manages to escape magically. The victims immobilised in this way can be easily hit by anyone (always have AC 10).

Spellcaster's result is better by 3+ points: a crack opens in the ground, and the chosen victim falls inside it with no chance of avoiding it. The fall and shocks cause 10d6 points of damage to the victim, who must make a ST vs. Death Ray to avoid being crushed between the rock walls and instantaneously suffocating. If instead the ST succeeds, the creature manages to partially emerge but is

completely from the torso down (including arms), until someone digs him out or he manages to escape magically. The victims immobilised in this way can be easily hit by anyone (always have AC 10).

The spellcaster naturally can always choose a lesser result to the one he made, if he thinks its result are more appropriate to his intent. Earth elemental victims of this spell can dig themselves out in a round.

MIRACULOUS SEEDS

Range: touch

Area of effect: 1 seed per 12 levels

Duration: special

Effect: imbue plant seeds with curative powers

This spell is able to reproduce on some seeds previously prepared with the *holy aura* spell (one per seed) the curative powers of the mythical *senzu* plant. While casting the spell, the druid must hold the seeds in his hand (he can only enchant one seed per 12 levels with each spell, round down), which become magical things and keep their property for 1d4 hours. Anyone who eats one within this period of time is immediately brought to the maximum Hit Points possible for his class and race as if he had a Constitution of 18 based on the individual's level (i.e. a 9th level fighter has 99 hp), even if this is more than his real hp. These additional hp remain for 1 hour (so if the individual is wounded and then cured within this period of time, he can return to this modified hp value), after which they slowly drop (1 per minute) until the character reaches his normal hp (if they have already been eliminated in some way, the individual doesn't lose his own hp).

Moreover, anyone who eats a miraculous seed is satiated and doesn't need food or water for a week, and immediately feels rested (as after a night of sleep). The *miraculous seeds* finally permanently cure all those that eat them of diseases (normal or magic), blindness/deafness, but cannot return the dead to life, or revive those in a comatose state or temporal stasis.

No one can eat more than one *senzu* seed within a twenty-four hour period: those that do must immediately make a ST vs. Spells, and if they fail die of a heart attack; if they succeed nothing serious happens, but the character is slowed down (as for the reverse of the *haste* spell) for the next 1d4 hours.

NATURAL TRANSFORMATION

Range: 120 feet

Area of effect: 50 cn of metal objects

Duration: transform 5 lb per level of metal

The spell can transform any metallic object into an equivalent object of stone or wood, at the druid's choice. For each druid level, he can transform the equivalent of 50 cn (5 lb) of metal, but magical metallic objects can resist the effect with a successful ST vs. Destruction. Armour transformed into stone becomes useless and encumbering, while that transformed into wood can be used by the druid, but it isn't possible to remove it

without destroying it. Weapons transformed into stone or wood, based on the druid's intent, can keep all their powers but change their molecular structure, or become useless pieces of rock or twisted that must be thrown away. The *natural transformation* is irreversible and can only be countered with a wish.

REPEL METAL

Range: 30 feet

Area of effect: 120 feet long, 60 feet wide wave of force

Duration: 1 turn per level

Effect: a wave pushes all metallic objects away

This spell creates an invisible, 120 feet long and 60 feet wide wave of force. Its centre can be created anywhere within 30 feet of the spellcaster. This wave pushes in a horizontal direction chosen by the druid, at 10 feet per round, and can be stopped at any time by the caster if he wants; at this point however, it cannot be moved again until the end of the spell.

All objects of metal or metallic alloys (including constructs) touched by the wave of force are caught and dragged away, unless they weigh more than 50 pounds per druid level or solidly fixed to the ground. The wave of force continues to push up to a distance of 240 feet, and then remains fixed at that point for the rest of its duration. The objects caught by the wave aren't damaged, but cannot be used as long as they are imprisoned by the wave, including magic items; it isn't possible to make a ST to avoid the spell's effects. Once created, the wave of force doesn't require concentration to be maintained, and the spellcaster can also dispel it before its duration ends.

SUNBURST

Range: 240 feet

Area of effect: 20' radius sphere

Duration: special

Effect: one explosion of light per 3 levels causes blindness and 10d6 hp to creatures (double to undead)

This spell creates an explosion of sunlight that fills a 40 feet diameter sphere within 240 feet of the druid. The druid keeps the power to create these explosions active for 1 round per level, and during this period it is possible to create up to a maximum of three explosions (no more than one per round). The spell vanishes when all the explosions have been used or at the end of its duration (based on which happens first), or if a *dispel magic* is successfully cast on the druid. Each explosion causes to all creatures within the area 10d6 points of damage because of the intense spiritual and thermal radiation, but it is possible to make a ST vs. Spells for half damage; if however the ST fails, as well as the damage the victim is permanently blinded.

If there are undead creatures in the area, the *sunburst* inflicts double damage (20d6), and the ST to avoid the blindness and halve the damage incurs a -4 penalty; moreover, all undead creatures specifically vulnerable to sunlight (like vampires) are reduced to dust if the ST

fails. The light generated by the spell is also able to inflict damage moulds, fungi, and oozes in general, as well as plants, while constructs and any objects automatically suffer half damage, reduced to $\frac{1}{4}$ with a successful ST.

UNIVERSAL HARMONY

Range: 0

Area of effect: only the druid

Duration: special

Effect: the druid can memorise an extra spell per spell level

This spell can only be used by druids of 30th level or higher, with at least a Wisdom score of 18. When the druid casts this spell, he must spend the next 12 hours in meditation, in contact with the natural world surrounding him; if the meditation is interrupted for any reason, the spell has no effect. Ending the meditation, the druid must lie down and sleep uninterrupted for at least 8 hours, and upon awakening, the druid is able to memorise an extra spell per spell level (which is an extra 1st level, 2nd level, 3rd level, 4th level, 5th level, 6th level, and 7th level spell).

Usually *universal harmony* is cast before undertaking an important mission or adventure. The extra spells remain memorised until the druid casts them (several days can also pass). Two universal harmony aren't cumulative in any way, and it isn't possible to cast it again before the first has finished (or all the bonus spells have been used), and anyway it cannot be used more than once a week.

HIN MASTER

Prime Requisites: Wisdom.

Other Requisites: Wisdom equal or higher than 13.

Hit Dice: 9d5 up to 9th level, plus Constitution modifier. From 10th level +1 Hit Point per level, Constitution modifier doesn't apply.

XP and Maximum level: The Hin Master has its own xp advancement table below and can achieve 36th level.¹⁰

Saving Throws: Halfling of equal level.

THAC0: Cleric of equal level.

Permitted armour: Any armour or shield of hin size.

Permitted weapons: Any allowed by the High Heroes.

Special Abilities: Cast divine spells (special hin master list), turn undead, negate spells, infravision, immunities at high levels.

Weapon Mastery: As a dualclass Fighter-Cleric.

Compulsory General Skills: Divine magic (bonus), Find water (bonus), Authority, Religion: Cult of the High Heroes.

GENERAL DESCRIPTION

The term "Master" was used by the halflings (or hin) in ancient times to indicate the elves of the Gentle Folk, which centuries ago lived in the woods of the Five Shires. They indeed considered the members of the Gentle Folk as true gods and the masters of the harmony with nature and creation, and have kept part of the traditions and magic secrets handed down by the Gentle Folk up to the present. Today, the hin use the term Master to indicate a special caste of hin that have abandoned their own clan to live in contact with nature, as the Gentle Folk did, and that use the secrets passed from generation to generation to protect the Five Shires and the hin race and keep alive the halflings traditions. The Master is a specific class only available to the hin of Five Shires and is unknown elsewhere.

The hin master is very similar to a druid, for his attachment to the land and nature, but at the same time performs the role of paladin and protector of the Five Shires, faithfully serving the Hin High Heroes (the halfling Immortals Brindorhin, Coberham, and Nob Nar), which give him his magic powers. The hin master conducts a rather solitary and contemplative life, settling down in some isolated place to meditate, while going from one leader to another of the Five Shires to observe the situation and only intervene where the nation is threatened or the hin must be rallied for their actions, or protected. The master is at the same time a philosopher, a man of peace and an expert sage of nature and history, but doesn't disdain to enter combat against the powerful and the evil, to bring justice and peace to his people.

Given the profound bond that exists between the hin master and his land, very few masters venture outside of

the Five Shires: only those of 30th level or higher have the chance of freely doing so, and those of lower level can only do so when entrusted with a special mission by one of the High Heroes or by the Council of Sheriffs (those that violate this rule are quickly followed and interrogated about the reasons for their behaviour, and the High Heroes could remove the character's divine spells). Among the world's hin communities, only in those that constitute a true nation or a large settlement, and that honours and remembers the halfling traditions and the High Heroes, can hin masters exist (although they share the same limitations to adventuring outside the area controlled by the halflings).

To become a Master, a halfling initially must find a hin master who wants to take him as his own adept, to teach him the secrets of the masters' caste. The adept will therefore have to travel with his tutor within the halflings territory for about 6 months, learning the way of nature, the words of the High Heroes and the mysteries of the divine power granted to the chosen. During this period, the tutor have the student face tests of courage, wisdom, and patience, to evaluate his predisposition to the Way of the Masters, and at the end leads him through a great deed to test how much he has learnt (an adventure created by the DM). Usually, during this period the hin aspirant gains enough experience to become a 2nd level master (i.e. 1,500 xp), and once he passes the test, his tutor officially invests him with all the powers and duties of the hin master caste.

Usually the hin masters remain members of this cast until death, as it philosophy of life that is completely embraced and not simply a career or trade. This gives the masters a particular influence over their kindred, by whom they are always respected and honoured in any circumstance, although the masters have no political or religious power similar to that of a clanmaster, priest, or Keeper. If ever a master however, should decide he is no longer able to follow the life model and leaves this caste, he immediately loses all the special associated with it (including the hp in addition to the hin's maximum limit), except the general skill *Find water* (see below), and cannot return to it later. The experience accumulated as a master would be quickly converted into xp for the standard halfling table, and he becomes to all effect a common hin (although more powerful).

POWERS OF HIN MASTERS

Once he has finished his training and reached 2nd level as a master, the halfling acquires the ability to **recognise animal tracks**, to always correctly identify any type of animal tracks he sees, and acquires the bonus general skill **Find water**, which allows him to find sources of drinkable water in any place.

The High Heroes give the master, as well as the power to **cast divine spells** (see the list below), **infravision** of magical origin, which increases by 10 feet for each of the halfling's master levels, up to a maximum of 120 feet at

¹⁰The Hin Master class has been modified in respect to that presented in GAZ8 in regard to its level and xp progression. If you wish to adopt the original, refer to GAZ 8, *The Five Shires*.

12th level. Moreover, the master can attempt to *turn undead* as a cleric of the same level.

The hin master can *summon and bind a familiar* like arcane spellcasters, using the *summon animal ally spell* (see the rules for having a familiar in Volume 1).

To finish, the typical ability of any halfling within the Five Shires of *denial*, for the master is based on double the sum of his Intelligence and Wisdom scores. Normally in fact, any halfling of at least 5th level can deny any one type of spell that it knows is being cast (so he cannot do so if surprised), both those from spellcasters and from magic items, simply by concentrating for the entire round on the spell and shouting “No!”. The attempt, which can only be made once per 24 hours, and only within the Five Shires, always leaves the halfling prostrate, who loses 1d4 Hit Points (if the negation is made within 30 feet of a source of Black Flame this doesn't happen), recoverable by normal or magical means; if because of this loss he descends to below 0 hp, the hin dies, but the attempt automatically reflected the magic back on its sender. In any other case, to know what the specific result of the attempt is, roll 1d20 and add the sum of the halfling's Intelligence and Wisdom scores (the sum doubles for hin masters) and then consult Table 4.6:

TABLE 4.6 – HIN DENIAL

Total	Effect
7-29	The attempt fails miserably.
30-35	The magic effect is reduced by 1 damage dice, or the duration is reduced by 10%, minimum 6 rounds (chosen by the hin).
36-39	The magic effect is deviated by 1d3 × 10 feet in a randomly chosen direction, or reduced by 2 damage dice, according to the hin's original intent.
40-45	The magic effect is deviated by (1d5+2) × 10 feet away from the target in the direction chosen by the halfling, or reduced by 2 damage dice, according to the hin's original intent.
46-49	The magic is deprived of any type of magical effect, and a visual illusion appears of what would have happened if it had been cast (if the evoked magic has a visible effect, otherwise nothing happens), which quickly vanishes. If the magic effect causes damage to its victim, the subject simply suffers 2 Hit Points.
50-53	The magic effect is completely negated.
54+	The magic effect is reflected on the one who cast or evoked it.

Possible modifiers (cumulative) that can be added to the dice roll are the following:

- if the magic power that is being denied is a product of an artefact or Immortal: -5;
- if the halfling is defending his home or clan's stronghold, or a place particularly beloved and important to him in his personal point of view: +2;
- if the halfling is defending individuals particularly important to him and not himself +4.

HIN MASTER TABLE OF PROGRESSION

A Master can achieve 36th level, unlike normal hin, gaining more hp and keeping a similar ST progression to that of halflings. The Hin Master moreover, gains the racial immunities that mark all the hin at the appropriate levels (see the notes below).

TABLE 4.7 – HIN MASTER PROGRESSION TABLE

Lvl,	xp	Lvl,	xp	Lvl,	xp
1	0	13	800,000	25	2,000,000
2	3,000	4	900,000	26 ²	2,100,000
3	6,000	15	1,000,000	27	2,200,000
4	9,000	16	1,100,000	28	2,300,000
5	20,000	17	1,200,000	29	2,400,000
6	40,000	18	1,300,000	30	2,500,000
7	80,000	19	1,400,000	31	2,600,000
8	160,000	20	1,500,000	32	2,700,000
9 ¹	300,000	21	1,600,000	33	2,800,000
10	500,000	22	1,700,000	34	2,900,000
11	600,000	23	1,800,000	35	3,000,000
12	700,000	24	1,900,000	36	3,100,000

Notes:

- 1) The Master automatically suffers half damage from any type of spell or magic effect.
- 2) The Master automatically suffers half damage from any type of avoidable effect or breath weapon, which is reduced to ¼ with an appropriate successful Saving Throw (if allowed).

To cast spells the hin master only needs the holy symbol of one of the High Heroes and to be able to speak freely to recite the appropriate formula. For the rest, the hin master follows the same rules and has the same restrictions of memorisation as divine spellcasters, but only uses the reversed forms of curative spells in exceptional cases, as it is considered a reprehensible act.

SPELL LIST¹¹

The Master uses the same spell progression table as the Cleric. All the spell listed in Table 4.8 are described among the common divine spells in this manual or in the *Base*, *Expert*, *Companion*, and *Master* sets (although some of them have been raised one, like the cure spells), with the exceptions marked by various signs.

The hin masters can research other clerical or druidic spell and create magic items in the same way as clerics, and if they have the *Arcane Magic* skill can use magic items typical of arcane spellcasters with a successful skill check.

¹¹Note that the master hin's spell list has been modified from the original in GAZ 8, placing the arcane and druid spells at the correct spell level (it was absurd that the Master, so similar to a druid by nature, should obtain them at a higher level than a common druid), with the exception of *cure wounds*.

TABLE 4.8 – SPELL LIST

1 st level	2 nd level	3 rd level	4 th level	5 th level	6 th level	7 th level
<i>Ceremony</i>	Create fire* ^D	Animal form ^A	Anti-animal barrier ^D	Command*	Animate objects	Arboreal form ^D
Command word	Cure light wounds*	Breathe element ^A	Charm monsters ^A	Commune	Barrier*	Bind elemental ^A
Detect magic	Detect evil	Call animal ^D	Cure serious wounds*	Create food & water	Control wind ^A	Charm plant ^A
Fascinate animals	Elemental resistance	Call lightning ^D	Elemental immunity	Create normal animals	Converse*	Control weather ^A
Goodberry ^D	Find traps	Control temperature ^D	Enchanted weapon	Dissolve* ^A	Cure critical wounds*	Creeping doom ^D
Intuition ^A	Hold person*	Dispel magic	Insect swarm ^D	Elemental protection ^A	Heroes' coming	Earthgrip ^D
Locate species ^A	Locate object ^A	Enlarge animals* ^D	Neutralise poison*	Feeblemind ^A	Lacerating spines ^D	Heal*
Luminosity ^D	Obscure* ^D	Fly ^A	Pass plant ^D	Hold monster* ^A	Mental decay ^A	Holy word
Purify food & water	Silence	Hold animals* ^D	Plant door ^D	Magic resistance	Monstrous form ^D	Natural Transformation ^D
Remove fear*	Speak with animals ^D	Rem. blindness/deafness*	Second sight ^A	Plant form ^D	Restoration*	<i>Plant fist</i>
Sleep ^A	Summon animal ally ^A	Remove curse*	Speak with plant ^D	Power of the rainbow ^D	Resurrection*	Rock ^A
Spear of thorns ^D	Sure step	Remove disease*	Transmute plants ^D	Summon elemental ^A	Righteous might	Survival
Weather prediction ^D	Web ^A	Repel lightning ^D	Wall of thorns ^D	Trueseeing	<i>Shout</i>	True resurrection*

New spells (described next)

^A Spells normally only used by arcane spellcasters (refer to the list of arcane spells in Volume 1).

^D Spells normally only used by druids (refer to the list of common druid spells).

FIRST LEVEL

CEREMONY

Range: touch

Area of effect: a creature

Duration: permanent

Effect: consecrate a creature

This a versatile spell that the Masters use as part of the rites that are involved in the salient moments of a halfling's life. These spells leave external signs: some are visible to anyone, others can only be seen by demihuman clerics. Anyone with one of these marks cannot be detected with *detect magic*, unless he possesses other magic items that react to that spell. These ceremonies include:

Adoption: a ritual that transfers a hin (and, in very special occasions, a human or demihuman of a different race) from one un clan to another. The Master that officiates over the ceremony must be of at least the same level as the adopted individual, and the Clanmaster must also participate in the ceremony. It can also serve to create a new Holy Relic, taking part of the original relic.

Anathema: this ceremony is performed exclusively when a halfling has deliberately acted against the laws of his community and must be permanently banished from any clan. The rite can only be celebrated by the head of the clan that the traitor belonged to aided by the Master. The cursed hin acquires a mark, a characteristic sign visible only to the eyes of members of his race, impossible to hide and that can only be removed if the individual repents his crimes and is accepted back into the clan with a ceremony of *adoption*.

Initiation: a ceremony in which a young hin becomes an adult within the community, with the obligations and advantages that follow. This rite must be celebrated by a Master of higher level than the initiate.

Investiture: the ceremony is only performed when a hin becomes a Relic Keeper, and it must be celebrated by another Keeper (either the Elder or Acolyte Keeper).

SIXTH LEVEL

SHOUT

Range: 0

Area of effect: 120 feet radius around the master

Duration: instantaneous

Effect: emit a deafening and painful cry

Casting this spell, the master emits an ear-splitting cry that is broadcast 120 feet, indiscriminately striking all the creatures in the area of effect (undead and constructs are immune, as are individuals protected by an area of *silence*). The spell always causes 1 point of damage to its caster, but the lost hp can be recovered normally with rest or magic. Roll 1d6 and add the result to the master's level: the resulting value is compared to the level of each creature within the spell's area of effect to determine the effects that the *shout* has on them.

Level/HD higher than the shout's result: no effect.

Level/HD equals the shout's result: the creature is stunned for 1 round (cannot attack or cast spells, movement halved, and a -4 penalty to AC, ST, and skill checks).

Result of shout higher than level by 1-3 points: the creature is stunned for 1-3 rounds (see above) and drops all items held in its hands; creatures with 5 HD/levels or less are deafened for 1-2 turns.

Result of shout higher than level by 4-6 points: the creature faints and falls to the ground and cannot be awakened for 2d4 rounds; when it awakens it is deafened for 1d4+1 turns. Creatures with 10+ HD/levels can make a ST vs. Mental Spells to avoid fainting, but must instantly flee 120 feet away dropping any items held in its hands. Once outside the spell's area of effect they regain their minds and can return at normal speed.

Result of shout higher than level by 7+ points: the creature faints and falls to the ground and cannot be awakened for 3d4 rounds; when it awakens it is deafened for 3d4 turns and is automatically confused (see the 4th level arcane spell *confusion*) for 18 rounds.

SEVENTH LEVEL

PLANT FIST

Range: 140 feet

Area of effect: various plants (see below)

Duration: 1 round per level

Effect: animate and control the plants

This spell is rarely used by the hin masters as it causes the death of all the plants that it affects. It affects any type of plant, except intelligent monstrous plants (like the treant), and the master is able to animate up to 3 large plants (like trees), or up to 6 medium sized plants (like small trees and creepers), or 12 small plants (like reeds or lianas), or 24 of tiny size (like simple bushes) or 36 of diminutive size (like flowers and blades of grass). The master doesn't have to continue to concentrate to control the spell, and can end it when he wishes.

The plants animated in this way strike and hamper the targets chosen by the master, impeding the casting of spells, slowing the target, and hampering his movements to cause a -3 penalty to his Attack Rolls and -1 to his damage rolls. Every large plant can affect up to 3 individuals, those of medium size 1 individual each, those of small size 1 individual per 3 plants, those of tiny size 1 individual per 6 plants and those of diminutive size 1 subject per 12 plants. Each round the victim doesn't actively try to escape the plants (i.e. focuses his efforts elsewhere), he suffers 3d4 points of damage from the grip and lashes of the plants. If instead he chooses to counter the plants (and nothing else), the victim only suffers 1d4 points of damage and can free himself for 1 round if makes a successful ST vs. Spells; the plants however attempt to capture him again in the next round, and another ST is needed to avoid them.

HOLY CHAMPION

Prime Requisites: Strength and Wisdom.

Other Requisites: Wisdom, Strength, and Charisma equal or higher than 11, must be at least 12th level.

Hit Dice: Use Fighter HD up to 9th level (9d8), plus Constitution modifier. From 10th level, +2 Hit Points per level, Constitution modifier doesn't apply.

XP and Maximum level: The Holy Champion uses the Fighter's xp advancement table and can reach 36th level.

Saving Throws: Fighter of equal level.

THAC0: Fighter of equal level.

Permitted armour: Any armour and shield.

Permitted weapons: Any weapon allowed by the Immortal.

Special Abilities: Multiple attacks, cast divine spells (if Wisdom is at least equal to 11), request aid, plus other powers based on role.

Weapon Mastery: As a dualclassed Fighter-Cleric from when he becomes a Holy Champion.

Compulsory General Skills: Fighting instinct (bonus), Religion, and a Strength skill.

GENERAL DESCRIPTION

Among the followers of the Immortals are fighters with great wisdom and dedication, who at a certain point in their life, decide to take the same vows as priests and to take to the world the belief of a church or Immortal, serving it with weapons, deeds, and rhetoric: these are the Holy Champions (also called Defenders of the Faith). These fearless champions of the Immortals are ordained by the priests only after demonstrating sufficient skill (must have reached at least 12th level) and motivation (of the true believers) to be invested into the faith's "armed branch", and from that moment must respect all the dictates imposed by the Immortal or church to its priests (and thus all the restrictions to usable weapons, acceptable behaviour, and shared objectives) and obey the orders of the ecclesiastic hierarchy that granted the investiture. In exchange however, the defenders of the faith are bound to the Immortal or Sphere of Power by the same bond that the priests share with it, although the magic powers that the champions receive are of lesser intensity.

There are three types of Champion based on the follower's alignment: Paladin (Lawful), Druidic Defender (Neutral), and Avenger (Chaotic) [refer to the Paladins and Avengers of D&D presented in the *Companion* set]. Both the Paladin and Avenger can be followers of an Immortal that allows that type of follower, or affiliated to a church that follows the philosophy of Law (Paladin) or Chaos (Avenger). In the latter case they draw their power directly from the Sphere of Order or Entropy and keep the powers as long as they remain in their church's good graces. The Defender instead must always by necessity serve an Immortal protector of nature of Neutral alignment that allows the existence of this figure among

its devotees (some are against violence and don't approve the institution of an armed branch within the cult). It is necessary to underline that other Holy Champions to a specific Immortal can exist that don't have the same powers as the three types listed above: for these particular cases refer to the final paragraph of this section.

The fighters that devote themselves to a church or Immortal (who obviously must admit priests of that alignment) become Holy Champions, and as well as keeping their combat ability acquire the protection of the order or cult to which they are affiliated, the ability to cast divine spells (clerical for Paladins and Avengers, druidic in the case of Druidic defenders) and other abilities and special powers (as well as those described in this section, refer to the powers listed in the "Abilities and powers of the Champions" in the *Codex Immortalis: Book Two* and to the additional and substitute spells granted by the Immortal, see the list of Immortals in the next chapter). In exchange however, they must submit to the restrictions regarding the weapons to which all the clerics of that Immortal are subject, and must obey the other offices of the cult to which they belong, respond to its call and fight for it when requested.

PALADIN

The Paladin is the most shining example of rectitude, order, honour, courage, and devotion to his Immortal, of Order and Good, a true example of abnegation, virtue, and honesty in the service of a cause or faith. Often the paladins become recognised heroes and venerated by the faithful, command armies, and loyally serve a church or ruler, without ever doing anything immoral or illegal and always respecting a code of honour and enforced laws.

When a paladin commits a sin, his sense of honour and duty is so high that he immediately seeks a way to make penitence and remedy his error, accepting the punishment and brief loss of powers with deference. It can happen however, that some paladins remain so poisoned by the sense of purity, perfection, and superiority that surrounds them that they become extremely vain, scornful, and cannot see their own fallibility. In these cases he becomes blind to his own errors as he considers himself infallible, and doesn't contemplate hypothesis of self-criticism or self-worth: only the high hierarchical offices can turn him round and put him back on the right path. If however the individual is too arrogant and sure of himself, it is rare that these calls are considered signs of envy and obtuseness and that the paladin refuses to follow them or however isn't convinced of his own errors and only superficially obeys the call. In this case he is by now on the right path to moral corruption that could take him to the path of Entropy and the fall of a champion of Order and Good to serve Chaos and Injustice.

DRUIDIC DEFENDER

The Druidic Defender is a fighter devoted to protect nature and the natural balance by force of arms and the fervour of he who believes that the perfection of nature must be respected by all and defended with up to the ultimate sacrifice. He serve an Immortal (always an Immortal linked with nature) or the druidic order to which he is affiliated with ceaseless loyalty, and usually occupies himself by guarding a certain area considered at risk or particularly sacred. Other times he is the first line in the crusade against any race or organisation thought to pose a threat to nature anywhere it is found, and so is found travelling from region to region following the signs of his Immortal or respond to requests for help from druidic circles or from threatened friendly creatures. The defender loves the contact with nature and with its inhabitants, respecting the animals and protecting the habitat in which they live, keeping contacts with all those that live there and acting as nature's "armed branch" and its ambassador with the outer world for the druidic order of which they are part.

In any place where forces operate that threaten nature, the Druidic Defender carries out a campaign of attacks, sabotage, and interference acting early when possible to prevent rather than fix damage that has already occurred. They are always in contact with nature and don't like to remain in an urban setting, considering it the worst corruption or simply cold and alienating. Balance of the natural ecosystem and respect for the creatures that live within it are the benchmarks of the doctrine of each druidic defender, which never hesitate to respond to the appeals of druids and followers of his Immortal anytime they reach his ear, although he remains rather free to decide the course of his own actions. It is a task of a defender, in collaboration with the local druids, to watch and protect the fauna of the place, paying attention to the number and type of species present, so that problems of overpopulation or deleterious conflicts that could endanger the habitat's balance don't arise. To such ends the defender authorises the hunting limits for local residents, usually in accord with the druids, to allow the animals and other individuals to prosper, and controls it so no poachers alter the situation, as well as, with the druids, monitoring the water resources of the territory to avoid imbalances or illicit exploitation.

AVENGER

The Avenger is a pitiless combatant who loves anarchy (viewing it as rule by the strongest), violence, and power and who refuses to adhere to laws and codes that he considers limit his own potential. He serves an Immortal or church because he identifies in himself the principles of anarchy and cruelty that they profess, and act following their most brutal, evil, and egotistic instincts, with the conviction that their anarchic thoughts are the only way to quickly achieve their ends. The avenger uses any means to achieve his aims and is unscrupulous

regarding laws or morals: the only law they recognise is that of the strongest. The avenger aspires to absolute power and to obtain it performs appalling and pitiless deeds, founding his power on fear, cruelty, corruption, and betrayal.

The avengers always serve churches or Immortals devoted to Entropy or to cults based on values like egotism, thirst for power, violence, and death. The majority are shameless evil and amoral fighters, megalomaniac fanatics, or cruel sadists intoxicated by the power to kill any being that gets in their way, or obsessed with undeath and the chance of living eternally in a form that many people define as an obscene parody of life. These individuals follow Evil with the same passion with which a paladin defends the cause of Good, and when they can they prefer to resort to violent and painful methods to achieve their objectives, for the sadistic pleasure that they provoke by bringing destruction and suffering. Often they are so intoxicated with power that they seek higher rank within their order and don't hesitate to use any means (even assassination or treason) to achieve their aim by harming other brothers (often with the consent of the Immortal). Others are instead obsessed by the idea shaping the entire world according to what they think is the most perfect form of life: anarchy. These avengers are unpredictable characters and often completely crazy, and don't hesitate to infringe any rule just for the joy of bringing disorder where order brings too much stability, even amongst the ranks of their own cult.

NON-HUMAN HOLY CHAMPIONS

It can happen that some Immortal protectors of a specific race admit the existence of holy champions amongst the ranks of their non-human followers. In this case, check the various possible options, based on the category the champion belongs to.

Lupin & Rakasta: fighters of these two races can become holy champions without restriction when they achieve 12th level using the same rules as humans.

Goblinoids: given their savage, brutal, and unprincipled nature, few goblinoids have the wisdom and dedication needed to learn the holy prayers and vow to obey a cult. However it is possible to find some Avengers among the goblinoid tribes devoted to the more brutal and evil Immortals (particularly Bagni, Demogorgon, Hircismus, Jammudaru, Orcus, Ranivorus, Wogar, and Yagrai), as these are the only Immortals that permit a goblinoid who has shown enough signs of becoming a true champion of their race (they keep their racial characteristics, and acquire the Avenger's powers); other Immortals don't accept goblinoids as proper champions. Only goblinoids that undertake a pure fighter carrier (without using magic) can aspire to become holy champions after 12th level, and only if they satisfy the requisites needed by the class.

Demihumans: all demihumans can become holy champions upon reaching 12th level, but only if they are pure fighters and have the alignment required by the Immortal to which they are devoted. They progress by using the normal progression table of xp, ST, and THAC0 appropriate to their class, but gain all the powers of the Champion (each Attack Rank is equivalent to 2 fighter levels). Note that some demihuman racial Immortals have very particular holy champions (in this case refer to the specific rules related to that Immortal – see *Codex Immortalis* and next section, as well as that dedicated to *Demihuman clerics*).

Humanoids: only humanoids that undertake a pure fighter carrier (without using magic) can aspire to become holy champions after 12th level, and only if they satisfy the requisites needed by the class. They keep their own characteristics, and also acquire the powers of the type of holy champion that they become.

Monsters: no monstrous creature (beyond those three categories already stated) can become a holy champion.

COMMON POWERS OF HOLY CHAMPIONS

The champion keeps the THAC0, Saving Throws, Hit Points, xp progression, and multiple attacks of the fighter, but from the moment he takes his vows he doesn't gain other fighting options. He also gains the skill and special ability and powers granted by the Immortal to his most faithful servants (only those listed in the paragraph "Skills and powers of holy champions" in *Codex Immortalis: Book Two*). With a Wisdom of at least 11 points then, by brandishing his holy symbol and reciting the appropriate prayer the champion can *cast divine spells* (according to the list of his Immortal or cult, including additional and substitute spells) as a 1st level cleric from when he is ordained, and subsequently earns a new "cleric level" for every two fighter levels (rounded down, max level 13th). The maximum spell level that the champion can learn is equal to his Wisdom score minus 10 (max. 6th level with Wisdom 16, min. 1st with 11). The holy champion in this case can also research new spells and upon achieving 9th level as a cleric can make magic items typical of divine spellcasters (see the rules described in Volume 3).

Every holy champion can *ask for asylum* in any temple or abbey of his order or the Immortal he serves. In exchange however, he must submit to the restrictions regarding usable weapons to which all the clerics of that Immortal or order are subject, and must obey all the other offices of his church, respond to its pleas and fight for it daily if necessarily, as well as respecting the dictates of his faith (he has all the obligations of the common clerics and can risk the suspension of spells or worse punishments for bad conduct).

Finally, based on his Alignment, each champion gains specific additional powers.

PALADIN (LG)

- *turn undead* chance is based on his "cleric level";
- *detect evil* three times per day (see the 2nd level clerical spell of the same name);
- *healing touch*: with the simple laying-on of hands the paladin emits positive energy that can cure up to 1 hp per level per day to any living creature (excluding constructs, oozes, and Entropic beings). The Hit Points dispensed with the cure can also be shared (e.g. a 10th level paladin cures up to 10 hp per day, and can place his hands on a peasant to cure him of 3 hp, he can later place his hands on himself and cure up to 7 hp in the same day). Healing touch applied to an undead creature or a being that belongs to the Sphere of Entropy (e.g. demons) causes the subject to lose rather than gain hp but it is allowed a ST vs. Death Ray for half damage.

AVENGER (CE)

- *control undead* chance is based on his "cleric level";
- *detect evil* three times per day (see the 2nd level clerical spell of the same name);
- *maleficent touch*: with the simple laying-on of hands the avenger can take up to 1 hp per level per day from any living creature, which is allowed a ST for half damage. The hp lost by the victim are absorbed by the avenger that he can use to heal (if injured) or, if they take him beyond his hp maximum, the excess points vanish after a round. The Hit Points drained with the touch can also be divided (e.g. a 10th level Avenger can take up to 10 hp per day, and can touch a farmer to rob it of 4 hp knowing that it won't have many, then touches a horse and drains it of the remaining 6 hp for that day). Maleficent touch has no effect on constructs, undead, and demons of Entropy.

DRUIDIC DEFENDER (N)

- *detect danger* three times per day (see the 1st level druidic spell of the same name);
- *animal form* three times per day (see the 2nd level druidic spell of the same name);
- *animal familiar*: during the ceremony in which the fighter is invested with divine power, via the *summon animal ally* spell the defender is bound by a druid to an animal that becomes his familiar. If it dies later, the defender, can attract a new familiar in the same way as arcane spellcasters, using the *summon animal ally* spell (see the rules for having a familiar in Volume 1).

IMMORTALS FOR PALADINS

Paladins are allowed as servants of any non evil Lawful church philosophy, as well as followers of the following Immortals (subdivided by Sphere):

Energy: Alpathia, Benekander, Ixion, the Korrigans, Razud, Tarastia, Thor.

Matter: Atruaghin, Forsetta, Hattani, Ilmarinen, Ka, Lokena, Maat, Paarkum, Terra, Utnapishitim.

Thought: Clébard, Frey, Freyja, Halav, Mâtin, Odin.

Time: Al-Kalim, Chardastes, Petra, Taroyas.

IMMORTALS FOR DRUIDIC DEFENDERS

Buglore, Djaea, the Korrigans, Ordana, Protius, Zirchev.

IMMORTALS FOR AVENGERS

Avengers are allowed as servants of any non good Chaotic church philosophy, as well as followers of the following Immortals (subdivided by Sphere):

Energy: Bartziluth, Kurtulmak, Slizzark, Zugzul

Entropy: Alphaks, Arik, Atzanteotl, Bachraeus, Bagni Gullymaw, Brissard, Danel, Demogorgon, Hel, Hircismus, Idris, Jammudaru, Kiranjo, Loki, Nyx, Orcus, Ranivorus, Stodos, Talitha, Thanatos, Yagrai

Matter: Crakkak, Wogar

FALLEN HOLY CHAMPIONS

Only in two cases can a character lose the benefits of a holy champion. Firstly if he disobeys the heads of his cult or Immortal, the bond with his Immortal is interrupted and can only be reinstated after an act of repentance and being pardoned by his superiors. The second case stems from the desire to abandon his order and become a follower of another cult. In the former case he loses the benefits from and his obligations to his cult with no further problems. In the latter case as well as gaining the enmity of his old order, the character lose 10% of the xp earned as a holy champion of his old cult, but can benefit from new powers derived from the Immortal he has now bound himself to.

ALTERNATIVE HOLY CHAMPIONS (OPTIONAL)

There are some Immortals who have no Paladins, Avengers, or Druidic defenders, either because they aren't in the alignment range compatible with these figures, or because they don't have exact ally the same interests as all the Immortals who allow these champions of faith amongst their servants. In these cases, it is possible to create an ad hoc specific holy champion subclass devoted to a particular Immortal, taking account of those powers that are common to all holy champions (Cast divine spells and ask for asylum) and those that are limited and granted by the Immortal (two limited magical powers and an unlimited special power).

Below are some examples that may be useful to explain how to differentiate specialised champions of specific Immortals from the three types explained above (the Forester was introduced in *Dawn of the Emperors – Book 1: Thyatis*).

DRACONIC CHAMPION (L/N/C)

The Draconic Champion is human or humanoid fighter devoted to a draconic Immortal patron of the same alignment chosen from Diamond (LG/LN), Opal (NG/N/NE), Pearl (CN/CE), or the Great One (any). His task is to protect the draconic race and his holy powers are the following:

- **powerful roar:** 3 times per day the champion can emit such a powerful roar that it can be heard by anyone within 660 feet. Anyone within an radius of 1 foot per level/HD of the champion must make a ST vs. Paralysis: if he fails he is stunned for 1d6 rounds, if successful he is deafened for 1d6 rounds.
- **turn dragons:** functions in the same way as turn undead, whose chance is based on his "cleric levels";
- **draconic telepathy:** three times per day for a period of 3 hours, the champion is able to communicate telepathically with a dragon and can understand it if they speak two different languages.

CONQUEROR (LN/N)

The Conqueror is the Holy Champion devoted to an Immortal of war and conquest from the following: Al-Kalim, Bartziluth, Brandan, the Eternal General, Gorm, Halav, Karaash, Tahkati, Vanya, and Zugzul. His task is to raise his patron's name by leading warriors to victory and act with courage in every battle. His powers are:

- **divine judgement:** three times per day the conqueror can invoke this power to place a divine punishment on a victim guilty of transgressing the laws of mortal or divine justice. If the blows hits the damage it inflicts is augmented by half of the conqueror's level, otherwise the power is wasted. The power also affects creatures that cannot be affected by normal weapons even if it is used with a non-magical weapon;
- **command word** three times per day (see the 1st level divine spell of the same name);
- **inspiring presence:** just the champion's presence inspires courage and drive in his allies (to a maximum of 10 people per level), who gain a +1 bonus to Morale and Attack Rolls as long as conqueror fights at their side.

JUSTICAR (LG/LN/LE/NG/CG)

The Justicar is the Holy Champion devoted to a lawful or good Immortal dedicated to justice or vengeance from the following: Finidel, Forsetta, Maat, Malinois, Raith, Ruaidhri, and Tarastia. His task is to respect justice and avenge offences against his Immortal or perceived wrongs based on his cult's precepts. His powers are:

- **holy fervour:** once that the justicar has judged that a creature has violated the sacred laws that he has sworn to respect, he is invaded by a holy fervour that renders him more determined in any act to harm the guilty and that gives him a +1 bonus to each Attack Roll, damage, and every skill check against the latter, as well as to all Saving Throws to avoid effects caused by that creature. It is only possible to use the holy fervour against one creature at a time, and it continues until that creature has been captured and brought to justice or suitably punished;
- **divine punishment:** three times per day the justicar can invoke this power to place a divine punishment on a victim guilty of transgressing the laws of mortal

or divine justice. If the blows hits the damage it inflicts is augmented by half of the justicar's level, otherwise the power is wasted. The power also affects creatures that cannot be affected by normal weapons even if it is used with a non-magical weapon;

- **detect lies** three times per day (see the 1st level clerical spell of the same name).

FORESTER (LG/NG)

The Forester is the Holy Champion devoted to Ilsundal, patron of elves, magic, and nature, and as such his main task is to guard and protect elven communities, nature, and elven secrets (a role that is thus halfway between a Paladin and a Druidic Defender). Despite its race, it uses the same table of advancement, THAC0, ST, and HD of a normal elf, starts at 1st level as Foresters (unlike other Champions) and its spell list is composed of the spells of the Elven tradition belonging to the Abjuration, Divination, Enchantment, and Transmutation schools, as well as all those druidic and clerical spells normally granted by Ilsundal. However, the Forester's magical advancement stops at 10th level (as normally happens to Elven Lords) and only progresses in Attack Ranks, acquiring more martial experience to the detriment of it magical, but advances slowly as a fighter and also Holy Champion (this balances the fact that the Forester previously progressed more quickly in the use of magic thanks to Ilsundal, patron of elven magic).

GUARDIAN (LG/LN)

The Guardian is the Holy Champion devoted to a lawful or good Immortal dedicated to the protection of a people, race, or nation from between the following: Ahmanni, Alphatia, Atruaghin, Benekander, Carnelian, Clébard, Hattani, Ilmarinen, Ka, the Korrigans, Koryis, Liena, Malafor, Mâtin, Mealiden, Minroth, Petra, Pflarr, Shaper, Utnapishtim, and Zalaj. His task is to protect and guard those that his Immortal or cult hold most important and keep order even at the cost of his life. His powers are:

- **peaceful aura**: the champion's presence inspires peace and order in those around him. The aura extends for a radius of 1½ feet per guardian level and improves by a step the Reactions of each affected subject, as well as imposing a -1 penalty to Initiative and Attacks to each of the Guardians enemies and allies;
- **detect evil** three times per day (see the 2nd level clerical spell of the same name);
- **divine protection**: three times per day the guardian can invoke the *sanctuary* spell on himself or another creature of his cult within 10 feet.

SHADOW (NG/CG)

The Shadow is a holy champion devoted to Eiryndul, patron of the elves, illusion, guile, and sylvan races, and as such is to protect and guard the elven communities devoted to Eiryndul, nature, and elven secrets. Despite its race, the Shadow is always a Thief (or an Adventurer)

that uses the same progression table, THAC0, ST, and HD as a normal elf, but can only use spells of shadow (see *The Perfect Thief*) and from the Illusion school given as divine spells by Eiryndul. However, its spell progression stops at 10th level, like normal Elf Lords, and from 11th level only progress to improve their thief abilities and THAC0, acquiring a special thief skill at each successive Attack Rank as a holy gift from Eiryndul.

WAVE (NG)

The Wave is the holy champion devoted to Calitha, patroness of the aquatic elves, turtles, and marine fauna, and as such his principal task is guarding and protecting the communities devoted to her and the aquatic ecosystem. Belonging to any race, the Wave is always a Fighter that has access to the spells typical of the Marine tradition granted as clerical spells. The wave uses the normal elf xp and spell progression table and its THAC0, ST, and HD, but automatically has access for each spell level to all the spells of the marine tradition from the schools of Abjuration, Conjunction, Divination, Transmutation and to all those druidic or clerical normally granted by Calitha. However, their spell progression stops at 10th level, like the normal Elf Lords, and from 11th level only progress in Attack Ranks to improve their martial ability.

TRICKSTER (CG/CN/CE)

The Trickster is the Champion devoted to a chaotic Immortal of deceit and subterfuge from amongst the following: Atzanteotl, Cretia, Faunus, Harrow, Kallala, Korotiku, Loki, Masauwu, Mrikitat, Raven, and Talitha. The Trickster can be a Fighter or a Thief and his task is to defeat and humiliate his adversaries in his Immortal's name through trickery. His powers are:

- **master of subterfuge**: the trickster is an expert in the arts of deceit and dissembling, and always gains a +1 bonus to any deceit, hide, and camouflage skill check;
- **invisibility** three times per day (see the 2nd level arcane spell of the same name);
- **lie** three times per day (see the 1st level arcane spell of the same name).

RELIC KEEPER

Prime Requisites: Wisdom and Intelligence.

Other Requisites: Wisdom and Intelligence equal or higher than 13.

Hit Dice: Use the HD of demihuman clerics up to 9th level (9d6), plus Constitution modifier. From 10th level as Keeper, add +1 Hit Point per level, Constitution modifier doesn't apply, up to 20th level.

XP and Maximum level: As a demihuman cleric.

Saving Throws: Demihuman of equal level.

THACO: As a cleric of equal level.

Permitted armour: Any armour and shield adapted to the demihuman's size.

Permitted weapons: Any weapon allowed by his Immortal.

Special Abilities: Cast divine spells, use the powers of the Holy Relic.

Weapon Mastery: Cleric of equal level.

Compulsory General Skills: Divine magic (bonus), Religion: appropriate Immortal, Knowledge of the appropriate Holy Relic, any compulsory racial skill.

GENERAL DESCRIPTION

The Relic Keeper is a demihuman with great wisdom and knowledge, who has been invested by the worshipped Immortal with the task of taking care of his community's Holy Relic. The Holy Relic is a special Immortal artefact that varies according to the various civilisations, but that is considered in each the community's fulcrum, the earthly representation of the bond with the Immortal who created and gave it to his favourite followers. Not every single demihuman community has a Relic, given the time effort needed to reproduce it, and thus most are simply given to the larger, more important, which guards the Holy Relic that supports all the others. As such there aren't many Keepers, and for the same reason their power is great and secrecy that surrounds them is difficult for anyone to penetrate (including the same demihumans). If anyone should steal one of these artefacts, or if it is lost for some reason, the members of the race that the Holy Relic belongs to, will do anything to retrieve it, including starting a military campaign against those responsible for its disappearance.

The task of watching, protecting, and using the Relic is therefore most important, and the Keeper isn't lightly chosen, but must always be a cleric with great wisdom, and who his companions can blindly trust. Every Elder Keeper has the task of selecting a group of Assistant Keepers who help him and learn the secrets of the Relic, so that, at the moment of the Elder's death, one of them takes his place, and the cycle is renewed. The Elder Keeper must always choose clerics who belong to his race and who are devoted to the Immortal who created the Relic as acolytes: the presence of a Keeper of a different race is a very rare event, and marks a particular liking on the part of the Immortal towards the individual, usually manifested clearly in a public event.

Every aspirant keeper must have a Wisdom and Intelligence score of at least 13 points and must learn the general skill *Holy Relic Knowledge* during his first year of apprenticeship, to be able to correctly perform his assigned tasks, and understand part of the mysteries that surround the Relic; although if one of these prerequisites isn't met, then the aspirant cannot become an Assistant Keeper. Every Keeper has the responsibility to protect and preserve the Relic that he is entrusted with, even at the cost of his life, and the obligation to never reveal to anyone the secrets of the artefact (which are transmitted orally and never in writing), and obey any order of the Elder Keeper, except those that could damage the Relic. Moreover, he cannot use the powers of the artefact if not previously authorised by the Elder, and must always respect the orders of the Clanmaster, although he isn't obliged to take orders from anyone outside of the Elder and Clanmaster. This means that even the Assistant Keepers possess a notable power within the demihuman community, as their orders cannot be discussed by other members of the community, and even the other clerics and the Clan Holder (or Founder) don't have the power to contradict them, as it is thought that their decisions are directly dictated from the wisdom and knowledge of the Immortal they serve.

COMMON POWERS OF THE RELICS

Only the Elder Keeper has the authority to communicate with the Relic (seeing as it is partially sentient, housing part of an Immortal's soul, and can send simple telepathic thoughts within 10 feet only to the Elder) and to fully use the powers, by virtue of his knowledge of the Holy Relic; the Assistant Keepers have in theory the same ability, but can only do so if authorised by the latter. Every Holy Relic has some powers that are identical and in common, while others are characteristic and different according to the specific racial artefact. The powers common to all of the demihumans' holy relics are the following (similar to the arcane and divine spells of the same name):

- *Analyse*
- *Remove blindness/deafness*
- *Cure critical wounds*
- *Remove disease*
- *Neutralise poison*

Moreover, every Relic constantly emits a protective aura that turns any undead that come within 240 feet as if it was a 20th level cleric. Even if the attempt fails, it can be repeated every round, as long as undead remain in the area, and if the attempt is successful, the undead refuse to return to the area for at least a week.

Each of the powers listed above can be used without limit by the Keeper, and acts on any target within 120 feet of the Relic (consider it a spell cast by an immortal artefact, and as a 20th level spellcaster). However, for every use that is made, the radius of the turn undead aura reduces by 5 feet, and this therefore limits the effective

number of daily uses to 48: these exhausted, the Relic's magic aura becomes inert, and no one can evoke its powers. Only a Keeper is able to perform the appropriate rituals to cure the Relic so that it can recover its powers, restoring the magic aura by 5 feet (and thus 1 use) for every day of treatment.

Below is an in depth description of the various relics, their history, and respective peculiarities.

THE TREE OF LIFE (ILSUNDAL)

The Tree of Life was created by Ilsundal in 1,800 BC as part of his test to gain immortality in the Sphere of Energy. The first Tree of Life was created in the Sylvan Realm, probably in the image of the legendary Ancestral Tree given by Ordana to the sylvan elves when they lived in the paradise of Evergrun. The Tree allowed the Sylvan Realm to prosper for centuries, until the surrounding human and humanoid populations became too numerous and warlike, and Mealiden Red Arrow, a hero and fervent follower of Ilsundal, obtained from the Immortal the consent to lead a new expedition of exiles from the Sylvan Realm to the east, in search of an uninhabited land in which to found a new more secure and peaceful homeland. To deal with this expedition, Ilsundal gave to the clans that followed Mealiden in his deed 10 magical seeds, which once planted would grow into as many Mother Trees of Life (which are equal to the original but independent of it). Currently, only the location of eight of the trees born from these seeds is known: 6 belong to six of the major clans of Alfheim (Chossum, Erendyl, Red Arrow, Grunalf, Longrunners, and Mealidil), the new elven homeland founded by Mealiden in the heart of the Known World (the Relic of the seventh clan in fact, the Feadiel, was created from a root of the Tree of Ilsundal, and is therefore its daughter), one belongs to the Callarii clan of Karameikos, and one to the Vyalia clan of Thyatis. The two missing seeds are still matters of legend and holy quests among the elven followers of Ilsundal, as they would belong to two of the clans lost during the migration of Mealiden.¹²

The Tree of Life is a majestic and vigorous oak over 200 feet tall, which the immortal magic constantly preserves in an optimal evergreen state, immune to any normal disease and parasites of plants. The Tree of Life is an intelligent creature with its own life, as it possesses part of the life-force of its creator, Ilsundal the Wise, but normally remains immobile. All the Keepers however, know a ritual that, if celebrated in the correct way, allows the Tree to

¹² According to some theories, it is possible that one of these seeds belonging to the elves of Tarilyon, a clan that lives in the heart of the Midlands of Brun and who worship Ilsundal. From their Immortal Lornasen, patron of the Shiye elves that live in Foresthome in Norwold, would have obtained a root from they could have grown the Tree of Life children possessed by the Norwold Shiye (many of them followers of Ilsundal and Lornasen, rather than Eiryndul, patron instead of the Alpathian Shiye). On the fate of the last seed there is only vague speculation and nothing certain.

move. However, given the difficulty of the ceremony (75% chance that the spell functions, less 5% for every level of the Keeper below 20th, and if the spell fails, the Tree dies) and the limited movement ability of the Tree (it can only move 1 mile per day), a Keeper would only ever consider using it in the most desperate cases.

It is possible to reproduce a Tree of Life from one of its roots, after having cast on it a *ceremony (adoption)* spell, but this procedure requires at least a century before the new tree is complete and in full health, exhibiting the same traits as every elven Relic. During this period the child Tree is particularly vulnerable, like any plant, to any environmental or physical threat, and if it is damaged or uprooted, it will no longer grow and the procedure is annulled. Once a century has passed, the Keeper who protects and cares for the Tree casts a *consecrate* spell on it to evoke the spirit of Ilsundal, and the Tree gains all the powers of the elven Relic.

If two Trees of Life are however within 50 miles of each other, both become seriously ill. In game terms, this means that they cannot reacquire their magical properties once they are used and thus end up losing their immortal immunity and have the same vulnerability to diseases as normal plants. To this end, the elf sages think that the reason for this case is the fact that they will draw on too much of the magical energy that permeates the world if they aren't far enough apart. As such, when creating a new Tree of Life, or when moving an existing Tree, the elves are very attentive to the location of any other Sacred Trees present in the area in which the Relic will be placed, to avoid serious damage.

Finally, it needs underlining that each child tree has an unbreakable bond to the health and fate of the mother Tree from which it was born, and if the mother dies or becomes ill, the child suffers the same fate. There were originally 10 Trees of Life created by Ilsundal: the first and oldest is guarded in the Sylvan Realm, another six are in Alfheim, one is in Karameikos in the possession of the Callarii, and of remaining all trace was lost during the elven migrations. So all the remaining Trees of Life are child trees of the original ten. Normally a new tree is created anytime an elf founds a new clan, to protect it and obtain Ilsundal's approval.

PRODUCTS OF THE TREE OF LIFE

Thanks to a special ritual known only by the Keepers of the Tree, it is possible to derive from the sylvan elf Relic products that are valued as much as they are famous:

Elven arrow: the arrows are made from the branches of the Tree of Life, while their stone heads are dipped in the sap of the Sacred Tree. Their particularity is in the fact that although they don't have a bonus to hit (unless it is added later), the magic that acts on them is permanent and so they are virtually indestructible. In fact, the elven arrow is always considered a magic weapon, able to hit creatures that can only be injured by magic weapons (max +1), and there is a 10% chance that

the arrow breaks each time it is used (otherwise it can be recovered and reused).

Elven boots: the upper part of these boots is made from finely worked leather, while the soles are made using the special bark of the Tree of Life, prepared with special methods by the Keepers. Anyone wearing these elven boots can only be heard moving with a roll of 1 on 1d10 (by someone who has heard rumours, or the *Alertness* general skill), regardless of his movement speed.

Elven bow: like the arrows, the bow is also made from the branches of the Tree of Life. The bow is about 4 feet long, but has all the normal characteristics of a long bow, and it is to all effect a +1 *long bow* (adding the bonus to both attacks and damage), which can be further enchanted to give additional bonuses to attack or damage, and other special abilities, with the normal procedure.

Elven cloak: the clothing is obtained by using the leaves of the Tree of Life. The leaves are pressed and reduced to pulp with a great ritual, and given that only a small part of each leaf is usable in the final process, it means that a great deal of them are needed to make a cloak, which renders the cloak very rare and precious. One of these cloaks renders those that wear it practically invisible when he covers his face with the hood, as if affected by the *invisibility* spell. The individual always reappears if he attacks or destroys an object, or if he casts spells, but the cloak's special effect is permanent and can be used once per turn.

Elven sword: small quantities of the sap of the Tree are used to temper the oak wood from which the elven magic swords are carved. Every elven sword hits as if it was a +1 weapon (although it doesn't give a bonus to attack or damage), and causes one point more damage than a steel sword of the same type (usually the elves produce normal swords and short swords). Moreover, all elven swords have a *detect danger* (see the 1st level druid spell) spell that is always active: the magic signals and threat by causing the sword's blade to glow, and the glow's intensity denotes the distance of the danger, or, for immediate danger, its severity. The sword can be further enchanted with additional bonuses to attack and damage, and other special abilities, with the normal procedure.

Ship of light: this wonderful vehicle can be created only after a long procedure that involves all the Keepers of a Holy Relic, supervised by the Elder. In fact, every month the Elder takes 1 oz of sap from the Tree (the sap must be taken with extreme care in order to not damage the Relic, hence the meagre quantity), and distils it to obtain a single drop of golden liquid. Then, the Keepers work together so that the Tree yearly produces a few thin leaves, and the lightest leaves are then mixed with the distilled sap, so created the oil of light (up to a maximum of 1/3 oz of oil per year). Afterwards, other particularly large and resistant leaves are taken from the Tree, and the hull of a small ship (built from common wood) is

covered by them, a procedure that requires at least ten years of constant work and 50 elf workers, of which at least one must be a carpenter. When the ship is completed and at least 10 oz of oil of light has been collected, is it possible to put the oil in the ship's cardinal points, while the Elder speaking the following spells in sequence: *consecrate*, *animate objects*, and *travel*. At this point the ship of light is ready, and it can raise itself aloft, guided by the concentration of a single elf, and can reach a speed of 360 feet per round (like the arcane *fly* spell), carrying up to 10,000 lb (1,000 pounds) of cargo.

KEEPERS OF THE TREE OF LIFE

The Keeper of the Tree is always an elf mage that however, unlike his colleagues, has chosen the Way of the Tree rather than that of the Book. This means that he has consecrated his life from the beginning to the word and teachings of Ilsundal related to the protection of elven and sylvan species beyond that of safeguarding of the forests and the search for the secrets of arcane magic. The main difference between an Elf Mage and a Keeper is the reason that both study arcane magic for: the Keeper does so to gain divine enlightenment, to gain the wisdom that lets him guard elven secrets and protect his people, while the Mage seeks it to equal the Immortals' power and knowledge, to bend to his will the magical and natural forces and give orders to the world according to his aspirations and principles. Whereas in the Mage is recognised a more social intent, in the Keeper instead clearly appears a purely individualistic intent.

The Keeper is thus an elf mage with his own spellbook who follows the Elven Tradition (see *Tome of Magic, vol. 1*), but his devotion to Ilsundal gives him a special bond with the Immortal, which also gives him access to a specific divine spell per spell level (from 1st to 9th). The Keeper (who is the only known priestly figure that Ilsundal has among the sylvan elves) each day studies his spellbook and at the same time raises a prayer to Ilsundal to ask for the Immortal's blessing and support, receiving in exchange the access to a divine spell that (although not in his book) he can cast within the daily limits of the spells he can cast based on his level (see *Appendix 1* for the list of clerical spells granted by Ilsundal).

THE FROND OF LIFE (TALLIVAI/CALITHA)

The Frond of Life is the undersea equivalent of the Tree of Life of Ilsundal, given by Calitha (under the identity of Tallivai) to the Aquarendi, the subaquatic elves, to protect them and to exercise her influence on them, removing them from the influence of Protius and make them a unified people bound to her veneration. The Frond of Life wasn't the first Relic created by Calitha (see the *Pearl of Power*), and she decided to create it following Ilsundal's example, after arranging with her ally to give them a Relic similar to his to the subaquatic elves to bring them to her cult, making them more collaborative with each other and less bound to the unpredictable moods of their ancient protector, Manwara (Protius),

which could put their survival at risk. The Aquarendi thus know an avatar of Calitha, Tallivai, who after having predicted the Way of the Frond, bequeathed the first Frond of Life to the subaquatic elves, obtaining the recognition and devotion of the Aquarendi.

The Frond of Life has the same powers as a Tree of Life of Ilsundal, and can produce in the same way: *elven spear* (functions as an *elven sword*), *elven arrows* (for use with spear guns or underwater crossbows), *elven cloaks*, and finally the *ship of the depths*, which is produced and works in exactly like the *ship of light*, but cannot leave the water, although it allows those who cannot breathe air to survive on the water surface, as long as they remain within the ship (when it surfaces and sails on the water like a common boat, although with remarkable speed and independent of the weather conditions).

The Frond of Life follows the rules introduced for the Tree of Life, in regard to the minimum distance between existing Fronds, the mother-child relationship between the various Fronds, and the movement of a Frond (which naturally can only survive underwater and in salt water).

KEEPERS OF THE FROND

The Keeper of the Frond, like the Keeper of the Tree, is always an elf mage who however has sworn fealty to Tallivai and has taken the task of defending the plants and the members of his clan at the cost of his life. This means that he has consecrated his life since the beginning to the word and teachings of Tallivai.

The Keeper of the Frond is thus an elf mage with his own spellbook who follows the Marine Tradition (see *Tome of Magic, vol. 1*), but his devotion to Calitha gives him a special bond with his Immortal, which also gives him access to a specific divine spell per spell level (from 1st to 9th). The Keeper (who is the only known priestly figure that Calitha has among the subaquatic elves) each day studies his spellbook and at the same time raises a prayer to Tallivai to ask for the Immortal's blessing and support, receiving in exchange the access to a divine spell that (although not in his book) he can cast within the daily limits of the spells he can cast based on his level (see *Appendix 1* for the list of cleric spells granted by Calitha).

THE PEARL OF POWER (CALITHA)

The Pearl of Power is a 20 inch diameter white pearl, which Calitha created and gave to the water elves, the Meditor of Minrothad, to protect them in their travels and become their Immortal (as did Ilsundal a couple of millennia later). The Pearl is sentient, as it contains part of its creator's spirit, and is able to reproduce itself, creating a new Pearl of Power from a simple fragment taken from it, which, if constantly bathed in salt water and treated correctly by the Keeper of the Pearl, evolves and achieves complete maturity after 1d4 centuries. Until now however, this procedure has only been attempted once, to save the first Pearl during the exodus from Grunland over 4 millennia ago, seeing as the old Pearl ceased life and exhibiting magical properties once the

new one was completely formed. For this reason there is only one Pearl of Power on Mystara, currently possessed by the Meditor of Minrothad.

The Pearl has all the normal powers typical of every demihuman Relic, and can moreover produce, once per year, after attentive care by the Keeper, a small white pearl (a *Tear of Calitha*) which renders in possession one the ability to *breathe underwater* permanently (as long as they carry the pearl on themselves), and protects its possessor from any form of charm, confusion, fear, or madness. Moreover, those that possess the tear can cast on themselves the following spells once each: *remove disease*, *cure critical wounds*, and *neutralise poison*; once all three powers have been used, the tear loses all of its magical peculiarities, although it retains a market value of 1,000 gold pieces. The *tear of Calitha* is a precious gift, which is only created on special occasions, as a gift of respect of the elven community to a hero or individual favoured by Calitha.

KEEPERS OF THE PEARL

All that is written about the Aquarendi Keeper of the Frond also applies to the Meditor Keeper of the Pearl.

THE FLOWER OF DECEIT (EIRYNDUL)

The Flower of Deceit was originally created by Eiryndul for the Daendur clan, of which he was the founder, in an attempt to complete his Test for immortality and create a unique and wonderful artefact. The First Flower (or *Kayloth*, which in Daendur elven means "Flower of Deceit") was created thanks to the magical and botanical knowledge of Eiryndul took from a plant that grew in the Shining Isle, the starblooms. After numerous years of experiments and interbreeding, Eiryndul formed a plant from the slightly bluish leaves that, placed under a magical vibration of faerie origin, making the leaves and roots grow out of all proportion such that the water and minerals present in the original land weren't enough to feed it. So Eiryndul thought of moving the plant to the shores of Lake Tros, from which the flower could draw all the water and food it needed. The flower prospered to such a point that its roots stretched for miles in the Dark Wood and on the lake's shores, while the Daendur built their own stronghold on the point where the flower grew, to guard and protect the Relic left by Eiryndul (who became an Immortal) to his clan.

When Eiryndul wanted to attract new followers to himself, taking advantage of the expedition of Mealiden along the Rainbow Path to convince the Shiye clan to abandon Mealiden's guidance and continue towards the Promised Land, taking some of the Tree of Life's roots and a phial of the precious sap of Ilsundal's Relic. From the Immortal he understood that the magic that permeates the Tree of Life, combined with that of his plant, would ensure the most favourable conditions for the growth of the latter. Finally arriving in a lush and uninhabited region in the north of the Alphantian continent, Eiryndul gave to the Shiye a seed created from

the First Flower, ordering his followers to construct with the roots of the Tree a three feet wide and as deep wooden receptacle, where they would have to place the seed, feeding it with dew and the sap of the Tree of Life. The magical force of the roots and sap recreated the same magical and environmental conditions exploited by Eiryndul to give birth to the First Flower, and so bloomed the Second Flower (or *Eiluithe*, which in Shiye elven means “Flower of Illusion”), which was venerated as the Relic long awaited by the Shiye clan and that helped the elves to found the kingdom of Foresthome, protecting it from the sights of the neighbouring Alphatian archmages thanks to its powers. The second plant however grew with more modest dimensions, and its power is based on the number of followers that are involved in its care rather than the spread of its roots. All this happened by the will of Eiryndul, who wanted to give to the Shiye a Relic whose power is directly proportional to the strength of the faith to him, making the clan increasingly more loyal to his cult and thus increasing his influence over the Shiye.

Both the first and second flowers are similar in appearance. It is a plant whose flower is similar to a lotus with petals up to 12 inches long and a lily pad twice as wide. The petals’ colour changes based on the time of day (sky-blue at dawn and sunset, turquoise at midday, dark blue at night), the leaves are green with bluish veins and the roots are sky-blue and maroon.

The Flower of Deceit is a plant with a limited consciousness, with a strong bond to the Keepers who attend and care for it, and therefore only answers to the requests and solicitations of the Keepers when they evoke one of its powers. the Relic of Eiryndul doesn’t possess the common powers of the previously described demihuman Relics, but is able to evoke the following powers upon the Keeper’s request (they are equivalent to the arcane and divine spells of the same name):

- *Analyse* (1st)
- *Remove blindness/deafness* (3rd)
- *Remove disease* (3rd)
- *Massmorph* (4th)
- *Shadow monster* (4th)
- *Hallucinatory terrain* (area of ½ mile radius) (4th)
- *Veil* (7th)

The First Flower can manifest these powers wherever its roots extend (the current range is 20 miles, 1 mile per level of Eiryndul), evoking up to 40 powers per day. However, for every spell evoked the power’s radius of effect reduces by ½ mile, and once it reaches zero the Relic’s magical aura becomes inert, and no one can evoke its powers any longer. Only a Keeper is able to perform the rituals required and care for the Relic so that it can recover its powers, restoring the magical aura by ½ mile (and thus by 1 use) for each week of treatment.

The power of the Second Flower is instead linked to how many Keepers are occupied in the cure of the plant

and not the length of its roots: the range of the above mentioned powers is equal to 550 yards for every Keeper of the plant that is in the same dimension, and it is possible to evoke a maximum number of powers each day equal to the number of current Keepers. Each time one of the powers is evoked however, the plant draws energy from the bond with its Keepers and takes from each a number of experience levels equal to the spell level of the evoked spell (wherever they are, as long as in the same dimension as the Flower). These levels are recovered naturally later by the Keepers at the rate of 1 per week (or before through a *restoration*). If because of this the level of one of the a Keepers drops to zero or less, the subject enters a comatose state, reducing the number of available Keepers and thus the powers’ range; when the levels become positive (either recovered at the rate of 1 per week, or quicker with *restoration*), the subject awakes from the coma and can act normally.

To reproduce, the flower can create a seed in only one particular condition: if during an eclipse the plant receives a faerie’s last breath of life, a thing which completely extinguishes the faerie’s spirit (no possibility of resurrection or reincarnation) and makes a small green seed emerge from the crown of the flower. Obviously it is a jealously guarded secret that up to now has only been used once by Eiryndul, as it is always an appalling act, which if better known would cause the Faerie Court to seek out the plants of Eiryndul and destroy them.

RELICS OF THE FIRST FLOWER

Aquatic Pills: from the roots of the Kayloth emerge small lumps of sap that when dried in moonlight can be eaten to give the effect of *breathe water*. A lump forms every month, and at least 4 full moons are required to make it stable and edible. Easting one of these pills allowed Eiryndul to breathe underwater for long periods to care for the plant’s roots and observe underwater evolution, and the Keepers of the Daendur clan still use it with the same intent.

Camouflage Cream: steeping about 3½ ounces of leaves in a pool blessed water from Lake Tros for at least a month, it is possible to obtain a pulp turquoise that, spread on the skin, makes it completely camouflaged with the surrounding environment. This power is identical to the spell *camouflage* (2nd level arcane), and its effects vanish when the cream loses its properties (after 1d6+6 turns) or the subject washes it completely off.

Armour of Eiryndul: the final great power of the First Flower is bound to the properties of its sap. However, Eiryndul has never told its secret to the Daendur clan, as he realised that the plant’s sap, created by infusing part of his life-force, has kept a bond with his spirit even after his rise to immortality. Armour made entirely from natural fibres treated with the sap obtained from the plant’s roots and stem renders those that wear it immune to any illusion and able to evoke the *ubiquity* spell (9th level arcane) once per week, and *disguise* (6th level arcane) once

per day. The problem is that to completely cover medium size armour, in practice this requires that the plant's sap be completely dried for at least 100 years. When Eiryndul did this for the first time, the operation nearly killed the original plant (the roots withered and regressed to a radius of only 300 feet!), and as it was tied to his soul the backlash for him was the hardest. As such he has never revealed this power to the Daendur clan this power, to avoid his immortal soul from being drained by magical energy, and as such there is just one Armour of Eiryndul on all of Mystara, in the possession of the Keeper of the Daendur which was left by the great founder.

RELICS OF THE SECOND FLOWER

Daendur Cake: the plant's leaves possess an extraordinary nutritive property if added to natural fruit. It is possible to prepare a preserve of berries and vegetables that, correctly enchanted with two of the flower's leaves and keep it for at least a month in a cool, dark place, acquire the solidity of a wonderful jelly. These small cakes of jelly (called Daendur Cake) are enough to feed a person for an entire week without perishing, and to avoid endangering the plant usually no more than 2 cakes are made per month.

Faerie Tears: every year the flower produces milky secretions that the elves have called "tears of the fey" (as if the plant want to explain the guilt of its birth). It forms one tear per year, on the full moon of the first month, plus a spontaneous one in an eclipse. These tears condense assuming the hardness of a gem, which it is then possible to place in an item of wood or leather to imbue it with some magical power. Once inserted in an item the tears no longer resemble stones, but gems similar to those that form on trees in spring. The enchanted item grants its possessor a +2 bonus to Charisma, as well as a +2 bonus to any ST vs. Illusion Spells. Based on the number of gems embedded in the item it is possible to produce the following powers once per day:

- 10 tears: *Disguise self* or *Ventriloquism*
- 20 tears: *Mirror image* or *Invisibility*
- 30 tears: *Phantasmal force* or *Phantasmal killer*
- 40 tears: *Displacement* or *Improved invisibility*
- 50 tears: *Scrying* or *Trueseeing*
- 60 tears: *Mislead* or *Projected image*
- 70 tears: *Impersonate* or *Disguise*

It isn't possible to place more than 100 tears in an object, and it is necessary to establish exactly which powers are associated to the item when the tears are inserted (an operation that is always made during a night of the full moon in the Shrine of the Flower). For example, a staff with 60 tears could hold the powers of *Trueseeing* (50) and *Disguise self* (10), or the powers *Invisibility* (20), *Phantasmal force* (30), and *Disguise self* (10).

KEEPERS OF THE FLOWER

The Keeper of the Flower, like the Keeper of the Tree, is always an elf mage who however has sworn fealty to Eiryndul and has taken the task of defending the plants and the members of his clan at the cost of his life. This means that he has consecrated his life since the beginning to the word and teachings of Eiryndul, and after having facing some tests placed by the Elder Keeper in which he demonstrates his guile, fidelity to Eiryndul, and magical competence, is allowed to take his place in the Keepers caste.

The Keeper of the Flower is thus an elf mage with his own spellbook who follows the Elven Tradition (see *Tome of Magic, vol. 1*), but his devotion to Eiryndul gives him a special bond with his Immortal, which also gives him access to a specific divine spell per spell level (from 1st to 9th). The Keeper (who is the only known priestly figure that Eiryndul has among the subaquatic elves) each day studies his spellbook and at the same time raises a prayer to Eiryndul to ask for the Immortal's blessing and support, receiving in exchange the access to a divine spell that (although not in his book) he can cast within the daily limits of the spells he can cast based on his level (see *Appendix 1* for the list of cleric spells granted by Eiryndul).

THE BLACK FLAME (COBERHAM)

The Black Flame is a very rare element that is only found within the Five Shires, the homeland of the hin (halflings): it consists of a black fire, which emanates cold and casts flickering shadows and strange lighting, rather than being hot and lucent like normal fire. The Black Flame comes from another dimension (that of Nightmare), and was discovered by the hin several centuries ago, during the age of the rebellion against their goblinoid tyrants. Coberham Shadowglint was the first to discover the mysteries of the Black Flame and become the Keeper, using it with surprising effect in the struggle for freedom, and then reveals the secret to his successors, who made it the Holy Relic of the halflings, symbol of freedom and power. The Black Flame was therefore not created directly by Coberham, or is sentient like the other artefacts, as it doesn't house Coberham's spirit, although it allows communication with the Immortal and has the common powers of the demihuman Holy Relics, as well as other peculiarities (see below).

The Black Flame can "burn" (in reality freeze) anything normally non-flammable, but not commonly flammable objects or things (like wood or paper), and if used in an offensive manner, produces cold damage to anything. It can also restore an object reduced to ashes if it is poured over the ashes, although this will not return to life a dead, incinerated person. However, the Black Flame can be destroyed if it is exposed to any type of fire, based on the amount of Black Flame present. In fact you can distinguish three types of flame:

- *Greater flame:* This is the common form of which is handed down the Relic of the halflings, equipped

with the common powers of a Holy Relic and the immunity granted by the Black Flame (see below), and with 72 Hit Points (in practice be extinguished if subjected to over 72 points of fire damage). Every Keeper can also use it, while it is in the crucible, to *speak with Coberham* once per week (like the 5th level divine spell);

- *Medium flame*: this is an intermediate form of energy, usually created from a greater flame and given to a new clan, so that its Keeper can feed it until it becomes a true greater flame (usually in a decade). If it isn't cared for in the correct manner, it remains in the intermediate form, and only has the immunity granted by the Black Flame (see below) and with 36 Hit Points;
- *Lesser flame*: this is a fragment of the greater flame, usually given to some worthy halfling or carried by a Keeper for any eventuality. It cannot be evolved past this state, has 18 Hit Points and the specific immunity of the Black Flame (see below) only within 60 feet.

The Black Flame grants a particular immunity, which is granted to every Keeper within its radius of effect (240 feet for the greater, 120 feet for the medium, and 60 feet for the lesser), or whoever has it inside (see below): it in fact renders the Keeper or the possessor immune to any type of charm, fear, confusion, and mental domination.

To reproduce the Black Flame, every Keeper is able to absorb into his, or another person's, body a small amount of Black Flame (lesser if a common person, intermediate if a Keeper or hin master), which continues to feed itself slowly in the person's body causing 1 point of damage per turn, as long as it remains inside. The body temperature is considerably reduced (it drops by about 10°C), without however seriously damaging the creature's metabolism (although in the long term it can cause death), or prevent it from moving or concentrating normally. When the possessor of the Flame decides to free it, he can release it as a cone of cold flame 20 feet long and 12 inches wide, which exits from the mouth or hands in a round and causes to anyone in the area 3d6 points of cold damage (they are allowed a ST for half damage). If instead the possessor chooses to release the Black Flame slowly, it escapes from the hands as short tongues of black fire for 2d4 rounds, and anyone struck (normal Attack) by the subject's bare hands while it is releasing the flame, suffers 2d4+1 points of cold damage (as well as that normally caused by the bare hands). Once the release of the flame has started, it cannot be interrupted, and if it isn't poured into an appropriate container, the Black Flame burns for a few (1d4) rounds and is then extinguished. This procedure is the only way in which the Relic can be reproduced, and the halfling Keepers use it to transfer part of a greater flame into a new crucible and create a new greater flame over the course of the following years, through rituals of

consecration and feeding of the intermediate version. It should be noted however, that when a greater flame is subdivided (creating an intermediate or lesser flame), its total hp are reduced by that of the flame that is separated, and the range (as well as the number of uses) of its standard powers is reduced by 3 feet for every hp lost; the lost hp are recovered at the rate of 1 hp per day, if the Flame is constantly attended by the Keepers.

Every hin clan has a room and a crucible (a pyramid or upside down cone shaped container, correctly enchanted to conserve the Black Flame) in which a fragment of Black Flame is guarded, and anytime a new clan is created, or must migrate outside of the Shires, a Keeper is invested with the task of carrying a fragment of the Holy Relic and protect the halflings. However, there is a limit to the number of halfling clans that can exist, which is 100, and this has probably been done by Coberham because a greater number of holy relics could provoke some magical disaster in the world. As such the Keepers of the Black Flame have always paid great attention when reproducing a greater flame, and only do so if it is needed.

PRODUCTS OF THE BLACK FLAME

The Holy Relic of the hin can also be used to produce some strange and extremely ambitious magic items, which are normally given to the most worthy hin or members of others races that have accomplished heroic acts for the halfling people:

Black Flame Armour: this item is very rare and is plate armour forged using the crucible of the Black Flame. It is usually made to fit halflings, but can also be adapted to fit other races, seeing as it is always a gift to most deserving individual. The armour is strangely light (weighing only 50 cn, or 5 pounds), and has a glossy black colour. When it is worn, a helm of shadow appears on its owner's head, which masks his features, without however impeding his normal vision, and the individual is surrounded by a flickering blackish aura. The armour itself becomes as insubstantial as smoke, although it cannot be worn with other armour, and doesn't offer any physical protection against attacks (it doesn't lower the owner's AC, or provide an Armour Value). However, it is armour that can be worn by anyone (regardless of their class), because of its particular nature, and it protects its owner from any form of attack based on cold or fire (magic and normal), from conditions of extreme cold or heat, from magical detection, and from the reading of thoughts. It cannot be removed if its owner doesn't wish it, and can only be destroyed by a *disintegration* or by a *wish* (ST vs. Disintegration by the object to avoid the destruction).

Black Flame Sling: this weapon resembles a normal sling made of clear black leather, but in reality has been made with a ten square feet of *shadow web*. To all effect, it acts as a +3 *sling* (adding the bonus to both attacks and damage), and is, moreover, able to make all the missies it

hurls temporarily magical, thus allowing its owner to also wound creatures normally immune to normal projectiles. Moreover, it can be used as a *bag of holding*: as it has a secret extradimensional space inside it, in which, for an indefinite time, can be kept items of small size or smaller with a maximum weight of 50 cn (5 lb) to a total of 6,000 cn. The owner can have constant access to these items, and can draw one out each round; however, if the sling is destroyed (it has 14 DP), all its contents are also irredeemably lost.

Black Flame Cloak: the clothing in question resembles a cloak made of rows of black silk and spider web of the same colour, woven together in a complex geometric pattern. To create this cloak it is necessary to use at least 40 square feet of *shadow web*, and the Keeper that works it must be a skilled weaver (have the *Weaving* general skill with at least 13 points). When worn, it adapts to the form and size of its owner, and can be used by anyone, regardless of class or race, and only comes off if its owner wishes it. Those that wear the Black Flame Cloak are totally immune to any energy drain and any form of paralysis (in practice acting as if constantly protected by a *freedom of movement* spell), and furthermore the cloak tricks infravision by making the subject the same temperature as the surrounding environment. Cold-based attacks don't damage the cloak (although they can harm its owner), while any other type of attack can ruin it: the cloak has 14 Damage Points, and if totally destroyed evaporates into a cloud of black smoke. Once damaged, it can only be repaired by a Keeper of the Black Flame, using the Holy Relic in a ceremony that requires 1 day per lost DP (the Keeper begins the correct ceremony, and then leaves the cloak within the Black Flame, until it is completely repaired).

Moonlight oil: using a *shadow web* of at least 30 square feet it is possible to capture moonlight and distil it to produce a precious, legendary liquid, moonlight oil. In practice, the web is spread within an appropriate room, into which the moon's light penetrates, during the nights of the full moon, while the Keepers remain in the room intoning a particular litany that allows the web to work the miracle. At the end of the night, before the sun's rays penetrate the room, the web produces a drop (1/30 oz) of silver liquid from its centre, the moonlight oil, which is saved by the Keepers in a dark, cold place. When at least 10 ounces of this oil (which, considering that it is distilled at a rate of 1/10 oz per week, requires a period of at least 100 weeks) have been accumulated, it can be sprinkled over an object of larger size or smaller, which from that moment acquires the ability to *fly* (as the arcane spell) at a speed of 360 feet per second, transporting a maximum encumbrance of 6,000 cn (600 pounds).

Black Flame Dagger: this dagger was forged using the Black Flame, and its blade is an opaque black colour. To all effect, it acts as a +3 *dagger* (adding the bonus to both attacks and damage), and when the blade is drawn, it

constantly projects a 10 feet radius sphere of protection from fire (centred on itself), which is able to automatically extinguish any flame that is within it. The dagger thus allows anyone within its area of effect to pass unharmed through a wall of fire, and even to resist any type of explosive effect (like a *fireball*) that is within the protected area.

Shadow Web: this wonderful filament can be gathered directly from the shadow projected by the Black Flame, while it is kept in the crucible within an appropriate room, previously blessed by the Elder Keeper. At certain times of the year, in fact, the strange shadows projected by the Black Flame have a real physical consistency, and can be collected with delicate procedures by the Keepers, and is therefore stored in a purposely designed container within an area of *continual darkness*. Every year it is able to collect about 1 square foot of this type of web, which is practically invisible to the human eye, unless it is watched while it is lit by moonlight. It can then be used to create fabulous items like the *Black Flame cloak* and *sling*, or to distil the precious *moonlight oil*.

Black Flame Sword: this weapon normally appears as a short sword or a rapier, as they are commonly used by the hin, although at times it can take the form of any other one-handed sword. The blade has been forged using the Black Flame, and appears as a tongue of shadow that extends from the hilt, with some silvery striations and icy grey shimmers that appear now and again; the blade is so dark that it cannot be distinguished from the gloom, and makes the entire sword totally invisible to any form of observation (magic or mundane), as long as it is within an area of gloom. To all effect, it acts as a +3 *sword* (adding the bonus to both attacks and damage), and can create a 20 feet radius area of total *silence* (as the divine spell) around itself, up to 4 times per hour. The sphere of silence moves with the sword and persists for a maximum of 6 rounds in a row, and can be removed at the weapon owner's will by simple concentration, as long as the blade is drawn. The sword's final power is the extraordinary ability to reflect a spell (or similar magic effects) against those that cast it, if the magic effect in any way affects the sword's owner. This power is automatic (it reflects the first spell that involves the sword's owner while it is drawn) and can be used once per hour.

KEEPERS OF THE BLACK FLAME

The Keeper of the Black Flame is always a cleric of Coberham. In the Five Shires, as all the clerics of Coberham are also priests devoted to the other two High Heroes Nob Nar and Brindorhin (or the Masters), the only Keepers of the Black Flame are the hin masters. In the Shire of Leeha instead (the only other place in the world where this Relic is present), the Keeper of the Flame follows the rules of the Hin demihuman clerics (see the previous section), but can also exploit the powers of the Black Flame.

THE FORGE OF POWER (KAGYAR)

The Forge of Power is the Holy Relic of the dwarves, given to them by Kagyar the Artisan after the Great Rain of Fire to show them the way to happiness again and their place in the world. The Forge has a great social value in dwarven culture, as it is indeed the centre of both spiritual and working life: it symbolises the dwarven lifestyle, based on work, endeavour, and the creative skill that each dwarf has. The Forge of Power, the ultimate and perfect example of the dwarven mission in the world, is sacred to any dwarf, and it isn't strange therefore that the Keepers of the Forge have such power within the various dwarven communities, and they are the examples of virtue and the skill of metalworking, as the living witnesses of the power of Kagyar. The dwarven Holy Relic is the gift with which Kagyar, father of the dwarven race, has sanctified the alliance with his people and it has given them the knowledge and skill to create special items, placing them above the other races (from the dwarven view of things).

Using the Forge of Power in fact, every dwarf (regardless of class) is able to create magic armour and weapons under the supervision of a Keeper, sacrificing xp equal to three times the gold piece value of the magic item. To create the item requires a check of the pertinent skill (*Craft weapons*, *Craft projectiles*, or *Armourer*), with a cumulative -2 penalty for each bonus given to the item (max. +5, which therefore imparts a -10 penalty). The cost and time involved are exactly the same as those given in Volume 3 to create similar magic items (the reader is thus directed to Volume 3, and the section on the creation of magical armour and weapons). What's more, instead of earning xp for the enchantment, the dwarf that creates the item must sacrifice xp equal to three times the magic item's value, and this xp cannot be recovered except through new experiences. If the item isn't created because the skill check fails, the dwarf still loses xp equal to the item's value. If more dwarfs work together to create the item, the xp cost must be shared equally between them, although only one (the foreman) must make the pertinent skill check, based on his own value in the skill with a +1 bonus for every help with a skill higher than 14. Only the Keepers of the Relic can use the Forge of Power to add normal divine spells to weapons or armour (to a maximum of 5 magical effects), by making the pertinent skill check, rather than the percentage chance of the normal procedure of creating magical items, but by spending xp and gold pieces as described above.

The Forge of Power can be duplicated using the power enclosed in a *dwarven lens* (see below in the "Products" paragraph). In fact, seeing as the lens is created by shaping the gold with the sacred fire of the forge, it partially absorbs the divine nature of the flame, and becomes the receptacle of a fragment of the power of the Holy Relic. To reproduce the Forge of Power, which hasn't a power of duplication (unlike The Tree and

Fronde of Life, as well as the Pearl of Power), elsewhere it is therefore necessary to decant part of the divine essence of the fire that feeds the Forge into a new building, correctly blessed by the Keepers to receive the spirit of Kagyar. To this end the *dwarven lens* is used, which, during the summer solstice, is destroyed with a very particular and secret ritual, and the powder produced is scattered over the new Forge of Power, thus feeding it the sacred breath of Kagyar (the fire), which attracts part of the Immortal's life-force into the Forge and makes it a true Holy Relic for the dwarves. Because of the complexity of the process and the time needed (seeing as to produce a *dwarven lens* requires a few centuries), it is rare that a new Forge of Power is created, and usually such operations are only performed when a new clan is founded and recognised by the clan of Rockhome, thus needing its own Relic to be officially accepted by the rest of the dwarves and Kagyar himself.

PRODUCTS OF THE FORGE OF POWER

As well as the usual powers of the demihuman Holy Relics, the Forge of Power can be used by the Keepers with the pertinent general skill to also produce special items, which the dwarves keep for themselves and refuse to let them out of their community (although it is possible to lend them for a short time to beings of other races that help the dwarves resolve a particularly dangerous problem):

Invincible Armour: forged in the Forge of Power, this armour is always of dwarven size, but it is able to be adapted to the size of those that wear it. It is +3 plate armour without defects (which thus gives its wearer 0 AC), it has a perfectly velar surface that cannot be marked by any type of mark or dirt, in such a way that it is always immaculate. The armour always weighs exactly the same 100 cn (10 pounds), regardless of its size, and cannot be scratched by normal weapons (melee, missile, or natural), rendering its wearer practically immune to these attacks. Moreover, it surrounds him with a 30% field of *magic resistance*, which can be voluntarily lowered by the individual every round.

Dwarven Lens: working gold in the Forge of Power, it is possible for the Keepers to create a paper thin golden sheet of 10 feet in diameter, which is then encased in a ring of pure gems of the value of 10,000 gold pieces. The sheet is so thin and permeated by magic that it looks like a semitransparent golden leaf, if it is placed against the light, and is produced after 1d3 x100 years of constant, unending work. The main aim of the lens is to produce the *oil of darkness*, thanks to which the mythical *ship of rock* can be made, and it is only thanks to the lens that it is possible to create new Forges of Power (see below). To produce the *oil of darkness*, it is necessary to keep the lens suspended in the dark, at the centre of a room enchanted with a special *ceremony*. Every year on its surface it accumulates 1/3 oz of a thick, oily substance, of a brilliant blue colour, which is then stored in special jars blessed by

the Keepers, without the smallest amount of light entering the dark room (as even the light of a candle would be enough to destroy the oil).

Hammer of Kagyar: this mythical weapon, whose steel head has been tempered in the Forge, can only be held by a follower of Kagyar, and gives strength and courage in battle, to bring honour to those fighting in the Artisan's name. The weapon is, to all effect, considered a +5 *warhammer* (adding the bonus to both attacks and damage), only if held by a follower of Kagyar (either a dwarf or of another race), otherwise it is too heavy to be raised by anyone else. Moreover, its owner is immune to any form of fire or confusion while using it, and has the chance of making a disintegrating attack once per day: in practice, if he hits an opponent or object and evokes this power, it acts like a *disintegration* (see the 6th level arcane spell) on the target, who can avoid the effects of the disintegration (but not the damage caused by the hammer) with a successful ST vs. Spells (or Disintegration if it is an object).

Ship of rock: this mythical ship is constructed using only very smooth bricks and stone, which skilled dwarven masons and architects use to cover the frame of a medium-sized ship, usually built within a dwarven stronghold or in the depths of a mountain. The procedure requires at least 10 years of constant work and 50 dwarves working on it, of which at least one must be a proven engineer. Thus, by using 10 ounces of *oil of darkness* (distilled thanks to the *dwarven lens* after at least 30 years), it is possible to place the oil in the cardinal points of the ship during the night of the new moon, while the Elder Keeper speaks the following spells in sequence in total darkness: *consecrate*, *animate objects*, and *travel*. At this point the ship of rock is ready, and it can be moved through any layers of stone, earth, and rock, guided by the concentration of a single dwarf, and transport up to 10,000 cn (1,000 pounds) of cargo. The ship and all its occupants in practice pass through any layers of rock or earth (which magically opens before them and closes immediately after their passage) at a speed of 120 feet per round, or navigate at the nap of the earth at a speed of 360 feet per round, without being hampered by the unevenness of the place. The ship doesn't however protect its occupants from any environmental threat present below ground, like extreme heat and poisonous gases.

KEEPERS OF THE FORGE OF POWER

The Keeper of the Forge of Power (called First Artisan) is always a dwarven cleric of Kagyar (see the section on *dwarven demihuman clerics*) invested by Immortal and clanmaster with the superior status of Keeper by virtue of both his wisdom and devotion to the Immortal, and mainly his exceptional artisan abilities (as the Keeper of the Forge must be both a spiritual and artisanal paragon, given the importance of work and the crafts according to Kagyar's doctrine).

THE MULTIFUNCTIONAL GEAR (GARAL)

Among the Holy Relics the Multifunctional Gear is surely the most original and incomprehensible for those not of the gnome race. The Relic of Garal Glitterlode in fact, isn't easily recognised by those unskilled in things gnomish and bizarre, as it doesn't have well defined form and function. The best way to describe it would be "a series of devices, pulleys, and gears, which work together to activate a magical machine able to perform apparently impossible tasks". Normally this could be an adequate description of any type of gnomish invention, and indeed the secret of the Holy Relic of the gnomes is just that: it is the maximum realisation all the most unbridled dreams of this race of inventors and great visionaries, since it is an extremely complex and brilliant machine, which thanks to the intercession of the great Garal is able to work correctly and make the impossible happen.

The Multifunctional Gear is always constantly attended by a horde of gnomes and Keepers called Engineers, whose work is coordinated by the supervision of the First Engineer (the Elder Keeper), in the aim of always keeping the supreme machine in an efficient and perfect working order, making improvements wherever possible. The Relic completely fills the lives of those that work around it, who don't see anything better in their lives than working to maintain or create such an epic machine: as such it can be said that the Multifunctional Gear is truly the centre of activity of a gnomish stronghold, as well as being found physically at its centre, indeed it often moves with it or allows its movement (as in the case of the massive Errant Earthshaker¹³, powered thanks to the Clock of Infinite Time, or of the flying city of Serraine, whose Relic is the Self-combustion Aero Engine).

POWERS OF THE MULTIFUNCTIONAL GEAR

As well as the characteristic powers of all the demihuman holy relics, the Multifunctional Gear has the ability to realise a impossible project even from the gnomish point of view, like moving an entire mountain, making a city fly, travelling in time, or even creating matter from nothing, and so on. The adjective multifunctional in this case exactly describes the peculiar characteristic of the Relic, or its versatility, as its aims vary from one gnomish community to another. The DM has the final word on

¹³The Earthshaker described in the Companion module CM4 is one of the Earthshakers created by the Snartan gnome followers of Brandan. However, it must have somehow escaped their control (perhaps due to damage or a well-planned theft by a group of Garal's followers), and then ended up in the hands of the gnomes that have modified it, so that it can no longer use the fuel system based on the fire elemental larvae. To fuel it, they have created the Clock of Infinite Time, the Multifunctional Gear that they have applied to the Errant Earthshaker to transform it into a Relic dedicated to Garal. Naturally for the Snartans this machinery represents a true aberration as well as an offence and a blasphemy, and would surely do everything to destroy if they become aware of its location. This is perhaps why its current owners insist on continually moving it, as well as to avoid it becoming a target for other power thirsty creatures.

the type of power and uses that the gnomes' Relic can effectively have, and it usually isn't possible to use these powers too often: in fact if it is a unique and unrepeatable effect (like travelling in time or between the dimensions), it can only be used once every 2d20 years (seeing as the Relic must be moved to the point and perfectly synchronised to produce the specific at the right time), while if it is a continual effect (like animating a machine or vehicle), it could have moments of power failure or need to be constantly supplied by energy of some type.

It should however be said that the nearly limitless power that this type of artefact grants isn't easily achievable. Indeed, a Multifunctional Gear can only be built by a cleric of Garal who has already worked with another holy Relic (which is very rare, as gnomish communities are few and far between), and only a gnome with Intelligence and Wisdom scores of at least 18 (thus a proven theorist and engineer) and the *Machine Building* and *Fantasy Physics* skills. The planning of the gear always requires at least 10d4 years of theoretic research, rough drafts, and assemblage, while the construction is only finished after 5d6 × 10 years. It is however only necessary that its builder (who becomes the Elder Keeper) succeeds in developing the project so that it works, with a *Fantasy Physics* check with a -10 penalty: if this happens, at the end of the construction Garal shows his approval rendering the gear operational and transferring part of his life-force into it; if instead the project isn't ambitious and innovative enough (or the skill check fails), then the gnome notices something quickly (before construction has begun) and must start again from the top.

The number of gnomish relics is limited by the number of extant gnomish clans: a new clan is officially founded when at least 1,000 individuals swear fealty to a new leader, leaving behind assets and friends if they belong to another clan. At that point, the Clanmaster can go in search of a cleric of Garal and ask him to build the clan's Holy Relic (work which all the members of the community participate in), and become its Elder Keeper.

Finally, despite the Multifunctional Gear's enormous potential and the common powers it enjoys as a Relic, it isn't able to produce other products with special powers, and as such is much less conspicuous and less easy to identify in that respect than all the other demihuman Relics.

KEEPER OF THE MULTIFUNCTIONAL GEAR

The Keeper of the Gear (called Engineer) is always a gnome (or rarely a dwarf) cleric of Garal (see the section on *dwarven demihuman clerics*) invested by the Immortal and clanmaster with the superior status of Keeper by virtue of both his wisdom and devotion to the Immortal, and mainly his genius ability of invention (as every Keeper of the Gear must be a technical paragon and inspirer of new projects and ideas for all the gnomes).

THE EARTHSHAKER (BRANDAN)

The Earthshaker is a very particular type of Relic given to his followers, the Snartan gnomes, by the gnome Immortal Brandan. The Earthshaker is a colossal armoured war machine, so large that it can house an entire colony or regiment of gnomes, who work it by the internal movement of complicated mechanisms placed at the nerve centres of the automaton (a sort of giant robot). Unlike the Multifunctional Gear of Garal, the Earthshaker only has one purpose: to protect the Snartan race and destroy its enemies. The first Earthshaker, known as Proboscidaemon, was created by Brandan as part of his journey to immortality, after having recovered a powerful mechanical weapon of war of Blackmoorian manufacture from among the Vulcanian Mountains. The genius of Brandan consisted in the conversion of the Blackmoorian technology into technomancy, feeding the nucleus of Proboscidaemon thanks to the use of fire elemental larvae, or particular very small but extremely powerful fire elementals recovered from the region's volcanoes and that are able to make the earthshaker's propulsion system work. The Relic of the Snartan gnomes is therefore based on technomancy, which is a combination between gnomish-Blackmoorian technology (the colossal armoured machine that takes the name of Earthshaker) and elemental magic (the fuel system based on the fire elemental larvae that transform the heat and magical energy emitted by these elementals into propulsive and motive force both for the earthshaker and for all the machines and weapons within it).

The main function of the earthshaker is easily understood: It is the weapon par excellence, able to protect soldiers and destroy the enemy in a single blow, and therefore the ace in the sleeve of the Snartan forces and what allows them to beat their rivals.

The second function instead is the typical one of the demihuman relics, that is acting as the fulcrum of the veneration for the Immortal protector, Brandan, and rallying point for the Snartan community, whose values are centred on the warlike ability whose values are centralised on martial kills and the value of the individual, whose efforts and cooperation must always as such glorify the Empire and the collective. The Relic is therefore a real paradigm of the brandian doctrine according to which individuality isn't important but cooperation is for the Supreme Good of the Collective: in the same way indeed, nobody can distinguish between the gnomes who work within the Earthshaker and they are therefore all impersonal but acquire importance and usefulness only as long as they serve to make the Relic (symbol of the Snartan collective and Empire) function.

POWERS OF THE EARTHSHAKER

Every earthshaker has all the characteristic powers of a demihuman Holy Relic, which only functions within the earthshaker (which however is very large) as long as the forge is active and fed by a fire elemental larvae. In fact,

the secret of the Earthshaker is hidden in its nucleus, within which is present a sanctum called the Elemental Forge, to which all the machinery is connected and that works the entire Relic. The forge is a temple consecrated to Brandan whose altar is really a magical container that serves as a prison for the fire elemental larvae preventing it from escaping and to draw all the power of fire from it, transmuting it into energy and motive force destined to power all the Earthshaker's mechanisms. The larvae constantly regenerates part of its own energy, and the secret for the correct functioning of the earthshaker is not to draw each day more energy than the larvae can regenerate, otherwise it runs the risk of exhausting it and making it die. If a forge remains without a live larvae, all the spell that animates the Earthshaker is temporarily deactivated and it also loses all the powers of the Relic until a new living fire elemental larvae is placed in the sanctum. As such the maintenance and discovery of new fire elemental larvae is one of the most important tasks among the followers of Brandan, obviously the prerogative of only the Keepers of the Snartan Relic.

All the powers of the Relic are usable as given in the General Description without risk for the larvae as long as the radius of effect remains at least 5 feet, and can be evoked at any point within the Earthshaker or beginning from any point within a radius of 240 feet (less 5 feet for each power evoked daily). If the radius drops to zero it means that the larvae is now worn-out and dying, and will therefore need to be replaced. It moreover has the following powers in addition to the general ones, usable at will (but as for the general powers, the evocation of one of these effects also reduces the Relic's radius of effect by 5 feet):

- *Sonic wave* (1st level arcane)
- *Divine ray* (4th level divine)
- *Burning ray* (1st level arcane)

KEEPERS OF THE EARTHSHAKER

The Keeper of the Earthshaker (called Hegemon) is always a Snartan gnome cleric of Brandan (see the previous section on *Demihuman Clerics*) invested by the Immortal and the Emperor of Snarta with the superior status of Keeper by virtue of both his devotion to his Immortal, but mainly his exceptional leadership and technomancy skills. Every Keeper must in fact simultaneously be a good strategist who can make the most of his war machine and at the same time it must be able to manage the repairs when necessary, as they are the only ones that know the sacred secrets of the earthshaker's propulsion system and armaments.

UNIQUE HOLY RELICS

The following demihuman relics are removed from those previously described as, although they are venerated by a sizable number of demihumans, aren't able to reproduce and aren't anything more than true divine artefacts given to a group of mortal followers to use to protect

themselves and strengthen their faith in their Immortal. These potent artefacts don't thus share the common powers of the previously listed relics, but have decidedly unique powers, penalties, and handicaps.

There are only two relics of this type among the demihuman populations: the Elvenstar (relic of the Wendarian elven followers of the Korrigans) and the Carven Oak (relic of the sylvan elves of the Verdier clan, followers of Ordana).

THE CARVEN OAK (ORDANA)

The Carven Oak is the Relic worshipped by the Verdier elves that live in the Minrothad Guilds. Once followers of the dainrouw philosophy, as a result of the flight from Grunland they lost all contact with the ancient Relic of Ordana and lived a troubled existence until, shortly after their arrival on Alfeisle (the island that would become their new homeland), Alawyn Verdier, the druid of Ordana who covers the empty title of Keeper, decided to undertake a holy quest to give to his brothers a new sign of the pact of unity and loyalty to Mother Forest. Alawyn left along with some bold companions and after five years of adventures that took them to the four corners of the world and to the remotest outer planes, until he finally returned with the Carven Oak, assuring the Verdier that the artefact was personally given to them by Ordana. From that moment the oak has become the Relic of the clan, which has jealously guarded the secrets relating to its powers and its true location within Alfeisle.

The Relic is similar to a 30 feet high oak tree made entirely of a strange variety of wood that appears petrified. The trunk and branches resemble wood and even the leaves have been reproduced down to the smallest vein, but the entire Tree, from the roots to the leaf tips, is made of a stone-like hard material and cold to the touch. Moreover, the strangest thing is that on its trunk are small leafless twigs, which once numbered, while now only 82 remain (they don't regrow if removed). The Carven Oak is found in a sacred glade jealously protected and magically hidden, not far from Verdon (the capital of the sylvan elves of Alfeisle). All around it grow mahogany trees, while the oak is at the centre of a 240 feet wide space (fortunately hidden by illusions), with roots well planted in the earth, although the Tree however remains more an object than a true plant (despite the hopes of the Keepers, who believe that sooner or later, if correctly treated, it will transform into a hale and hearty tree).

POWERS OF THE CARVEN OAK

The Oak is a greater artefact created by Ordana as the testimony of her alliance with the Verdier clan and given to them thanks to the long and arduous quest carried out by Oleyan, the elf who prevented the Verdier from being destroyed during the exodus from Grunland and who thanks to intervening at various times in their history managed to found a prosperous community on Alfeisle. Oleyan, in disguise, took part in the expedition of

Alawyn Verdier and led it into the presence of Ordana, but she didn't return with the survivors and was given up as lost. The truth on her fate is very different (see Handicaps below). Only the Elder Keeper and his assistant (currently Rewen Verdier and Hani Oliwn) know all the powers and disadvantages connected to the Relic's use, but keep this the most private.

The artefact has 500 Power Points and it recharges at the rate of 20 PP per turn (120 PP per hour). The list of evocable powers and their costs are as follows (see the arcane and divine spells of the same name for the effects):

A. Anathema	10
A. Control animals	60
A. Control plants	35
A. Repel wood	45
B. Find the path	80
B. Speak with plants	30
B. Pass plant	35
C. Minor creation	75
C. Wish	100
C. Warp wood	15
D. Cure light wounds	15

These powers can be activated in two ways. The most common is by touching the Carven Oak and invoking the name of the desired power. The second method consists in removing and taking of one of the twigs from its trunk. At any time, the twig's possessor can snap it in two and evoke one of the artefact's powers: the effect is activated as if the subject had touched the oak. If the twig is broken without evoking an effect, its power isn't wasted as both parts keep the chance of evoking an effect: when it is evoked for the first time, all the remaining pieces of the twig lose this power and become useless. Naturally this power means that the artefact's twigs are unique as they can be activated at any distance from the Carven Oak, and are therefore very potent and coveted items. As such the Keepers assign the twigs only on rare occasions to heroes of the elven people that are to leave on a very important mission for the Verdier cause. Moreover, when the Keeper dispenses this gift he doesn't reveal the twig's real power, but only mentions that it can only evoke one or two of the effects listed above (those that are more useful to the mission). If more than one twig is given, the Keeper takes care to link himself to each of them with different coloured ties to avoid confusing either the owners or powers. Currently there are only 82 twigs remaining on the trunk, and once removed they cannot be replaced; no other piece of the Tree has this ability.

Unfortunately, as for every artefact, the Oak as well as having the listed powers also has some handicaps and penalties that can manifest when its powers are activated. It is for this reason that its Keepers are reluctant to use the Relic's great abilities, fearing that some grave repercussion could strike them as a sign of a divine curse.

Handicaps (3)

1. Oleyan became immortal at the end of his task, but to punish her for her pomposity and lack of recognition to her mentor, Ordana, the latter imprisoned her in the artefact she once created (1,600 BC), and is now forced to remain there and serve the Verdier for 4,000 years (it is because of her presence that the artefact has taken root in the earth). Oleyan will continue to remain in the tree until the end of her punishment or until it is destroyed. Since she is now tired of her condition, she will gladly help anyone trying to destroy the artefact. Oleyan can communicate telepathically with anyone touching the oak, but normally remains silent unless she knows that the person can be of help to her.
2. Each time that the *control plants*, *speak with plants*, or *pass plant* power is activated, there is a 20% chance that the evoker permanently loses 1 hp.
3. If two powers are evoked by the same person during a 24 hour period, the subject has a 50% chance of automatically missing every target when using ranged attacks (both by weapons and magic).

Penalties (5)

1. When evoking the *wish*, the subject has a 90% chance of dying (no ST allowed, and the victim cannot be returned to life if the artefact is destroyed).
2. When using *find the path*, *control animals*, or *minor creation*, there is a 60% chance that the subject is forced to obey the Verdier elves as if under the effect of a geas. This effect doesn't apply if the subject uses the powers to the benefit of the Verdiens.
3. When using *repel wood* or *cure wounds*, the subject has a 5% chance of aging 15 years.
4. For each power used there is a 50% chance that the Dexterity of the subject that evoked it is reduced by 3 points for the next 24 hours.
5. If a power that costs more than 50 PP is used, there is a 50% chance that the subject that evoked it receives a -1d12 penalty to his next ST.

THE ELVENSTAR (THE KORRIGANS)

The Elvenstar was created by the Korrigans, nine elven heroes of what is now Wendar, as the test in their climb up the path to immortality. The artefact represents the end point of their experiments with natural magic and the focal nodes present in the region, as it is magically tied to each of the nine Shrines created by the Korrigans in a way to exploit its powers at distance, as well as empowering the range and effects of the spells cast by its Keeper. Since the moment of its creation in 1,700 BC, the Star became the cornerstone of the independence and resistance of the elven nation of Genalleth (the ancient elven name of modern Wendar) on more than one occasion, until it was lost in 990 BC, causing friction and division among the elves, who founded several independent and rival kingdoms, until the outbreak of the War of the Clans. The Relic was only retrieved in

300 BC by the wise cleric Enoreth, who newly unified the clans under the sign of the Korrigans in time to defeat a diabolic plan abetted by the forces of Entropy that would have exterminated very many elves and humans and plunged the entire region into chaos. Afterwards the Star has always been handed down from generation to generation by one elf king to another, until because of the machinations of Idris, the last elven king Denolas was massacred along with his family in a treasonous assault. To avoid the artefact falling into enemy hands, the king entrusted the Star to the sage Bensarian along with the task of selecting his successor, and so to avoid the invasion of Genalleth by part of an armed enemy, the Relic was given to Gylharen, elf mage mayor of Wendar, who in fact became the new ruler of the kingdoms of Genalleth and Geffronell without any guarantee from the council of the elf and human clan heads. Despite the friction and envy of the elf nobles, Gylharen demonstrated that he was able to face the danger brought by Denagoth and managed to discover the secrets and powers of the Elvenstar also demonstrated the knowledge needed to protect the region. With the support of the Korrigans' priests and clan heads, he was thus crowned King of Wendar and Keeper of the Star until his death, when it is up to the Council of the Clans to decide who becomes the new ruler and Keeper.

The star resembles a blue sapphire as large as a fist, inset in a nine pointed silver necklace. Despite it being to all effect the fulcrum of the whole protective system that surrounds the kingdom of Wendar, the star in itself isn't able to manifest all the powers for which it is noted if it isn't connected to the various magical nodes of the region known as the Shrines of the Korrigans. Moreover, to fully exploit the artefact's powers the user must be both instructed in the right rituals to follow, and be shown to be a true follower of the Korrigans. The rituals to activate all the powers of the Relic are contained in the Book of the Korrigans, an ancient and encoded volume handed down from Keeper to Keeper, which the wise Bensarian delivered to Gylharen along with the Relic. Gylharen was totally aware of the importance of the tome and so jealously guards the secret of its existence (known only to him and Bensarian) that when an enemy spy was able to steal the Star on behalf of Landryn Teriak (Necromancer-King of Essuria), the evil mage wasn't able to penetrate the secrets of the artefact or to use it for his nefarious aims against the same elves. The Relic was later recovered by a group of heroes and used by Gylharen to defeat the invading army and restore the defences of Wendar, and this brought about the ruin of Teriak.

POWERS OF THE ELVENSTAR

The gem is a greater artefact by the Korrigans in the climb to immortality and given to their heirs to cement the union of the various elven clans in the name of the cult of the nine Korrigans. The artefact is the exclusive burden of the Keeper of the Star (currently Gylharen, the King of

Wendar), and can only evoke its powers in conjunction with the Shrines of the Korrigans thanks to the appropriate rituals written in the Book of the Korrigans and only known to the Keeper of the Star. This means that the Keeper of the Relic is able to evoke any power of the Star centred on one of the Nine Shrines, as long as the Star remains within the perimeter of the same Shrines.

The artefact has 500 Power Points and it recharges at the rate of 20 PP per turn (120 PP per hour). The list of evocable powers and their costs are as follows (see the arcane and divine spells of the same name for the effects):

A. Control animals	60
A. Control plants	35
B. Speak with plants	30
B. Pass plant	35
C. Extension	60
C. Empower*	varies (min. 10)
D. Circle of protection from evil	30
D. Watchful keeper	30
D. Resurrection	60
D. Restoration	90

*Empower allows the caster to increase only one of the following variables of a spell cast by the possessor of the Star in the round after activating this power: Range (excluding effects with a range of 0 or touch), Area of Effect (excluding effects that only affect one creature or object), Duration (excluding instantaneous or permanent effects). The variable can be augmented by a factor of between 5 and 50, and the cost is equal to double the multiplication factor.

Handicaps (3)

1. It is harmful to remain in prolonged contact with the star. After 1 turn of exposure the subject feels a slight pain in his heart and gains an additional 5 Hit Points above his normal maximum, and for each successive turn in which he maintains the contact, the subject gains 5 hp. When the number of additional Hit Points is equal or higher than the number of original Hit Points, the character dies. If the subject breaks contact with the artefact before this happens, he immediately loses all the additional Hit Points (which in theory could also cause death, if the character is already seriously wounded), that cannot be in any way recovered or kept. Afterwards the subject loses 1 Hit Point per day for a number of days equal to the additional hp that he has acquired. The process can be interrupted with a *remove curse* spell cast by a character of at least 10th level.
2. It is only and exclusively possible to exploit *Empower* if it is evoked in the presence of a Node of power (see Chapter 3 of the Tome volume 1), like in one of the Shrines of the Korrigans, or in the Shrine of Enoreth or even in the crypt of the Royal Palace of Wendar.
3. The power *Watchful keeper* is constantly active and it is connected to the Nine Shrines of the Korrigans, thus consuming 30 PP per month. It alerts the possessor of

the Star when it verifies that there are concentrations of wickedness within the confines of the perimeter between the Nine Shrines (the area of Wendar), but cannot be used in another way, or on other creatures or areas. The Keeper detects a concentration of wickedness when a curse is cast by a character of at least 10th level, or when an evil or enslaved (to an entropic Immortal) character or creature with at least 10 HD/Levels or an artefact associated with Entropy penetrates its perimeter. The effect however doesn't give any information on the exact location of the source of Evil, or on its nature, but only communicates its presence in the area in a specific cardinal direction (North, South, East, or West).

Penalties (5)

1. If the Keeper of the Star doesn't belong to the elven race, he is slowly transformed into an elf, and once he has used at least three of the artefact's powers the transformation becomes complete and irreversible.
2. Only a Lawful or Good character can activate the powers of *Resurrection* and *Restoration*, which can only each be used twice a month.
3. Each time that the spell *Speak with animals* is used there is a 20% chance that the subject stops speaking in intelligible languages and only express himself in animal cries (the tongue of the animal with which he was speaking) until it is cured with a *remove curse* by a cleric of at least 12th level. This penalty prevents spellcasters from casting any spell.
4. When evoking *Extension*, the subject has a 20% chance of getting the opposite effect to that desired.
5. Each time that the power *Control animals* or *Control plants* is used there is a 50% chance that the subject's Charisma and Intelligence are reduced by 1d4 points for the next 24 hours.

SHAMAN

Prime Requisites: Wisdom.

Other Requisites: Wisdom equal or higher than 13.

Hit Dice: according to creature type (the Shaman is a class that adds to a PC's standard class). See Gazetteer 10, *The Orcs of Thar*, for the rules for playing Humanoid PCs, PC1, *Tall Tales of the Wee Folk* for rules on sylvan races, PC3, *The Sea People* for rules on undersea races, and PC2, *Top Ballista* for rules on flying races.

XP and Maximum level: The shaman uses its own xp progression table given below and can reach a maximum of 20th level. Moreover, the xp earned as a shaman must be added to those normally needed to advance as humanoid or creature type.

Saving Throws: Humanoid/Creature of equal level (see the supplements listed above for father information).

THAC0: Humanoid/Creature of equal level (see the supplements listed above for father information).

Permitted armour: Any type of armour or shield.

Permitted weapons: Any weapon allowed by the Immortal served.

Special Abilities: Cast divine spells, turn undead.

Weapon Mastery: As a dualclass X-Cleric only from the level he become a Shaman.

Compulsory General Skills: Divine magic (bonus), Religion, and any racial skill.

GENERAL DESCRIPTION

The humanoid, goblinoid, and monstrous races normally don't have any individuals able to cast divine spells among their ranks with the same power as human and demihuman clerics. There are some priests of the Immortals that protect the various races, although they aren't seen in human communities, but they are less gifted than common clerics, and therefore have the title of "shaman" (but are essentially clerics). The difference is in the limited level of power that they can achieve, as they aren't able to easily progress and dominate the magical energy that permeates the universe. As such, although it is possible for them to undertake the clerical career, few effectively take the trouble to learn the necessary ceremonies to honour the Immortals, seeing the meagre results that they would receive.

Despite this, those few shamans that exist among the goblinoids or monstrous races (undersea species, woodland beings, flying creatures, giants, etc.) are deeply respected by their equals, as they have shown a superior character and inner strength than average to successfully acquire the powers he has available, and to be his Immortal's ears and mouth, usually gaining a place of prestige within their community, with tasks of command or advisor to the tribal heads.

LEVEL LIMITS AND RITUAL OF PASSAGE

To become a shaman, initially requires a period of apprenticeship under another shaman, who teaches the adept the various ritual formulas to satisfy the Immortal

and the holy prayers that allow him to evoke the typical powers of divine spellcasters. Naturally, not all the creatures, as already stated, can become shamans, seeing that they need a fairly high willpower (Wisdom of at least 13 points) to be able to have access to the spells. The aspiring shaman must accumulate enough experience in the company of his master to be able to become effectively a shaman, after which goes into the world alone to increase his knowledge and power.

Usually it isn't necessarily to become shamans at 1st level like PCs: indeed, the shaman class can also be added later in life, given that the xp that the character must acquire to gain a shaman level is separate from the standard progression tables of the various creatures, and is added afterwards.

However, it is very difficult for all the shamans to progress beyond the level limit: which is 9^o level¹⁴ (in this case we ONLY mean the additional shaman level, not that of the standard creature. Indeed, when he reaches this point of his shaman career, the character finds it very difficult to increase his power and comprehend the more elaborate and difficult prayers, and this physically and spiritually limits his advancement, with the result that often the individuals prefer to stop at that point and not progress any further as shamans, but only in his primary class.

There are however some particularly motivated bold individuals (for their faith or simply in search of power), who aim to exceed the natural limits of his own species, and those seeking new divine powers face huge sacrifices. These attempts are generally called Rituals of Passage, and must be made each time the shaman wants to increase his level beyond 9th level. In practice they are very painful and stressful ceremonies, both from a physical and mental point of view, which always leaves the shaman very shaken. During the ceremony (that lasts an entire day), the individual undergoes deprivations of every kind and asks the Immortal for the strength to be able to continue along his faith's path and learn new powers, sacrificing all of himself in the attempt: if he succeeds, then the shaman can gain the new level (clearly after having accumulated enough xp), otherwise the accumulated xp is lost forever, and the shaman doesn't progress any further (he has reached his maximum level as a shaman, and will never be able to increase it). At the end of the test the player rolls 1d20 under the shaman's Wisdom and if successful, the being is able to advance a level and obtain new spells; if the roll fails, the individual can progress no further as a shaman. The Ritual of Passage is different for each race, but whatever the final

¹⁴Normally the rules regarding the shaman's level limit varies according to each type of monster (see page 215 of the *Rules Cyclopedia*). In this manual it has been chosen to simplify things and establish that 9th level is the fixed limit for non-human or demihuman races, without which it unduly upsets game balance.

result is, it leaves a deep sign in the individual, determined by rolling 1d12 and consulting Table 4.9:

TABLE 4.9 – THE SHAMAN’S RITUAL OF PASSAGE

d12	Effect of the Ritual on the Shaman
1-6	Lose 1 hp permanently and remain feverish and delirious for 1 day.
7-9	Lose 1d4 hp permanently (scars). Increase the shaman’s current xp by 5%.
10-11	Lose 1 point of Constitution permanently* (the body and spirit are very shaken by the effort). Increase the shaman’s current xp by 10%.
12	Lose 2 points of Constitution permanently*, but increase Wisdom by 1 point, up to a maximum of 18 points.

*If the shaman’s Constitution or Hit Points drop to 0 because of the ritual, the shaman dies and cannot be returned to life.

The creature can also decide itself to stop progressing as a shaman before reaching the shaman’s level limit or after exceeding it. In both cases, the decision is irrevocable, and limits the character to the shaman level achieved up to that moment (in compensation however, he no longer needs to add the additional shaman xp to his progression table, see below).

SHAMAN TABLE OF PROGRESSION

As already indicated, the shaman must gain more experience than a normal creature of that race, to be able to access the divine spells. This means that the xp presented in Table 4.10 is in addition to the normal amount of xp that the creature must make to advance one level higher (see the supplements GAZ10, PC1, PC2, and PC3 for further details on the xp tables for the various monstrous races). In practice, they use the common table of progression of their species, but add at each level the xp indicated in Table 4.10, and only after having achieved the new total do they advance to the new level.

It should be noted however that, as the shaman levels can be gained after the initial monster level, the additional shaman xp only need to be added beginning from level in which he decides to also become a shaman, and only while the creature continues to follow the career of shaman; once he decides to no longer progress as a shaman, the additional xp are no longer added and the creature progresses no further as a shaman. It is finally possible for a non-human creature to have both shaman and wotan or wicca levels.

Table 4.10

Level	Additional xp
1	1,000
2	2,000
3	4,000
4	8,000
5	16,000
6	32,000
7	64,000
8	130,000
9	260,000

+ 130,000 xp per further level
(up to a maximum of 20th level)

To cast spells, the shaman must have a holy symbol and recite holy prayers, like normal priests, and he follows the same rules and has the same restrictions of memorisation as divine spellcasters.

SPELL LIST

The progression table to learn the shamans’ spells is the same one clerics use. The shamans only know 8 spells per spell level (chosen by the DM) among those available to the priests that serve the same Immortal¹⁵ (see the section *List of common divine spells* and Appendix 1), or can use the 8 spells of the druids’ list if the Immortal allows it or if the shaman derives his power from his communion with nature (in this latter case we speak of druidic shamans, also see the description of the Druid class for further details). He can also try to invent new spells or enchant magic items following the usual procedures for divine spellcasters (see Volume 3).

¹⁵The original rule in the *Master set and Rules Cyclopedia* give a limited list of 4 spells for the first 6 spell levels available to the shamans, considered inferior to normal clerics (see RC page 216). In this manual the number of known spells has been increased to 8 with the exception of the 7th spell level to balance the restrictions imposed by the class.

SHADOW SHAMAN

Prime Requisites: Intelligence and Wisdom.

Other Requisites: Intelligence and Wisdom scores of 12 or higher.

Hit Dice: Use the same HD of the standard elf up to 9th level (9d6), plus Constitution modifier. From 10th level, +1 Hit Point per level, Constitution modifier doesn't apply.

XP and Maximum level: The shadow shaman uses its own xp progression table given below and can reach a maximum of 36th level, although he gets no further spells after 22nd level. Moreover, the xp earned as a shadow shaman must be added to those normally needed to advance as a shadow elf (elf mage).

Saving Throws: Elf of equal level.

THAC0: Cleric of equal level.

Permitted armour: Any type of armour or shield.

Permitted weapons: Any bludgeoning weapon.

Special Abilities: Cast divine spells (special shadow shaman list), turn undead.

Weapon Mastery: As a Cleric of the same level.

Compulsory General Skills: Divine magic (bonus), Religion: Rafiel, Direction sense.

VERSE OF THE GATHERING

Before the holocaust, I was Rafiel, and I watched over my people. I gathered them into the palm of my hand, and I guided them to this refuge of stone. I, Rafiel, will guide you.

VERSE OF THE NAME

I am Rafiel, and you are all my shadow. As I move, so you move. As I stand, so you stand. As I live, so you live. Thus shall you be shadow elves, and I, Rafiel, will guide you.

VERSE OF THE REFUGE OF STONE

Let all my children learn these words, the words that guide you and give you life. Daily honour these fourteen verses and I, Rafiel, will guide you.

VERSE OF THE SHAMAN

I, Rafiel, mark with my own hand those whom I empower. Let all respect be accorded these, my chosen servants. They it is who will have the power of life and death over you. Follow their teachings, and I, Rafiel, will guide you.

VERSE OF THE CRYSTALS

In the fullness of time, I, Rafiel, will show my shamans the secrets of the crystals that have the power of life and death and life everlasting. Guard these crystals carefully, and I, Rafiel, will guide you.

VERSE OF BIRTH

If any child be born among you that is not whole, let them be brought before me, and I, Rafiel, will guide their path.

VERSE OF THE WANDERERS

Keep the strength of the shadow elves, and let none who is weak remain among you or follow after you. Turn these to me, and I, Rafiel, will guide their path.

VERSE OF THE TEMPLE

Here build before me a city, and a great temple, and within it offer up to me all good things, and I, Rafiel, will guide you.

VERSE OF FOOD & CLEANLINESS

Let your food be pure and clean. Keep also yourselves pure and white before me, and let not your souls be spotted with wrongdoing against me, and I, Rafiel, will guide you.

VERSE OF DAYS

I will teach my shamans the goodness and badness of each day. Keep the good days fasti, and the bad days ne fasti, and I, Rafiel, will guide you.

VERSE OF THE ARMY

I will send fire against you, to strengthen you in my own forge. Let every man and woman among you see battle and I, Rafiel, will guide you.

VERSE OF THE KING

I will guide my shamans to choose from among you a king, who will serve as long as I wish him to serve. Let all my people obey this king and I, Rafiel, will guide you.

VERSE OF THE OTHER PEOPLES

If any other peoples desire to live among you, let a clan adopt them, and keep them separate from you lest they offend me, and I, Rafiel, will guide you.

LAST VERSE, THE VERSE OF PROMISED BOUNTY

I am Rafiel. If all my children follow my way and the Way of the Shamans, then all good things will come to them, for I, Rafiel, will guide you.

GENERAL DESCRIPTION

The shadow shaman is a central figure in shadow elf society, and has the same importance as the clerics and Keepers of the surface elf communities. The shaman is in fact the earthly representative of the divine patron of the shadow elves, Rafiel, and all know that the Immortal only selects the best and more capable individuals to serve him, and because of this the shadow shamans are greatly respected. In fact, no one can decide to become a shadow shaman: the elves that have great honour are born with the mark of Rafiel, and are therefore destined for this position since birth. The mark of Rafiel is nothing more than a purple pigmentation of the face's skin (often in geometric form), that the shadow elves have learnt to recognise as the sign that Rafiel uses to indicate which his favourites among the subterranean elves are. These chosen are as identified whilst small by the shadow shamans, who contact the parents so that, once he is big enough (about eighty years), the chosen (female in 70% of cases) he is given into their care and

receives the training needed to serve Rafiel to the best of his ability.

Once he has entered the shadow shaman caste, an elf loses his right to belong to a specific clan, as from that moment he serves all the shadow elves equally. This means that although the shaman is taught in a specific city (usually that of his parents), he doesn't have duties exclusive to a single clan, but should serve the interests of all the shadow elves, and take the word and wisdom of Rafiel to all equally, only having to obey his superiors in the Temple of Rafiel and the Immortal's will. For this and the numerous tasks that usually burden the shoulders of a shadow shaman, many of the members of this caste choose to not marry, not so much because it is forbidden, but because of the lack of time to dedicate to a nuclear family: for them the extended family is the entire elven community in which they serve.

Usually, after a period of some years has passed to learn the way of Rafiel and the meaning of the 14 Verses of the Refuge of Stone (listed above), some shadow shamans feel the need to wander the elven lands, to take their help to anyone in need, and leave the temple. In this period acquiring further wisdom and experience, progressing along the clerical ranks, until they decide to settle in an area and found their own temple consecrated to Rafiel (which can never happen before 9th level).

THE TEST OF RAFIEL

The cult of Rafiel is the only one of its type, and totally different to the cults of the surface elves. It includes ritual formulae that are bizarre, enigmatic, at times paradoxical, and it is thought to seriously test the mind and the will of a shaman, as Rafiel only accepts the most brilliant and devote elven minds among his disciples only. Every shadow shaman knows that during his life he will be called to do Rafiel's will in a thousand ways, and it is imperative for every priest of this cult to always pass any test placed in front of him, with the knowledge that the experience he undertakes helps him to mature both physically and mentally.

Every acolyte that is presented to the Temple of Rafiel is aware that to become a true shadow shaman (and be able to progress beyond 1st level) must first pass the Test of Rafiel. All the acolytes must face a test at the age of maturity (at 100 years of age) and with sufficient experience to become a 1st level shadow shaman (or once he has accumulated 1,000 xp), and it is thought purposely to verify the faith and resistance of the faithful; this isn't the case, Rafiel wishes that his priests are always strong in the face of any adversity, and this test demonstrates it not only symbolically, but also materially. The test is always different for each shaman, and is prepared by the initiate shaman (see below for further information on the shamanic orders) who takes care of the acolyte. Usually however, it includes a test of physical resistance in a particularly hostile region in the elven lands, like surviving for 12 hours in the Forest of

Spiders after being covered in an unguent that attracts spiders, or resist the heat by remaining chained near the Boiling Lake for 12 hours, or even survive a night in the Desert of Lost Souls. If the acolyte doesn't pass the Test of Rafiel, he isn't automatically rejected, but they will be able to try again after regaining sufficient experience to become a shaman of 1st level (in practice if he fails the test, the experience acquired until then vanishes and must acquire it again). If the second test also fails however, it means that the acolyte's will is weak: so the elf is hunted by the temple, and over a few months the mark of Rafiel disappears from his face, also losing the first shaman level he had acquired until then.

If the Test of Rafiel is passed successfully, the acolyte returns to the temple accompanied by his mentor and becomes to all effect a member of the Temple of Rafiel, after having a ceremonial bath to purify body and soul. During the bath, the initiate shaman recites the Verse of the Shaman and officially consecrates the acolyte, recognising him as a shadow shaman in the service of Rafiel. At this time the acolyte gets his first soul crystal, which is given to him by the white shaman that he has followed up to now: thanks to the crystal in fact, the shaman can now draw on the power of Rafiel to cast his special spells, and begins to fully understand the power of the crystals.

THE SEVEN SHAMAN ORDERS

Once he has passed the Test of Rafiel, the elf enters the clerical hierarchy of Rafiel, which is composed of 7 orders (exactly half of the 14 verses, one for each of the levels of the Temple of Rafiel in the City of star – see GAZ 13 for further details on the city and the temple built there):

Acolyte (1st-4th level)

Initiate Shamans (5th-9th level)

Death Shamans (10th-12th level)

Life Shamans (13th-15th level)

Colourless Shamans (16th-18th level)

White Shamans (19th level or higher)

The *Initiate Shamans*, as well as preparing the acolytes to enter the clerical community, performing the everyday rituals in the smallest temples and travel daily the lands of shadow to lend their service where the will of Rafiel requires it. It is from among the ranks of the initiate shamans that those itinerant priests who end up joining adventuring groups to explore the subterranean caverns and also the surface world, as Rafiel's servants to not only to defend his word, but to also spy on the races that surround the subterranean elven lands and oppose the enemies of their people.

The *Death Shamans* instead have the power of life and death in elven society. They often have the grave task of taking the deformed or ill babies and abandon them tens of miles from the settlement in which they come to light, only leaving them in the less travelled tunnels, after having completed the ceremony that attracts the blessing and protection of Rafiel on them. Indeed, Rafiel teaches

that these babies must be abandoned outside the elven lands, and only a powerful enough shaman is therefore able to take on this important task and return safe and sane to the temple. In the same way, the death shamans preside at the ceremonies in which the Wanderers (elves to old or weak to be able to continue to live according to the laws of Rafiel) are banished from their clans and homes. However, halfway through the ceremony their place is taken by a life shaman, and this is symbolically very important, as shows that the wanderer about to begin a new phase of his life as sign of rebirth.

The *Life Shamans* instead represents the balance that exists in all creation. They dedicate themselves body and soul to the study of medicine and the healing arts, mostly practicing healing thanks to their divine spells. Often serving in the army to cure the wounded, and can even find themselves on the battlefield to help those suffering to regain their strength and to continue to fight for the glory of Rafiel, never hesitating themselves to kill the enemies of Rafiel. Moreover, the life shamans also act as the historians of the elven race, and all must have (upon reaching this rank in the order) the general skill *History of the shadow elves*. They are the historical memory that keep alive the memories of the ancient deeds of the shadow elf people, and are the only ones to know exactly the true version of certain facts that instead are told as a form of myth (or somehow partially changed) to the common folk, becoming depositories of the darker secrets of Rafiel's race. Finally, the life shamans are also the first to learn the use of the spell *call upon souls* (see the following description of the spell), after having found a crystal (of fifth level). This event marks an important step in the shaman's life, as it is the first time that he comes into contact with the true power of Rafiel's spirit and begins to understand part of the Immortal's greater design.

The *Colourless Shamans* are so called as it is thought, by reaching this level, they have by now purified their soul of any guilt in the eyes of Rafiel, although maintaining this state of grace takes effort and sacrifice. In fact, the colourless shamans lead a life of meditation, prayer, contemplation, and study, and rarely leave their temple, to avoid contaminating themselves and regressing down the difficult climb that leads to the ultimate communion with Rafiel. Those that belong to this rank, according to the religious belief, are immediately reincarnated upon dying, and there is the best chance that they will be returned to life with the mark of Rafiel, a sign that his favour accompanies them through all existence. Moreover, the colourless shamans can use 6th level spells, and this makes them extraordinarily more powerful than the other shadow shamans, as they are the only ones that know of the mysteries that are hidden beyond death, and become the judges of the souls, being able to use the *resurrection* spell. According to the cult of Rafiel, they are authorised to return from the dead only the souls of those that died a violent death (and the most noble case is clearly that of a shadow elf that sacrifices

himself to defend the temple of Rafiel or the elven lands), and only after having verified that the individual in question was in excellent health (in these cases it is possible that a council formed by a colourless shaman along with a life or death shaman is called to decide on the question, with the highest in rank obviously having the last word).

Finally, the *White Shamans* are at the top of the hierarchical scale of the shadow shamans, and are the only ones that are allowed the use of 7th level spells, including *true resurrection*, which is subject to the same restrictions that are given for the 6th level *resurrection* spell. The white shamans aren't only becoming pure to the eyes of Rafiel, but according to the clerical tradition, they embody the model of perfection in following the 14 Verses of Rafiel. They are certainly not totally perfect (only Rafiel can be that), but represent the highest state of perfection that a mortal being can achieve. As such the power of the white shamans in shadow elf society is immense, seeing that they always have the final word on the interpretation of the Way of Rafiel, and their advice counts as orders at any level of elven bureaucracy and nobility. They eagerly collect any type of information about every aspect of reality, not only that of the elven people but also on the surrounding world, and constantly promote the search for, and examination of, new acolytes to increase the ranks of Rafiel's faithful. The thing that most distinguishes them from the other shadow shamans is the fact that they have access to the Chamber of the Spheres, the most secret room built in the last level of the First Temple of Rafiel (that has its seat in the City of Stars), and because of this begin to understand that the soul crystals aren't totally what they seem (Rafiel progressively reveals the truth to them on his secret protect once they pass 19th level – see GAZ13 for further information on the nature of the soul crystals and the Chamber of the Spheres).

The *Radiant Shaman*, the most devout and worthy priest who leads the Temple of Rafiel, is chosen from the few members of the order of the white shamans (usually the most powerful of them, of 21st level or higher). There is only one Radiant Shaman at a time (currently the elf Porphyriel), and he is the Keeper of the Refuge of Stone (the principal temple of Rafiel) and the spiritual guide of all the shadow elf people. All the shadow shamans must account to him, and he is the only one who knows the real secret that is hidden in the Chamber of the Spheres; as such, anyone that becomes the Radiant Shaman has by now one foot on the path to immortality.

THE SECRET OF THE SOUL CRYSTALS

[Note: The following section is reserved for the DM]

According to shaman belief, the soul crystals are the receptacles in which Rafiel keeps the souls of the unborn elves (both the never born and the reincarnated), and are therefore the most precious element in nature. Rafiel decides when the time is right for a soul to be made flesh,

and when a shadow elf dies according to common belief his soul is judged by Rafiel: if the elf has behaved correctly the reward is to be quickly reincarnated, even with the mark of a shaman, while if a soul must be purified it is placed within a crystal, which acts as a antechamber of purification. Only the shamans are allowed to possess and guard the crystals, as they are closer to Rafiel and therefore their spirits are able to help the souls in their process of purification and reincarnation. The shadow elves are often in search of these crystalline formation, which are found everywhere in the underground of the Known World, due to the orders of the shamans. Each shadow elf gives respect to these crystal, and any shaman would give his life to avoid the crystals falling into the hands of unscrupulous infidels (and it is often the case that the elven annals pay witness to bloody battles against humanoids and other subterranean creatures for the possession of the mines full of soul crystals).

In reality what Rafiel has taught his shamans about the nature of these crystals isn't the truth. The Verse of the Crystals tells that Rafiel has still not revealed to the elves the true secret of the crystals, but will only do so when the time is right ("In the fullness of time, I, Rafiel, will show my shamans the secrets of the crystals that have the power of life and death and life everlasting. Guard these crystals carefully, and I, Rafiel, will guide you."). The crystals have nothing to do with the souls, and the shadow elves are certainly not more subject to reincarnation than are the surface elves. This means that the souls of the elves don't wait in the crystals until their incarnation, or return there once dead. The entire doctrinal set-up by Rafiel's will is simply timed to implant in the elves the idea that the crystals are more precious than their lives (as they contain the souls of other elves within them) and that therefore are always sought with devotion and guarded with care. Rafiel has in fact a need to find the maximum possible number of crystals to complete his greatest project, which is entrusted to his shamans and hidden in the holiest of holies of the Refuge of Stone, the main temple dedicated to Rafiel in the City of Stars (the capital of the Kingdom of Shadow). Here, in the most inaccessible level, the white shamans along with the Radiant Shaman collect the crystals to complete the Chamber of the Spheres, the artefact intended by Rafiel to augment his power and that emulates the Nucleus of the Spheres of Glantri but without suffering its disadvantages (see the section entitled *The Secret of the Radiance* in Chapter 3 of Volume 1 or *GAZ3: Principalities of Glantri*).

The crystals are in fact natural receptacles of the Radiance, the magical-nuclear power given off from the Nucleus of the Spheres after the explosion of Blackmoor and the sudden alteration by the work of the Immortals. When the Great Rain of Fire happened and the central technomancies of Blackmoor exploded, the residues of this machinery, imbued with nuclear power and the magic of the Radiance, were buried following the telluric upheavals.

On the surface, evoking the power of the Radiance is possible through appropriate receptacles built by those that are aware of its existence (the Brotherhood of the Radiance of Glantri) and only within a certain radius of the Nucleus of the Spheres (buried half a mile under the capital of Glantri). However evoking the Radiance in this way is dangerous, as every use entails a 1% chance of being contaminated by the radioactive power of the energy, which causes a crippling disease that corrupts the flesh and cannot be cured. The soul crystals instead allow this risk to be avoided, as Rafiel altered it thanks to his magic and did it in a way that the physical deformities and disabilities are passed to future generations by elven babies (in practice it produces a latent genetic alteration in the elves that are exposed to it that manifests itself in the chromosomes of their children and grandchildren). The deformed elf babies so frequent amongst the shadow elves are thus the price that this race must pay for the use that the shamans make of the soul crystals, a fact known only to the White Shamans and the Radiant Shaman and obviously kept secret for the good of the society.

Moreover, whereas drawing the power of the Glantrian Nucleus of the Spheres causes adverse secondary effects on the magic of Mystara because of the curse placed on the artefact by the other Spheres (in practice, based on the number of users of the Nucleus the magic on Mystara is reduced— see Chapter 3 in Volume 1), this doesn't happen with the Chamber of the Spheres and the soul crystals, as they aren't burdened by a curse, given that no one is aware of their existence (not even Rad and the other Immortals know of it or are able to detect it) and the crystal formations happened in an independent manner in respect to the modification of the Nucleus.

However, despite being the portable receptacles of the power of the Radiance, the crystals aren't easy to find or use, and this however makes them particularly precious and rare. In effect, the shadow elves' doctrine prevents anyone that isn't a shaman from owning a crystal, and this thus makes on the one hand access to the powers of the Radiance very limited and on the other helps to keep their existence secret and their true nature. Given that, according to the doctrine of Rafiel, they contain the future and past generations of the shadow elves, no member of other races can possess them, and the shadow elves guard with great care their crystal mines, as well as launching true military campaigns if they are stolen or threatened.

Moreover, the centuries spent underground have made the crystals extremely fragile outside of the subterranean environment, both because of their structure and the magical and radioactive energy they contain. A crystal taken to the surface in fact suffers from the sun's radiation and it disintegrates after a few seconds exposure to sunlight. Given that the crystal must be in physical contact with the subject's skin for its powers to be evoked, this renders it practically unusable on the surface. Even trying to conserve the crystals in the dark doesn't help very much, given that it disintegrates anyhow after 1d4 hours because

of the different atmospheric pressure and the agents present in the air to which they are exposed. This fact thus prevents the shadow shamans from using their divine powers on the surface (even those that don't directly evoke the power of the Radiance), and it is one of the main reasons that the shadow elves have never managed to conquer Alfheim after centuries of trying: they cannot use their most powerful weapon, which is the power of the shadow shamans.

Finding soul crystals is therefore a very delicate job an requires time and patience. To extract them from the rock in which they are conserved precise tools and firm hands are needed, and the operation (which is always supervised by a low level shaman who intones the Verses of Rafiel to give good results) can also need several hours for every single crystal, given their fragility, so much so that the miners are unusually gaunt for the shadow elves (accustomed to losing weight because of the fatigue and stress). To randomly determine the quality and quantity of the souls found in a vein use Table 4.11 – roll percentage dice (d%) three times: the first result indicates the number of crystals extractable from the vein (the operation takes at least 2d6+2 hours of work for each crystal), the second result determines the exact level of purity of each crystal, and the third the number of “souls” present in the crystal (important for casting Radiance spells).

TABLE 4.11 – LEVEL AND POWER OF THE SOUL CRYSTALS

d100	N° Crystals	Crystal Level.	N° of Souls
01-30	1d4	1	2d4
31-60	1d6	2	2d6
61-80	2d4	3	1d12+2
81-90	2d6	4	3d6
91-96	2d8	5	3d8
97-99	2d10	6	3d10
00	5d6	7	4d10

No one is allowed to carry more than one soul crystal, as the act is considered a sacrilege: only the Radiant Shaman is granted this privilege by Rafiel. Any shaman discovered to utilise more than one crystal is severely punished and placed under a period of detention and purification in the Temple of Rafiel. If instead a non shaman elf is found in possession of one or more crystals, the punishment can be even worse (for example exile); for any other creature, the penalty is always death or exile after being placed under a curse. Every time a shaman finds a purer crystal (or that allows him to access a higher level spell), he must deliver his old crystal to his temple so it can take over the task of protecting the most “important” souls as soon as they are found.

CASTING SPELLS

To cast spells, the shadow shaman must have with himself a soul crystal of the appropriate level: the crystals are in fact divided by level of purity, and each level corresponds to a spell level of castable spells (if for example he wants to cast 4th level spells, the shaman must

therefore possess a crystal of the 4th purity grade). From the crystal (considered as Rafiel's holy symbol) the shadow shaman evokes the power of Rafiel and releases the desired spells, by simply speaking the appropriate prayer and making the ritual gestures. For the rest, a shadow shaman uses the same rules and restrictions of memorisation as clerics.

Regarding the Radiance spells, these are only accessible by using a soul crystal of the right power to the shamans deemed sufficiently pure and respectful of the laws of Rafiel (the DM can therefore ban a character that doesn't behave correctly as a sign of divine punishment) and cannot be learnt or emulated by other priests or spellcasters of any type. These spells are described next in terms of their relationship with the souls that they are thought to contain, and even once a shaman becomes of sufficient level to learn the truth, the description remains valid at the game mechanic level.

SHADOW SHAMAN PROGRESSION TABLE

As already noted, the shadow shaman must gain more experience than a normal shadow elf, to be able to acquire Rafiel's spells. This means that the xp presented in Table 4.12 are in addition to the normal number of xp that the shadow elf must make to advance a level. In practice, he uses the common progression table of the elves, but adds at each level the xp given in Table 4.12, and only after reaching the new total gains the new level.

Moreover, the shadow shaman progresses as an elf mage beyond 10th level, and doesn't acquire the fighter combat options, or the multiple attacks, only available to the elf lords (elves that advance with the normal Attack Ranks.

TABLE 4.12 – SHADOW SHAMAN PROGRESSION TABLE

SPELLS PER SPELL LEVEL								
Level	Additional xp	1	2	3	4	5	6	7
1	1,000	1	–	–	–	–	–	–
2	2,000	2	–	–	–	–	–	–
3	4,000	2	1	–	–	–	–	–
4	8,000	2	2	–	–	–	–	–
5	16,000	2	2	1	–	–	–	–
6	32,500	3	2	1	–	–	–	–
7	60,000	3	3	1	–	–	–	–
8	125,000	3	3	2	–	–	–	–
9	200,000	3	3	2	1	–	–	–
10	300,000	4	3	2	1	–	–	–
11	425,000	4	4	3	1	–	–	–
12	550,000	5	4	3	2	–	–	–
13	675,000	5	4	3	2	1	–	–
14	800,000	5	4	4	3	1	–	–
15	925,000	6	5	4	3	2	–	–
16	1,050,000	6	5	4	3	2	1	–
17	1,175,000	6	5	4	4	3	1	–
18	1,300,000	7	6	5	4	3	2	–
19	1,425,000	7	6	5	4	3	2	1
20	1,550,000	8	6	5	5	4	2	1
21	1,675,000	8	7	6	5	4	3	2
22	1,800,000	8	8	7	6	5	3	2

+ 125,000 xp per level, although the number of spells doesn't increase.

SPELL LIST

All the spells listed in Table 4.13 are described among the common spells of divine spellcasters given in this manual or in the *Base*, *Expert*, *Companion*, and *Master* sets (although some have been raised a level, like the *cure* spells), with the exceptions marked by various signs (see the notes).

Note that these are the only spells available to the shadow shamans, who cannot create new spells (unlike normal divine spellcasters), although they can create normally holy magic items (see Volume 3). Moreover, although it is available to the shadow shamans the 7th level Radiance spell *Transcend life force* (see the description at the end of this section) hasn't been

included in the list as it is a ritual that must be discovered uniquely by each at the end of a long journey of experience and faith.

It is moreover noted that the list of shadow shaman spells has been changed to the original in GAZ 13, as it consisted of only 4 spell per spell level, a very poor advantage regarding the amount of additional xp that the shadow shaman must accumulate instead. The current list allows a more varied use of spells, without excessively improving the ability of the shadow shaman. The curative and resurrection spell have all been raised a spell level following the indications given in the original manual, by the will of Rafiel, patron of the shadow elves.

TABLE 4.13 – SHADOW SHAMAN SPELL LIST

SPELL LEVEL						
1 st level	2 nd level	3 rd level	4 th level	5 th level	6 th level	7 th level
<i>Ceremony</i>	Bless*	Cone of cold ^A	Enchanted weapon	Command*	Flesh to stone** ^A	Heal*
Command word	Hold person*	Control temperature ^D	<i>Walk on lava</i>	Commune	<i>Control destiny</i>	Creeping doom ^D
Protection from evil	Cure light wounds*	Dispel magic	Remove blindness / deafness*	Create food & water	Cure critical wounds*	Delayed action fireball ^A
Purify food & water	Detect alignment*	Glyph of interdiction	Cure serious wounds*	Dispel evil	Mental cure*	Holy word
Sanctuary	Obscure* ^D	Spell of striking*	Remove disease*	<i>Call upon souls</i>	Find the path	True resurrection*
Remove fear*	Elemental resistance	Fireball ^A	Wall of fire ^A	Neutralise poison*	Resurrection*	<i>Discharge soul power</i>
Detect danger ^D	Heat metal ^D	Protection from poison ^D	Divine ray	Magic resistance	Holy power	Survival
Paralysing touch	Silence	Remove curse*	Insect swarm ^D	Trueseeing	Forbiddance	Earthquake

*Reversible spell

New spells (described below)

Radiance spells (consumes crystals)

^A Arcane spell (refer to the list of arcane spells in Volume 1.)

^D Druidic spell (refer to the list of common druid spells)

FIRST LEVEL

CEREMONY

Range: touch

Area of effect: varies (see below)

Duration: permanent

Effect: consecrate a creature, object, or area

This is a versatile spell that the shadow elves use for the rites that mark the salient moments of their life. These spells leave external signs: some are visible to anyone, others can only be seen by elves, but none react to *detect magic*. These ceremonies include:

Adoption: a ritual that serves to transfer an elf (and, in very special occasions, a human or another demihuman) from one clan to another. The elf that officiates over the ceremony must be of at least the same level as the adopted elf, or it is sufficient that the Clanmaster wants him to join. This spell is also an integral part of any marriage between shadow elves, in the course of which the bridegroom becomes a member of his bride's clan.

Anathema: this ritual is celebrated by the shadow elves when an individual reaches the age of 800 years, and is banished to become a "Wanderer".

Consecration: this ceremony is used for two different rituals among the shadow elves. The first one allows the shaman to consecrate the ground of an area so that a temple of Rafiel may be built there, and to consecrate his

own shrine. The second use allows the shaman to consecrate a cavern as a place for extracting soul crystals and additionally to also consecrate the mine. In both cases the shaman selects to either sacrifice 100 g.p. worth of treasure or 1,000 xp.

Initiation: a ceremony in which a young elf becomes an adult within the community, with the obligations and advantages that follow. This rite must be celebrated by an elf of higher level than the initiate.

Investiture: the ceremony is only performed when a shadow elf becomes a shaman of Rafiel. The ritual can only be celebrated by a shaman of higher level (usually an initiate shaman).

FOURTH LEVEL

WALK ON LAVA

Range: 30 feet

Area of effect: a creature

Duration: 1 day

Effect: creature breathes normally in lava

This spell allows a creature to walk at its normal speed and breathe normally while it is on a surface of lava, without suffering from the adverse effects of the lava's heat. If however it is immersed in the lava (pushed with force below the surface or submerged by a wave of lava), the spell doesn't protect it from the damage, although it continues

to breathe normally. The spell doesn't protect it from any type of exposure to fire (normal or magic), like for example a *fireball* or passing through a wall of fire.

FIFTH LEVEL

CALL UPON SOULS

Range: 30 feet from a soul crystal

Area of effect: a spell

Duration: 1 round per level

Effect: augment spell effects

This Radiance spell allows the spellcaster to empower the effects of his spells for one round per level: which requires the use of a variable number of souls from one to seven present in the crystal that must be determined while evoking this power. For the duration of the effect the shaman is considered to have one to seven more levels than his normal experience level (based on the souls invoked). Alternatively, the shaman can select to modify only one of the parameters of the spells cast while *call upon souls* is active from the following:

Range (excluding spells with range 0)

Area of effect (except spells that only affect one target)

Duration (excluding spells with instantaneous or permanent effects)

The selected parameter increases by 10% (or by a level) for each soul invoked, up to a maximum of 70%.

Example: a 10th level shaman with a crystal of 6 souls could *call upon souls* to augment by 60% one of parameters of the spells cast in the following 10 rounds as if he was a 16th level shaman (there is just one effect, and the decision is taken based on the type of spells he expects to cast in the next 10 rounds).

Drawing on the power of a soul crystal weakens it. The souls recover their strength only very slowly, from the moment that they don't have physical bodies. In general, each soul invokes by this power is deemed weakened and cannot be used for a week to evoke Radiance spells. However, the crystal still contains sufficient power to allow the shaman to cast all the other shamanic spells not linked to the Radiance.

If the shaman evokes more souls than he has available in the crystal, the spell fails and the souls are weakened for a week.

This effect cannot be added to any magic item.

SIXTH LEVEL

CONTROL DESTINY

Range: 0

Area of effect: only the shadow shaman

Duration: permanent until used

Effect: modify the shaman's destiny

This Radiance spell allows the modification of dice rolls that have had an effect on the, drawing on the power contained in the soul crystal. To use this power,

the character must have a crystal containing a certain number of charged souls (weakened souls don't count). The use of this spell requires in every case that the shaman draws on the power of at least 5 souls: if there are not enough, all the souls in the crystal are weakened for a week and the spell fails.

The shaman casts this spell in anticipation, deciding how many souls he wants to use, and these are weakened for a week, as described in *call upon souls*. Afterwards, before a dice roll, the player must indicate if the action's outcome is affected by this spell. If the dice roll fails, the shaman draws on the crystal's power to modify the score, consuming one soul for each point the dice roll is modified by. Not that all the souls selected to activate the spell are weakened, regardless of whether they were really needed to modify the roll.

Example: a shaman casts this spell to modify his Saving Throws versus the breath of a dragon, specifying that he is using 10 souls (which obviously must be available). The shaman fails his roll by 5 points; however he uses the power of 5 souls to improve his roll and pass the ST. The other 5 are also weakened, although in a certain sense they haven't really been used, and at that moment the effect of *control destiny* ends.

This spell can only affect *one* dice roll. However, the shaman can cast more than one *control destiny* spell and accumulate them, but must clearly carry the crystal (or crystals) in order to use them and have a sufficient number of charged souls. Finally, before the dice roll he it ends to modify, he must specify which spells are used, when they contain different numbers of souls.

The dice rolls that can be modified include Attack Rolls, Saving Throws, damage rolls (both by weapon and spell), and skill checks. The shaman cannot use this spell to obtain a higher score than the dice's natural maximum value.

This effect cannot be added to any magic item.

SEVENTH LEVEL

DISCHARGE SOUL POWER

Range: 60 feet per level

Area of effect: 20' radius explosion, poisonous cloud of 300' radius per soul crystal used

Duration: instantaneous

Effect: a discharge of poisonous energy

In order to use this dangerous Radiance spell, the shaman must possess a sufficiently charged soul crystal, as usual. The spell allows the souls' power to be released in an explosion of destruction and incendiary energy, and requires an entire turn to cast.

The spell always draw on the 2d10 souls (the shaman cannot control the spell's force) and each soul inflicts 1d6 points of damage. However, when calculating the damage, all the dice that give a result of 1 are rerolled. The explosion is like that caused by a *fireball*, and inflicts double damage to hard materials (stone or metal), normal damage to less hard materials (like wood), and causes half

damage to living beings. This explosion produces a flash, a strong rumble, and a great cloud of smoke.

The smoke cloud grows out to a radius of 300 feet for every soul used, expanding at a speed of 600 feet per round until it reaches its maximum size. Anything that remains for an entire day within the area must make a successful ST vs. Poison or is struck by a disease that cause his tissues to putrefy. Apply the following modifications to the dice roll: +1 if he remains within an enclosed area, +5 if it is a fortress. The cloud isn't dispersed by the wind, but it dissolves after a day.

The souls used are weakened and unusable for a week. If there aren't enough souls when the spell is cast, roll 2d10: if the second roll is a lower number than the number of active souls, these are simply weakened for a week and the spell takes effect. If instead the second result is higher than the number of available souls, the crystal shatters, destroying all the souls contained there. The shadow shaman must immediately make a ST vs. Death Ray (with a -2 penalty) or die; if the ST succeeds, he suffers 1d6 damage per soul contained in the crystal that shattered, and the resulting explosion is centred on him.

This effect cannot be added to any magic item.

TRANSCEND LIFE FORCE

Range: 0

Area of effect: only the shadow shaman

Duration: 2d12 hours

Effect: attempt to achieve immortality

This Radiance spell allows the shaman to try and become immortal. It is evident that the discovery of this spell represents the culmination of an entire campaign for a character that is a shaman of Rafiel. To obtain this spell, the character must undertake a special quest that is revealed to him by Rafiel. The other details of the spell are supplied by the DM when it is used by a shaman PC.

Note for the DM. The nature of the quest is suggested in Gazetteer 13, but the fundamental point is that a character can fail in his attempt to gain immortality. When this happens the victim's body withers and is incinerated while his life-force is drawn into the soul crystals of the Chamber of the Spheres, changing into an energy source. The character is lost forever and cannot be resurrected in any way (not even with *wish*). The trapped life-force remains conscious within the artefact until the last flare of energy (often for some months). Through some soul crystals it is possible to use *ESP* or other forms of mental communication to speak with the victim. A life-force can only reveal what it knows (essentially as if everything ends with is death), but will rarely do it alone, for the reasons described in GAZ 13. However, the chance of mental contact with these sentient entities partly explains however the shadowelves belief that the crystals are inhabited by "souls".

This effect cannot be added to any magic item.

SPIRIT SHAMAN

Prime Requisite: Wisdom.

Other Requisites: Wisdom greater or equal to 12.

Hit Dice: 1d6 hp per level up to 9th, plus Constitution modifier. From 10th level, +1 Hit Point per level, Constitution modifier doesn't apply.

XP and Maximum level: The Shaman uses the Cleric's advancement table and can achieve 36th level.

Saving Throws: Cleric of equal level.

THAC0: Cleric of equal level.

Permitted armour: Any armour of his culture, no shield.

Permitted weapons: Any simple weapon of his culture.

Special Abilities: Cast divine spells (shaman list), totem power, animal language, dream, animal transformation.

Weapon Mastery: As a Cleric of equal level.

Compulsory General Skills: Spirit Knowledge (bonus), Sixth Sense (bonus), Divine magic (shamanic), Religion: Shamanism.

"The way of the shaman isn't a path that we choose. We shamans are born, and this power grows within us, until the times comes in which the spirit makes itself known and explains our destiny. This isn't a pleasant gift, as it brings with it tremendous suffering. Indeed, when the spirit manifests, the shaman falls into a trance and remain in it for nine days, during which his body suffers fever and pain, while his soul acquires the knowledge of the Spirit World. At the end of the trance, the shaman awakes, conscious that his spirit guide is now at his side and will for ever guide his steps in the Great Yurt and in the Spirit World. And our spirit suggests the best options, so that we can guide our people in this life."

GENERAL DESCRIPTION

The spirit shaman is a type of divine spellcaster (usually human, but they also exist among the wallara as *mendoo*) who draws his power from the special bond that he has with the natural spirits that exist around him (very similar to that between a cleric and his Immortal), thanks to which he is able to draw power from the surrounding world to create magical effects.

The main task of a spirit shaman, usually common among nomadic and primitive cultures, for which the contact with nature and the spirits is particularly important, is that of mediating between the spirits and the mortals, and to protect nature and those that live within respecting its laws. It is up to the shaman to prevent animals from being uselessly and brutally killed and that the natural spirits are always protected and satisfied. The spirit shamans aren't against hunting, but try to regulate it to prevent the extinction of animal species in a territory, and intervene to assure the quick death of an injured animal, or to avenge the spirits offended by the foolish acts of mortals. The shaman's intimate knowledge of the Spirit World and the character of spirits moreover makes him able to establish in what places it is best to camp or build a village without

offending the spirits there and celebrate the right rituals to gain their protection.

The spirit shaman usually dresses so that all those of his culture can understand at first sight his role and social position, thus using showy clothes made from the skin of their animal totem, or wearing items made with parts of his animal totem (like a horsehair headdress, or a necklace of tiger teeth, or a cloak of peacock feathers, etc.); thus it is easy enough to know what a shaman's spirit guide is, it is enough to see how he dresses. Moreover, every self-respecting shaman always has his own drums with him, without which he cannot cast any spells (see below), which help him attract the attention of both spirits and mortals, and to impose his voice on any discussion.

Finally, to emphasise their relationship with the spirits and create greater reverence and fear in other individuals, at times the spirit shamans paint their faces with strong pigments, giving the impression of having particularly inclined and penetrating eyes, sunken cheeks, square but fierce features, and also paint false yellow ochre fangs, which run from the corners of the mouth to the chin.

THE SPIRIT GUIDE

Every spirit shaman is characterised by the fact that he has a spirit guide (also called totem, or totemic animal) associated to him, or a creature of the Spirit World that recalls a common real world animal (actually a humanoid with animal features), which is determined when he discovers his powers (or at character creation). There are many different spirits on Mystara, some of which are animal spirits (and usually found amongst the herds) and other natural spirits associated to plants or places (rivers, forests, fields, prairies, etc.). The presence of such spirits isn't common knowledge, and even sages and other more erudite spellcasters ignore the existence of the spirits of nature and the Spirit World (a dimension that came into contact with the Mystaran Multiverse millennia ago, following the Great Rain of Fire in 3,000 BC and the Glantrian Catastrophe in 1,600 BC), confusing these spirits with fey creatures.

When the spirit guide (it is always an animal spirit) appears for the first time, the shaman contracts a malady that renders him feverish and weakens him to such a point that he enters a comatose state, during which his soul establishes an unbreakable bond with his spirit guide and learns his new powers. However, upon awakening, the shaman is struck by a disability (a secondary effect of the malady that brought the trance about), which mark for ever his physical and mental state. The player must roll 1d6 and consult Table 4.14 to know which ability is affected by the disease (in game terms, the character permanently loses 1 point from the characteristic):

TABLE 4.14 –CONTACT WITH THE SPIRIT GUIDE EFFECT

D6	Disability
1	<i>Strength</i> : emaciated physique, thin arms and legs
2	<i>Intelligence</i> : distracted, forgetful, slight stutter
3	<i>Wisdom</i> : gullible, insolent, rash
4	<i>Dexterity</i> : bowed legs, slight hunchback
5	<i>Constitution</i> : pale complexion, sickly appearance
6	<i>Charisma</i> : insolent, pock-marked face, shrill voice

The spirit guide acts as the spirit shaman’s conscience, showing displeasure if the character doesn’t behave in the correct manner and neglects or ignores his duties to the spirits and nature. The spirit guide can manifest its displeasure by interrupting its contact with the shaman, thus depriving him of his magic powers and also the special abilities that the spiritual bond with his totem gives. The powers, as happens with common priests, can only usually be recovered after having completed an important mission (a task established by the DM) that placates the spirit guide’s anger.

The spirit guide always remains with the shaman, travelling invisibly at his side: no one can see it (apart from the spirit shaman), unless using *trueseeing* (the *Sixth Sense* general skill only determines the presence of a spirit within 30 feet, not to see it effectively, and only functions when a shaman concentrates expressly for this reason). The spirit remains anchored to the spirit shaman’s soul, and no one can force it to leave in any way (not even *destroy evil* or *banish* removes it, although an anti-magic field temporarily returns it to its own dimension, therefore annulling the shaman’s powers, and reappears when the shaman leaves the anti-magic field), and accompanies his soul in the Spirit World each time that the shaman enters a trance or dies. The spirit is wholly immaterial as long as it remains in the Mystaran multiverse, and only becomes corporeal and visible when the shaman enters the Spirit World, in which case it immediately appears next to the shaman in the form of an intelligent, speaking animal, who guides him to the best of its ability through that dimension.

WEAPONS & ARMOUR

The spirit shaman refuses to wear armour strange to his culture, while usually he doesn’t use a shield as it interferes with his magic practices (i.e. the use of a shield impedes the spirit shaman in casting spells – see below for further details). However, he doesn’t disdain combat, being accustomed to fighting the adversities of life both in his culture and his communion with the spirits, and prefers to use simple weapons, especially those typical of his culture.

POWERS OF THE SPIRIT SHAMAN

The spirit guide, which is always near the shaman wherever he goes, gives him the power to *Cast divine spells*, using his own list (see below), gives him information on the Spirit World and its inhabitants (the free *Spirit knowledge* skill), and also permits him to perceive the presence of any spirit within 30 feet and to speak with them (free *Sixth Sense* general skill). Unlike normal priests however, the spirit shaman doesn’t have

any power over the undead, as the Spirit World doesn’t contemplate the presence of creatures that are outside the normal natural circle and so don’t give any powers over them (he cannot therefore turn or control them).

As well as these bonuses and free skill, the bond with his spirit guide also allows the shaman to speak correctly to and understand any animal of his totem type (*animal language*), as if using the druidic *speak with animals* spell. This power can be used once per day per 4 shaman levels (round up), and each time the ability lasts a hour (so for example, a 10th level spirit shaman whose spirit guide is a horse could speak with any horse 3 times per day, and each time the power would last for an hour).

Beginning at 6th level, once per week the shaman can concentrate to enter a trance and *dream*. After concentrating for an entire turn in calm conditions and in full health (so doesn’t work if injured, dehydrated, exhausted, confused, or disturbed), the shaman enters a trance and can invoke one of the following powers: *speak with animals* (D2nd), *speak with dad* (C3rd), *speak with plants* (D4th), *dream* (M5th, only the normal version). Each spell is cast by the shaman during his trance, therefore it is necessary that any speakers are within his range of action. If the trance is interrupted before the spell’s end, the spell also vanishes.

Upon reaching 12th level, the spirit shaman becomes able to assume the form of his animal totem with *animal transformation*. The shaman can transform himself anytime he wants, and the transformation requires an entire round, during which he can do nothing but concentrate and remain motionless. While in animal form, the shaman cannot cast spells or use any magic items (although previously cast spells continue to act on him), and he can only speak the animal’s tongue. Once transformed, the character acquires all the animal’s physical characteristics (like sharp vision, fine hearing or sense of smell, the ability to fly, the chance to camouflage himself or dig, the creature’s natural attacks, etc.), including its Armour Class, and can move at a speed of one and a half times the animal’s normal rate (so, if the horse moves at 120 feet per round, the shaman can instead move at 180 feet per round). Remaining unchanged instead his Attack Rolls (THAC0), physical and mental characteristics (that normally modify AC and Attacks), and Hit Points. At the moment of transformation, all his equipment (clothes and items) is taken by his spirit guide, which transport it to Spirit World and watches him until the shaman resumes his normal form. While transformed, only a *trueseeing spell* or a *Sixth Sense* skill check can show the shaman’s true form, which he can assume at any time (the reverse transformation needs a round), thus ending the power.

Finally, based on the animal spirit to which he is bound, the shaman gains a *totemic power* (a free general skill and a bonus to one of his characteristics). To randomly determine the shaman’s spirit, the player must roll 1d100 on Table 4.15 at character creation, and see

which type of power is associated with his spirit guide. The list isn't definitive, and the DM can add other types of animals with related bonuses, without however exaggerating the granted powers (fish are excluded from the list, as they cannot survive out of water, however fish spirit guides can be given to the spirit shamans of the marine and undersea civilisations).

CASTING SPELLS

To cast spells, the spirit shaman must have a drum on which he drums while intoning a ritual song: in this way he evokes the desired power, and so it is impossible for the shaman to cast a spell unnoticed. Otherwise, a spirit shaman follows the same rules and restrictions of memorisation as priests.

All the spells of a certain spell level are revealed to the shaman by his spirit guide once he achieves the appropriate level. Each day, the shaman can memorise any available spell on his list (see Table 4.16), as long as it doesn't exceed the maximum number of daily spells from the cleric's table. Moreover, the spirit shaman's unique spells (described next) cannot be replicated by other spellcasters, unless they are already appear in their spell list.

If the shaman wants to create new spells he must follow the normal divine spellcaster procedure (described in Volume 3), but can only create one at each level, which are in addition to the common spells he normally has access to. The procedure to enchant magic items is exactly the same as all other divine spellcasters, except that he can only make items he can use himself.

TABLE 4.15 – TOTEM POWERS OF THE SPIRIT SHAMAN

D100	Spirit Guide	Bonus	Skill
01-03	Tiger	+1 Strength	Intimidate
04-07	Ibex	+1 Strength	Climb
08-11	Frog	+1 Strength	Jump
12-14	Badger	+1 Strength	Fighting frenzy
15-18	Bull	+1 Strength	Bull rush
19-22	Beaver	+1 Intelligence	Lumberjack
23-25	Otter	+1 Intelligence	Fishing
26-28	Swan	+1 Intelligence	Orientation
29-31	Parrot	+1 Intelligence	Imitate sounds
32-34	Fox	+1 Intelligence	Handwriting
35-37	Owl	+1 Wisdom	Concentration
38-40	Hawk	+1 Wisdom	Observation
41-43	Bat	+1 Wisdom	Listen
44-47	Wolf	+1 Wisdom	Scent
48-51	Lion	+1 Wisdom	Courage
52-55	Snake	+1 Dexterity	Sneak
56-58	Cat	+1 Dexterity	Balance
59-61	Monkey	+1 Dexterity	Acrobatics
62-64	Raven	+1 Dexterity	Alertness
65-68	Mouse	+1 Dexterity	Hide
69-71	Camel	+1 Constitution	Resist heat
72-75	Horse	+1 Constitution	Resistance
76-78	Boar	+1 Constitution	Die hard
79-81	Yak	+1 Constitution	Resist cold
82-84	Bear	+1 Constitution	Endurance
85-87	Eagle	+1 Charisma	Authority
88-91	Chameleon	+1 Charisma	Disguise
92-94	Squirrel	+1 Charisma	Mockery
95-97	Peacock	+1 Charisma	Persuasion
98-00	Nightingale	+1 Charisma	Sing

TABLE 4.16 – LIST OF SPIRIT SHAMAN SPELLS

SPELL LEVEL

1 st level	2 nd level	3 rd level	4 th level	5 th level	6 th level	7 th level
Fascinate animals	<i>Spirit sending</i>	Hold animals* ^D	Anti-animal barrier ^D	Command*	Animate objects	Barrier of Spell Turning ^A
Friendship ^A	<i>Shimmer</i>	<i>Hold spirits</i> *	Sticks to snakes* ^D	<i>Commune with Spirit Lord</i>	Barrier*	Control weather ^A
<i>Detect poison</i>	Bless*	Consecrate*	Rem. blindness/deafness*	<i>Mental confusion</i> *	Control winds ^A	Wish
Locate species	Hold person*	Control temperature ^D	Cure serious wounds*	Create food & water	Converse*	Destruction
Light*	Create fire* ^D	Enlarge animals* ^D	Remove disease*	Create normal animals	Cure critical wounds*	Heal*
Hide tracks ^A	Cure light wounds*	Dispel magic	<i>Summon lesser spirits</i>	Dissolve* ^A	Mental cure*	Earthgrip ^D
Command word	<i>Invisibility to spirits</i>	<i>Summon totem</i>	<i>Fate</i>	Destroy evil	<i>Summon greater spirits</i>	Creeping doom ^D
Weather prediction ^D	Locate object ^A	<i>Silent Move</i>	Elemental immunity	<i>Strength of spirit</i> *	Righteous might	Restoration*
Purify food and water	Speak with animals ^D	Continual light*	Neutralise poison*	Magic resistance	Find the path	Survival
Sanctuary	Elemental resistance	Animal form ^A	Squall of wind ^D	Dream* ^A	Monstrous form ^D	<i>Spirit storm</i>
Remove fear*	<i>Call herd</i>	Oracle	Insect swarm ^D	<i>Sword of fire</i>	Word of recall	Earthquake
Detect danger ^D	<i>Reveal curse</i>	Protection from poison ^D	<i>Thunder drum</i>	<i>Spirit walk</i>	Repel wood ^D	Natural transformation ^D
<i>Trance</i>	Silence	Remove curse*	<i>Vigour</i>	Trueseeing	<i>Spirit trap</i>	Travel

*Reversible spell

New spells (described below)

^AArcane spell (refer to the list of arcane spell in Volume 1)

^DDruidic spell (refer to the list of common druid spells)

Note: all curative spells are one level higher than normal (as in GAZ12) as the source of these powers aren't the Immortals but the Spirit Lords (divine creatures but of lower power than the Immortals).

FIRST LEVEL

DETECT POISON

Range: 10 feet

Area of effect: an object or creature

Duration: 1 turn

Effect: shaman detects poison in things and beings

This spell allows the shaman to detect the presence of any type of poison (alchemical, magical, or natural) present on or in an examined object or creature (he concentrates for a round on the chosen target). The shaman is also able to establish the nature of the poison, its dangerousness, and discover any cure.

TRANCE

Range: 0

Area of effect: 120 feet radius sphere

Duration: 1 round per level

Effect: reveal magical effects or supernatural creatures

The shaman enters a profound trance during which he cannot move, speak, or undertake any other action. The spell reveals the presence of magical or supernatural effects within a 120 feet radius around the shaman. For each round in which the shaman remains in the trance, the presence of any spirit or phantom or curse of magical effect is revealed within the area of effect.

SECOND LEVEL

CALL HERD

Range: 5½ miles

Area of effect: a herd

Duration: 6 turns

Effect: call a herd of normal animals

This spell allows to summon any herd that is within range and that have the same Hit Dice as the shaman (i.e. if he is 3rd level, the animals cannot have more than 3 HD); it can only affect normal, not giant, animals. The shaman can select the type of animal to call, or can simply summon the nearest herd. The animals arrive as soon as possible, but aren't all friendly and flee if attacked or chased. The spell is mainly used to gather animals before a hunt, or to reunite a dispersed herd.

INVISIBILITY TO THE SPIRITS

Range: touch

Area of effect: a creature

Duration: special

Effect: render the target invisible to the spirits

This spell is analogous to the mage's *invisibility*, with the difference that the target is only invisible to beings of the Spirit World, and lasts until the individual attacks or is hit.

REVEAL CURSES

Range: 0

Area of effect: 30 feet radius

Duration: 3 turns

Effect: detect cursed things or people

With this spell the shaman sees a feeble bluish glow around all the cursed people and objects within 30 feet. He also knows the nature of the *curse* and the way in which it is activated, and has a percentage chance equal to double his level (roll the d% below this value) of discovering how the curse can be countered (if a different way other than the *remove curse* spell exists).

SHIMMER

Range: 0

Area of effect: only the shaman

Duration: 1 turn per level

Effect: aura gives +2 to ST and -2 to enemy attacks

This spell surrounds the shaman with a glittering aura, which grants him a +2 bonus to Saving Throws against Death Ray, Paralysis/Petrification, and Spells. Moreover, all the attacks brought against the shaman suffer a -2 penalty to the Attack Roll, until the spell's end.

This spell isn't cumulative, nor is it possible to be cast more than once on the same subject to accumulate the granted bonus.

SPIRIT SENDING

Range: 0

Area of effect: only the shaman

Duration: 6 turns

Effect: the shaman's spirit can travel at 240' per round

The shaman enters a trance and projects his spirit (which moves at 240 feet per round) in the direction of the desired place. The shaman's spirit can pass through solid objects, but not magically protected areas (e.g. with *protection from evil*, magic walls, or *forcefields*). The spirit can see normally (based on the vision allowed in the places it travels through), but cannot speak, hear, or complete any actions that allow interaction with the real world (except to observe). The shaman can however fight or physically interact with the other spirits that are in the vicinity: in this case the spirit has the same Hit Points and Attack Rolls and inflicts the same damage as the shaman in corporeal form. If the spirit is killed in combat, it remain trapped in the Spirit World. The shaman's spirit is only visible to those that make a successful *spirit knowledge* or with *trueseeing*. The other spirits can always see that of the shaman, and can prevent him returning to his body, by capturing his spirit and pulling it into the Spirit World.

At the end of the duration, the spirit immediately returns to the shaman's body. The shaman can also choose to return instantly to his body, but this ends the spell, and if he wishes to return to spirit form he must cast the spell again. While the shaman is in spirit form, his body is vulnerable to; however, the shaman's spirit guide recalls his spirit, when the body is endangered.

THIRD LEVEL

HOLD SPIRITS*

Range: 120 feet

Area of effect: up to 4 spirits

Duration: 3 turns

Effect: analogous to *hold person*, functions on spirits

This spell is analogous to *hold person*, but only affects creatures of the Spirit World, incorporeal undead, and spirits of subjects affected by spells that allow a disembodied spirit to move (like *spirit sending*, *spirit walk*, or *astral body*).

The reverse spell, *free spirits*, frees up to 4 previously held beings of the Spirit World, phantasms, or disembodied spirits (see above).

SILENT MOVE

Range: touch

Area of effect: one creature

Duration: 6 turns

Effect: move in silence and hidden in shadows

The spell allows the beneficiary to *move silently* and *hide in shadows* like a thief of equal level; if it is cast on a thief, it grants a +30% bonus to his scores in these skills.

SUMMON TOTEM

Range: 1 mile per level

Area of effect: an individual's animal totem

Duration: special

Effect: summon an animal totem

This spell allows the cleric to mentally summon an individual's animal totem. To cast the spell, the cleric must know the totem of that person and touch his forehead. Doing this, if the animal is within the spell's radius (decided by the DM based on the surrounding environment), it will immediately feel the insuppressible need to seek out the cleric: the impulse lasts for 1 hour per caster level and the animal moves at maximum speed for this period of time.

When the animal reaches the cleric, the latter can order it to perform a service for him that binds it to him for one day per level. The order must be understandable to a creature with animal intelligence (so nothing too complex), but can have any grade of risk (it can even require the animal to sacrifice itself). For example, he could command a squirrel to nibble a rope or go and take a small item; he could even order it to attack an animal from a squirrel would normally flee, but cannot order it to open a locked chest (as the animal cannot do it).

FOURTH LEVEL

FATE

Range: touch

Area of effect: one creature

Duration: instantaneous

Effect: predict a character's future

After having cast the spell, the cleric is able to predict in a certain measure the near future of a character (within the next 5 years). The prediction will only be made with broad strokes: the place and the time in which the events take place aren't noted and it isn't possible to ask specific questions.

The vision can be decided by the DM (who will have to create a cryptic or not too detailed prophecy), or determined randomly on the following table (roll a d10 three times and consult the result on each column):

TABLE 4.18 – RANDOM VISION OUTCOME OF *FATE*

d10	Subject	d10	Action	d10	Object
1	Battle	1	Wait	1	Victory
2	Foreigner	2	Aid	2	Ruin
3	Treasure	3	Fetch	3	Death
4	Friend	4	Hinder	4	Revenge
5	Enemy	5	Cause	5	Return
6	Beast	6	Avert	6	Fortune
7	Demon	7	Destroy	7	Enemies
8	Spellcaster	8	Lay a Trap	8	Friends
9	Travel	9	Betray	9	Beloved
10	Innocent	10	Protect	10	Honour

For example, a 3-7-10 result would be read as: A treasure will destroy your honour. Unlikely results (like 6-5-9) should be discarded or slightly modified or expanded (in the above example: A beast causes the loss of your beloved).

The DM could use the results obtained as a spur for an adventure or a series of adventures in which the character's predicted destiny is completed. The fate shouldn't however be immutable, but the character should have the opportunity to change it, or could die before the events take place.

No character can simultaneously receive more than one vision of his future: only when the vision has happened, can he receive a new prediction thanks to this spell.

SUMMON LESSER SPIRITS

Range: 120 feet

Area of effect: 3 lesser spirits

Duration: 6 turns

Effect: summon 3 lesser spirits

This spell allows the shaman to summon three lesser spirits (see below for the statistics), whose total HD are equal or less than half the shaman's level (round up). The spirits resemble the shaman's animal totem, but have a humanoid appearance, wearing leather armour and carrying a long sword and a short bow with 20 arrows. Each time that the spell is cast, it always evokes the same spirits, which are bound to the shaman; casting this spell

again while it is already active doesn't summon other spirits, but it prolongs the duration.

The summoned spirits can transform into animals of their own species of large size, but refuse to fight in this form (if attacked they resume their humanoid form). The spirits obey to the best of their ability the shaman's requests: they can transport their summoner and his allies, fight in humanoid form, and so on. They always speak the shaman's language, although with funny cadences derived from their animal nature (e.g. a horse spirit often whinnies or snorts, a bovine spirit moos, etc.)

When it is reduced to 0 Hit Points or less, a spirit returns to the Spirit World and the spell ends; it can be summoned again only after 24 hours. It should be underlined that any magically summoned or created creature doesn't granted xp when defeated unless whoever summoned it is also vanquished.

Here are the statistics of a lesser spirit:

STATISTICS OF A LESSER SPIRIT

Armour Class: 4	Strength: 10+1d6*
Hit Dice: 1-8	Intelligence: 10
Movement: 36 (12)	Wisdom: 12
Attacks: 1 sword or 1 arrow	Dexterity: 10+1d6*
	Constitution: 13
	Charisma: 10

Damage: 1d8 or 1d6

Saving Throws: Fighter 1st-8th

Alignment: Neutral

*The Strength & Dexterity scores always modify Attack and damage rolls, and the creature's base hp.

THUNDER DRUM

Range: touch

Area of effect: a drum

Duration: special

Effect: cause a frightening cacophony within 120 feet

This spell confers to the percussion instrument on which it was cast (usually a drum) the ability to trigger a discordant cacophony when it is played by the cleric; all those (friends and enemies) that are within 10 feet of the cleric aren't however affected by the drum's power. Beyond these 10 feet, the drum's effects are frightful, and can be felt up to 120 feet from the item. All creatures of lower level or HD than the cleric are instantly panicked and forced to flee in terror, per 2d6 rounds. Creatures of equal level (or HD) as the priest can make a Saving Throw vs. Mental Spells to avoid the panic, while the creatures of higher level to that of the cleric (or with better HD) can make the ST with a +2 bonus.

Independent of HD, all the creatures that hear drum roll (except those within 10 feet of the cleric) lose a number of hit points equal to the priest's level (halved with ST vs. Spells). The ability to evoke the cacophonous sound remain in the drum until the cleric uses it for the first time (max 24 hours), or until the spell is dispelled, then the effect vanishes.

VIGOUR

Range: touch

Area of effect: one creature

Duration: 1 turn per level

Effect: increase vigour

The creature that receives this spell gains a +2 bonus to all Saving Throws, 1d10 additional Hit Points, and 1d3 additional Strength points (there is no limit to the achievable score). The extra Hit Points are the first to go when the character suffers damage (the temporary hp aren't subtracted again at the end of the *vigour*, if they are already lost) and cannot be recovered through curative spells once lost. It isn't possible to cast *vigour* more than once on the same subject to accumulate the granted bonus.

FIFTH LEVEL

COMMUNE WITH SPIRIT LORD

Range: 0

Area of effect: only the shaman

Duration: 3 turns

Effect: ask 3 questions

This spell allows the shaman to ask three questions of the omniscient Spirit Lord of his spirit guide. The questions must be asked in such a way that the answer is simply affirmative or negative ("yes" or "no"). The shaman cannot use this spell more than once per month. Once per year, during the *night of the spirits* (described in the GAZ13 calendar), the shaman can ask six questions of the Spirit Lord.

This effect cannot be made permanent.

MENTAL CONFUSION*

Range: 120 feet

Area of effect: 1d6+1 humanoid creatures

Duration: 1 round per level

Effect: confound 1d6+1 humanoid creatures; reverse removes confusion on 1d6+1 humanoid creatures

This spell only affects humans, demihumans, and humanoids; it doesn't function on undead, constructs, or spirits. It affects up to 1d6+1 creatures (chosen by the spellcaster) within 120 feet: each victim must make a ST vs. Mental Spells with a -2 penalty (if cast on a single creature, a -4 penalty is applied to the Saving Throw) or savagely attack any allied creature or character. If there are no allies or friends within 40 feet of the victim, or if they are all killed, the spell ends (for that creature).

The reverse spell, *mental clarity*, annuls the effects of mental confusion on 1d6+1 humanoid creatures within range (the spellcasters can choose which creatures to affect).

SPIRIT WALK

Range: 0

Area of effect: only the shaman

Duration: 1 hour per level

Effect: the shaman enters the Spirit World

Casting this spell (which must happen within a yurt, the typical tent of the Ethengarians), the shaman enters a

trance and can send his spirit into the Spirit World. The spirit begins to ascend the pole that supports the yurt and this allows it to enter the Spirit World; the shaman can remain in that dimension for the spell's duration.

Although the shaman's physical body remains on the Prime Plane, once he is in the Spirit World the shaman has access to all the weapons and equipment that he was wearing previously, and keeps his characteristics (Hit Points, spells, combat skills, etc.)

For every four experience levels (rounded down), the shaman can take another creature with him (for example, a 17th level shaman can take 4 other people with him).

Similar to what happens with *spirit sending*, the shaman's unguarded body is very vulnerable. When the body is threatened (if hurt), the shaman's spirit returns immediately and the spell ends.

This effect cannot be made permanent.

STRENGTH OF SPIRIT*

Range: touch

Area of effect: one creature

Duration: 12 turns

Effect: +4 bonus to all ST; reverse -4 to all ST

This spell grants the individual on whom it is cast a +4 bonus to all Saving Throws.

The reversed form, *weakness of spirit*, penalises all the victim's Saving Throws by 4 points (it isn't allowed any ST to avoid this effect!).

Both forms of this spell cannot be cast more than once on the same subject to accumulate the granted bonus (or penalty).

SWORD OF FIRE

Range: 0

Area of effect: N/A

Duration: 12 turns

Effect: create a sword of fire usable by the shaman

This spell causes a sword of fire to appear in the shaman's hands, which he uses to perform his attacks. The sword is magical, causes 1d8 hp (like a normal sword), has a bonus to Attacks and damage equal to a fifth of the shaman's level (round up, max +5 at 25th), and it is possible to exploit the advantages of weapon mastery with it. The sword ignites inflammable materials causing an additional 1d6 points of damage with each blow and it can also wound spirits and undead. The shaman can make the sword appear and disappear for the spell's (without concentrating, it is enough to want it), when he wants his hands free for other actions (like casting spells).

SIXTH LEVEL

SPIRIT TRAP

Range: touch

Area of effect: a weapon

Duration: permanent

Effect: enchant a weapon to trap an evil spirit, undead, or a demon

This spell must be cast by the shaman on a weapon previously prepared with a special ritual (the cost of the materials is 100 g.p. per level or HD of the trapped creature) that lasts an entire day. Once the spell is cast, the weapon is able to trap within itself an evil spirit of the Spirit World, or an undead or demon, with a number of HD or levels inferior to that of the spellcaster. Every time that the weapon strikes the creature, it must make a ST vs. Spells to avoid being trapped inside it; the weapon automatically traps the creature (body and soul) if it is used to deliver a coup de grace to the being (it must be the weapon enchanted with *spirit trap* that deals the blow that takes the being's hp below zero), and it doesn't benefit from any ST to avoid its fate. If the being is immune to normal weapons, the weapon enchanted with *spirit trap* must be magical and powerful enough to injure it so that the spell has effect.

Once imprisoned, the being cannot escape unless the weapon is destroyed; however, it is possible for the shaman to destroy the weapon with a special ritual that simultaneously annihilates the creature trapped there. This ritual lasts 1 hour per level or HD of the imprisoned being, and the shaman has a chance of success equal to double his level plus his Wisdom score (d% roll); if the attempt fails, the weapon is destroyed and the being freed, automatically reforming its body (with the hp it had when trapped, or with 8 hp if it was killed) 10 feet from the shaman.

SUMMON GREATER SPIRITS

Range: 240 feet

Area of effect: 1 greater spirit

Duration: 12 turns

Effect: summon a greater spirit

This spell allows the shaman to summon a greater animal spirit whose Hit Dice cannot exceed $\frac{2}{3}$ of the shaman's level (minimum 9 HD). The spirit resembles the shaman's animal totem, but has a humanoid appearance, wears banded armour and carries a greatsword and a long bow that fires flaming arrows. The magic bonus of the weapons depends on the spirit's HD:

11-16 = +1; 17-22 = +2; 23-26 = +3; 27-30 = +4.

Each time that the spell is cast, it summons a spirit of a level appropriate to the shaman; casting this spell again while it is already active doesn't summon other spirits, but it prolongs the duration. The spirit obeys the shaman's requests to the best of its ability: it can transport its summoner, fight, and act as a spy or guide, etc. It always speaks the shaman's language correctly,

without funny cadences. The spirit returns to the Spirit World if reduced to 0 Hit Points. It should be underlined that any magically summoned or created creature doesn't granted xp when defeated unless whoever summoned it is also vanquished.

Here are the statistics of a greater spirit:

STATISTICS OF A GREATER SPIRIT

Armour Class: 1	Strength: 11+1d8*
Hit Dice: 9-30	Intelligence: 10
Movement: 54 (21)	Wisdom: 11+1d6
Attacks: 1 sword or 1 arrow	Dexterity: 11+1d8*
	Constitution: 14
Damage: 1d10 or 1d8 +1d4 (fire)	Charisma: 9+1d6
Saving Throws: Fighter 9 th -30 th	
Alignment: Neutral	

*The Strength & Dexterity scores always modify Attack and damage rolls, and the creature's base hp.

SEVENTH LEVEL

SPIRIT STORM

Range: 90 feet

Area of effect: 10' diameter sphere

Duration: instantaneous

Effect: sphere of energy causes 1d6 hp per two levels (max 18d6) to anyone touched, travelling up to 90'

With this spell the shaman creates a storm of spiritual energy in the form of a 10 feet diameter sphere. The sphere is thrown from the shaman's hands and travels a distance of 90 feet before disappearing (not necessarily in a straight line). The storm inflicts 1d6 points of damage per two caster levels (rounded down, max 18d6 hp at 36th level) to all those it touches along its path (the shaman can thus direct it against those he wishes, although the sphere cannot ravel further than 90 feet). Each victim touched can make a ST vs. Spells for half damage.

TALTOS

Prime Requisite: Wisdom and Strength.

Other Requisites: Wisdom and Strength equal to or higher than 12, Charisma and Dexterity equal to or higher than 10.

Hit Dice: 1d6 hp per level up to 9th, plus Constitution modifier. From 10th level, +1 Hit Point per level, Constitution modifier doesn't apply.

XP and Maximum level: The Taltos has the same xp advancement table as the Cleric and can reach 36th level.

Saving Throws: Fighter of equal level.

THAC0: Fighter of equal level.

Permitted armour: Armour of his culture, no shield.

Permitted weapons: Any weapon.

Special Abilities: Cast divine spells (from shaman list, as a shaman of half level), totem powers, spiritual fury, healing touch, cure disease, revives (spiritual trance).

Weapon Mastery: As a dualclass Fighter-Cleric.

Compulsory General Skills: Fighting instinct (bonus), Sixth Sense (bonus), Knowledge of Spirits, Divine magic (shamanic), Religion: Shamanism and any Strength skill.

GENERAL DESCRIPTION

In some cultures, certain babies born with strange marks are considered holy, like an already erupted tooth, webbed finger, unusually coloured eyes or hair, a particular birthmark, or even a sixth digit. According to popular belief, these babies have been touched by the spirits and the Immortals, and will in the future be powerful through the Spirit World that surrounds them, being preselected to serve the cause of good and fight against the evils in the world. The taltos are therefore the champions of good within tribal cultures, the equivalent of paladins, although their relationship with spirituality is very different, and they are born with their powers, as an innate bequest from their Immortal.

The taltos, or the spiritual fighter, is a legendary figure and respected in those civilisations in which religion hasn't been codified and bureaucratized, but that continues to be practised in a free and spontaneous way, often simple, but still full of intense, mysterious rituals. The taltos is usually present in those civilisations still bound to nomadism (like the Ethengarians and the Jennites), which as well as a well defined series of Immortals, also worship the Spirit World, or an animist world that exists in parallel to the real world, in which the spirits of things and animals prosper and watch over humanity. The taltos grows up in a tribal culture centred on the family and on respecting traditions and the ties of relationships: as such he is devoted to his own race and the spirits that, according to legend, gave him the powers that manifested after puberty. The taltos therefore venerates simultaneously both the spirits of the Spirit World, and the so-called greater spirits, or the Immortal protectors of his race, although this devotion isn't at all similar to that of a cleric, but it is simply a profound

respect that the taltos feels the higher powers are due. As such, seeing as he fight in his tribe's name, possessing innate divine powers and paying homage to spirits and Immortals, is able to use any weapon or armour and can call upon the common shaman (see below).

The taltos, a central figure of these tribes, like the spirit shaman is called to be a point of reference for his kind, and must therefore show balance and judiciousness of judgement, to be able to make decisions in accordance with the laws and holy customs of his people. But unlike the spirit shaman, the main task of the taltos isn't guiding and teaching his people, but protecting it from external threats and of always fighting injustice and evil spirits, wherever they are found. The taltos indeed knows that evil spirits exist in the world, and his principal objective is that of eliminating them, to the end of purifying both the real and spiritual worlds, and making it a safe place for his kin.

WEAPONS & ARMOUR

The taltos is daring and courageous fighter, although he doesn't have the physical resistance and presence of true fighters, and can therefore use any armour typical of his civilisation, and can never use a shield, as this impedes his movements and prevents him from casting spells correctly.

Moreover, the taltos, being used to fighting the adversities of life since birth and doesn't have religious obligations to a particular Immortal, doesn't have any limitations on the weapons he can use, although he always prefers to master a typical weapon of his culture.

SPIRITS HONOURED BY THE TALTOS

Unlike the spirit shaman, who only venerates and recognises the being of the Spirit World, the taltos honours a larger range of "spirits". Initially, he venerates the spirits of nature, belonging to the Spirit World, like a shaman does, believing the everything, living or not, has a spirit that guides it and protects it in the real world. It is by virtue of his special bond with these spirits, the taltos feels that it is his duty to protect the living from those beings that instead tend to bring destruction and suffering both in the real and spiritual worlds.

In second place, the taltos venerates the spirits of his ancestors, who according to his beliefs are now part of the Spirit World, incarnated as animal spirits, and that guide the actions of their descendents, watching over them from on high and judging their actions. It is based on the judgements given by his ancestors that he decides the fate of a mortal's soul, or if it is worthy of becoming part of the Spirit World along with the ancestors, or should be reincarnated again into the mortal world, to redress his sins until the ancestors are satisfied. It therefore becomes very important for the taltos to know well the traditions and legends of his tribe, so that he is able to pay homage to all his illustrious ancestors and of following their example, described in the ballads and ancient rituals.

Finally, the taltos also recognises the existence of the so-called divine spirits, or the creatures with immense powers that govern both the real and spiritual worlds. In the first case it is the real Immortals, known by the different cultures with different names and tasks, but all venerated with reverence and fear because of their wilder aspects. In the second case instead, it is the Spirit Lords, the spiritual version of the Immortals, or spirits of such incredible power that they are by now immortal, that watch over the Spirit World in the same as the Immortals of Mystara. The taltos pays homage to all these greater spirits, without however favouring a particular one, or having to submit to the obligations imposed by the different faiths (as instead happens to true priests), and as such obtains the favours of all, but remain free to act freely and use the tools most suited to the fight against evil.

POWERS OF THE TALOTOS

The taltos has a spirit guide, which accompanies him wherever he goes since his birth, and that gives him various *totem powers* (a free general skill and a bonus to a general characteristic), as happens with the; unlike the latter however, the taltos isn't able to see or speak with his spirit, except when in a state of trance or projecting his own soul out of his body (with the *revules* or the appropriate spells), although he can feel its presence thanks to the *Sixth Sense* skill. To randomly determine the taltos's type of spirit guide, the player must roll 1d100 on Table 4.17 during character creation, and see what type of power is associated with his spirit guide. The list isn't exhaustive, and the DM can enlarge it and add other types of animals with related bonuses, without however exaggerating the granted powers (fish are excluded from the list, as they cannot survive out of water; however it is permissible to give a fish spirit guide to those taltos among the marine and undersea civilisations).

As well as these, the taltos exhibits some surprising thaumaturgical powers, like the *healing touch*, which allows the creature touched to recover an amount of Hit Points equal to the taltos's level. This power can only be used once per day, permitting the healing of any wound (the character can also use it on himself), and while using it taltos cannot do anything else and concentrates for a round. Beginning from 7^o level, the taltos can also *remove disease*, always through the laying on of hands: this power, identical to the third level divine spell of the same name, can cure any disease, and can only be used once per week (even on himself).

Because of his particular determination in wanting to face and defeat the evil spirits, the taltos has a *spiritual fury* that gives him a +2 bonus to all his Attacks and damage when fighting against undead, demons (evil creatures from the outer planes devoted to Entropy), and evil spirits (beings of the Spirit World devoted to evil and chaos, or the spiritual counterpart of the undead), although this bonus doesn't make the weapon used

magical. Moreover, when fighting against a creature of one of the above categories and obtaining a natural "20" on his Attack Roll, he always inflicts double damage, as it is charged with an extraordinary power, reliving the heroic deeds of his ancestors, at the moment he struck the blow.

The taltos also has the power to *cast divine spells*, selecting from the same spell list as the spirit shaman (see Table 4.18), as if he was a divine spellcaster of a level equal to half his real level (e.g. a 10th level taltos casts spells as a 5th level spirit shaman). To cast a spell it is necessary for the taltos to concentrate on the desired effect and intone a mystical chant, often different from one taltos to another, seeing as it is a very personal method to evoke innate magical energy. Moreover, as for the spirit shaman, all the spells of a specific spell level are revealed to the taltos by his spirit guide once he has reached the correct level. The taltos can daily memorise any available spell on his list, as long as he doesn't exceed the maximum number of daily castable spells as seen on the cleric's table.

If the taltos wants to create new spells he must follow the normal procedures for divine spellcasters (described in Volume 3), but can only create one per spell level learnt, which is in addition to the common spells he normally has access to. The procedure to enchant magic items is exactly the same as all other divine spellcasters, except that the taltos is limited to only produce items that he can use himself and can only begin to enchant magic items from 18th level.

Finally, the greatest power that the bond with his animal spirit grants to the taltos is the so-called *revules*, or a self-induced spiritual trance into which the taltos falls when he wants to make maximum use of his soul. To enter into the *revules*, the taltos, must have ingested a hallucinogenic substance, begin to dance and sing, usually accompanied by the beat of a drum (played by himself or someone else), and continue this frantic dance for 2d4 rounds, during which he is totally unaware of things happening around him, and cannot notice or do anything else, unless he is injured, in which case the *revules* attempt immediately fails. If however the dance is brought to an end, then the *revules* is attained, and in this state of excitation, the taltos is invaded and possessed by the essence of the venerated spirits and Immortals, and can use various powers (cumulative) based on his experience level (see below). The *revules* can be used daily a number of times equal to one third the taltos's level (rounded down), and the duration of the powers granted via the trance varies according to the type of desired effect. Every time that he enters into the *revules*, the taltos can choose to activate one of the powers available to him based on his level, as shown in the list below:

2nd level – *Turn undead* (Duration: special): the taltos is able to aid a priest in his attempt to turn undead after preparing himself with the *revules*, or of acting alone to

make the same attempt. Once the revules ends, the taltos can use this power once within the next hour, either to attempt to turn the undead himself as a cleric of equal level, or to aid another priest in this task, giving in this case a +2 bonus to each of the priest's dice rolls; if the attempt isn't made within an hour, the holy power that surrounds the taltos leaves him without further effect. While trying to turn undead (directly or indirectly), the taltos must dance and shout for an entire round, waving his weapon at undead that he wants to affect, and then make the check normally. It isn't possible to accumulate this power, or enter another trance to obtain it again, until it is used.

5th level – *Speak with ancestors* (Duration: 1 turn): thanks to this power, at the end of the revules the taltos enters a profound trance, during which he remains immobile and stiff, like a corpse, although his heartbeat is perceptible and his eyes move spasmodically under his eyelids. This trance lasts per 1 turn, during which his spirit contacts those of his ancestors and can ask them a question, to which the ancestors can respond affirmatively or negatively (with “yes” or “no”). The question must only be about events that happened during the his ancestors' life, as they cannot reveal other knowledge, or be expressed as questions of moral approval regarding a determined behaviour on the part of the taltos. As long as the taltos remains in the trance, he is unaware of what is occurring around him, although he becomes aware if injured.

8th level – *Spiritual body* (Duration: 6 turns): with this power, the taltos can separate his spirit from his body, to travel at incredible speed and see other spirits, as if using the *spirit sending spell* (2nd level shaman spell).

12th level – *Animal transformation* (Duration: 1 turn per level): at the end of the revules, the taltos's body undergoes a profound transformation, and he becomes able to assume the form of his totem animal. While in animal form, the taltos cannot cast spells or use magic items (although the effects of previously cast spells continue to affect him), and can only speak the animal tongue. Once transformed, the character acquires all of the animal's physical characteristics (like sharp eyesight, hearing, or smell, flight ability, the chance of camouflaging himself or digging, the creature's natural attacks, etc.), including its Armour Class and movement rate. However, the taltos's Attack Rolls (THAC0), physical and mental characteristics (which modify AC and Attacks as normal), and Hit Points remain unaltered. At the moment of the transformation, all his equipment (clothes and items) are absorbed into his new form, and so he cannot use them or enjoy their benefits (e.g. a +4 ring of protection doesn't have any effect on the taltos's ST or AC while in animal form). While transformed, only a *trueseeing* spell or a *Spirit knowledge* check can show the taltos's true form, who can assume his normal form at any moment (which takes a round), thus ending the power.

TALTOS AS A HOLY CHAMPION (OPTIONAL)

If the DM allows it, it is possible for a fighter that belongs to a culture in which there are animist practices and either the spirits or ancestors are revered to obtain the status of Taltos, as long as he meets the minimum requisites of the role. In this case it is only possible to assume the role of Taltos after an investiture by a spirit shaman, who after having identified the specific spirit bound to the character evokes it and makes it able to imbue the power of the ancestors and Immortals in to the fighter, allowing him to become a true Taltos. A Fighter can become a Taltos with this ceremony beginning from 12th level, and from that moment gains all the base powers of the class, although he no longer gains the classic Fighter combat options and is considered a dualclassed cleric-fighter in regards to weapon mastery progression, but in compensation acquires the typical powers of the taltos of the adjusted level (see previous paragraph). The powers bound to the revules are however acquired at a maximum of one per level (e.g. a Fighter becomes a Taltos at 12th level begins with the ability to turn undead with the revules, then at 13th can speak with his ancestors, at 14th he gets spiritual body, and at 15th animal transformation).

Regarding the ability to cast spells as a spirit shaman (see Table 4.16), only a Taltos with appropriate Wisdom (11 or higher, see Holy Champion) can do so. He is considered a 1st level shaman from the moment he is consecrated, and then “earns” a new shaman level per two fighter levels (rounded down, max lvl. 13th). The taltos in this case can also research new spells and once he achieves 9th level as a shaman can create magic items (following the same rules described in Volume 3).

APPENDIX 1

ALPHABETICAL LIST OF DIVINE SPELLS

Below, listed in alphabetical order, are all the 350 divine spells mentioned in this manual. In the first column is the spell name, in the second its level, and in the third column the Class in which the spell's description appears, abbreviated thus: B = Bard, SC = Specialist Cleric (see List of New Divine Spellcasters), D = Druid, M = Min Master, RM = Runic Magic, ShS = Shadow Shaman, SpS = Spirit shaman. If no Class is given, the spell belongs to common list of Clerics. The *spells listed in italics* are the reverse versions of the corresponding reversible spell, marked by an asterisk (*).

A

<i>Spell Name</i>	<i>Lvl</i>	<i>Class</i>
Alter writing	1	SC
<i>Anathema</i>	2	
Animal servant	1	D
Animate dead	4	
Animate objects	6	
Anti-animal barrier	4	D
Anti-insect barrier	2	D
Anti-magic melody	4	B
Anti-plant barrier	3	D
Arboreal bond	7	D
Arboreal Form	7	D
Arrest the red curse	3	SC
Atruaghin's Favour	5	SC
Aura of unpredictability	6	SC
Authority	3	SC

B

<i>Spell Name</i>	<i>Lvl</i>	<i>Class</i>
<i>Bad luck</i>	3	SC
<i>Banish</i>	6	
Barrier to the living*	7	
<i>Barrier to the undead</i>	7	
Barrier*	6	
Battle hymn	3	B
Bleeding wound	1	SC
Bless rune	1	RM
Bless*	2	
<i>Blindness/deafness</i>	3	
Blood thirst	3	SC
Boiling blood	2	SC
Bone armour	2	SC
Bravery	3	SC
Breath of life*	7	
<i>Burning</i>	5	-

C

<i>Spell Name</i>	<i>Lvl</i>	<i>Class</i>
Call animal	3	D
Call herd	2	SpS
Call lightning	3	D
Call upon souls	5	ShS
Calm emotions	3	SC
Capture the soul	4	SC
<i>Cause stun</i>	2	
Ceremony	1	SC/M/ShS
Champion's strength	5	SC
Circle of healing	5	
Circle of prot. from evil	3	
Claws of the demon	1	SC

Command word	1	
Command*	5	
Commune	5	
Commune with nature	5	D
Commune with spirit lord	5	SpS
Confusing harmony	2	B
Consecrate*	3	
Control destiny	6	ShS
Control temperature	3	D
Control totem	6	SC
Converse*	6	
Cornucopia	3	SC
Create fiery beast	5	SC
Create fire*	2	D
Create food & water	5	
Create ice zombies	5	SC
Create normal animals	5	
<i>Create poison</i>	4	
Create ravenous dead	5	SC
Creeping doom	7	D
Curative power	2	SC
Cure critical wounds*	5	
Cure light wounds*	1	
Cure serious wounds*	3	
Curse of silver	2	SC

D

<i>Spell Name</i>	<i>Lvl</i>	<i>Class</i>
Damage resistance	4	
Dark path of Thanatos	7	SC
<i>Darkness</i>	1	
<i>Deadly breath</i>	7	
Demonshape	7	SC
<i>Desecrate</i>	3	
Destruction	7	
Detect alignment*	2	
Detect danger	1	D
Detect evil	2	
Detect lies	1	
Detect magic	1	
Detect poison	1	SpS
Detect totem	1	SC
<i>Devour flame</i>	2	D
Discharge soul power	7	ShS
Dispel evil	5	
<i>Dispel fog</i>	2	D
Dispel magic	3	
Divination	4	
Divine aid	1	
Divine blessing*	7	
<i>Divine curse</i>	7	

Divine ray	4	
Divine wrath	7	
Draconic aura	5	SC
Dragon scales	3	SC
Dragon shield	5	SC

E

<i>Spell Name</i>	<i>Lvl</i>	<i>Class</i>
Eagle Eyes	6	SC
Earthgrip	7	D
Earthquake	7	
Eclipse	7	SC
Elemental cure*	5	
Elemental immunity	4	
Elemental resistance	2	
Enchant weapon	4	
Enchanted standard	6	SC
Enlarge animal*	3	D
Entropic arrows	5	SC
Entropic shield	6	SC
Entropic sphere	3	SC
Eternal rest	5	SC
Exceptional skill	4	
Eyes of the Beholder	7	SC

F

<i>Spell Name</i>	<i>Lvl</i>	<i>Class</i>
Faerie fire	1	D
Fascinate animals	1	
Fascination	3	SC
Fate	4	SC/SpS
Find the path	6	
Find traps	2	
<i>Finger of death</i>	5	
Fire bow	3	SC
Fire gate	5	SC
Fist of Thor	2	SC
Flaming liquid	2	SC
<i>Flat calm</i>	7	SC
Forbiddance	6	
Force of will	3	
<i>Forgetfulness</i>	2	SC
<i>Free animal</i>	3	D
<i>Free person</i>	2	
<i>Free spirit</i>	3	SpS
Freedom of movement	4	
<i>Freezing</i>	5	

G

<i>Spell Name</i>	<i>Lvl</i>	<i>Class</i>
Genealogy	1	SC
Glyph of interdiction	3	

Goodberry	1	D
Grim reaper	3	SC
Guardian seal	5	SC
Guardian tree	6	D

H

Spell Name	Lvl	Class
Hammer of Thor	6	SC
Hand of Atzanteotl	3	SC
<i>Harm</i>	6	
Harmony of the seasons	5	B
Hate	3	SC
Heal*	6	
Heat metal	2	D
Heatstroke	4	SC
Heroes' coming	6	
Heroes' feast	6	
Hold animal*	3	D
Hold person*	2	
Hold spirit*	3	SpS
Holy armour	1	
Holy power	6	
Holy weapon	2	
Holy word	7	
Honesty	3	SC
Hunting paint	2	SC
Hymn of life	6	B
Hypothermia	4	SC

I

Spell Name	Lvl	Class
Immunity to spells	4	
Impassable defence	4	SC
<i>Inflict critical wounds</i>	5	
<i>Inflict disease</i>	3	
<i>Inflict light wounds</i>	1	
<i>Inflict serious wounds</i>	3	
Insatiable hunger	4	SC
Inscribe rune	3	RM
Insect swarm	4	D
Interdiction of the tomb	7	SC
Interpret rune	3	RM
Invigorating glyph	1	SC
Invisibility to spirits	2	SpS

K

Spell Name	Lvl	Class
Kiss of the night	4	SC
Kiss of Valerias	2	SC
Know rune	2	RM

L

Spell Name	Lvl	Class
Lacerating spines	6	D
Lethal arrow of Mealiden	4	SC
<i>Life drain</i>	6	
Life protection	4	
Life status	1	SC
Light*	1	
Locate totem	2	SC
Locate water	1	SC
Lord of the storm	7	SC

Loving idyll	3	SC
Luck	7	
Luminosity	1	D
Lycanthropy	4	SC

M

Spell Name	Lvl	Class
<i>Madness</i>	5	
Magic resistance	5	
Mantle of Shadow	4	SC
Marine fury*	7	SC
Marine vortex	2	SC
Meld into stone	3	SC
Melody of requiem	4	SC
<i>Melting</i>	5	
Memory Seal*	2	SC
<i>Mental clarity</i>	5	SpS
Mental confusion*	5	SpS
Mental cure*	5	
Mighty blow	5	SC
Minor luck*	3	SC
Miraculous seeds	7	D
Monstrous form	6	D
Move sand	3	SC
<i>Mumble</i>	6	
Mystic circle	4	

N

Spell Name	Lvl	Class
Natural transformation	7	D
Neutralise poison*	4	-

O

Spell Name	Lvl	Class
<i>Obliterate</i>	7	
<i>Obscure alignment</i>	2	
Obscure*	2	D
Offensive impulse	1	SC
Oracle	3	

P

Spell Name	Lvl	Class
Paralysing touch	1	
Paralysis	4	
<i>Pardon</i>	5	
Pass plant	4	D
Plant door	4	D
Plant fist	7	M
Plant form	5	D
Poetic inspiration	2	SC
Poison resistance	2	
Power of the rainbow	5	D
Programmed cure	4	
Protection from evil	1	
Protection from poison	3	D
Purify food & water	1	
Purifying zone*	5	
Purity of spirit	4	SC
<i>Putrifying zone</i>	5	

R

Spell Name	Lvl	Class
Rage	2	SC
Rainbow path	6	SC
Ravaging creepers	6	D
Regeneration*	6	
Reinvigorating soup	2	D
Rem. blindness/deafness*	3	
<i>Remove barrier</i>	6	
Remove disease*	3	
Remove fear*	1	
Remove stun*	2	
Repair	2	
Repel lightning	3	D
<i>Repel lycanthropes</i>	4	SC
Repel metal	7	D
Repel stone	5	D
Repel wood	6	D
Restoration*	6	
Restorative sleep	2	
Resurrection*	5	
Reveal curses	2	SpS
Righteous might	6	
Rocks to spiders*	4	SC

S

Spell Name	Lvl	Class
Sacred aura	1	
Sacred breath	4	SC
Sacred seal	7	
Sacrilegious influence	4	SC
Sanctuary	1	
Sand storm	4	SC
Scourge of evil	4	SC
Seasons of life	5	D
Seaweed into snakes*	4	SC
Shadow aura	2	SC
Shadow door	2	SC
Shadow trap	1	SC
Shape coral	2	SC
Shape wood	2	D
Shield of faith	2	
Shimmer	2	SpS
Shout	6	M
<i>Shrink animal</i>	3	
Silence	2	
Silent move	3	SpS
Skin of amber	5	SC
Slow time	3	SC
<i>Snakes to seaweed</i>	4	SC
<i>Snakes to sticks</i>	4	
Snow storm	3	D
Song of the wake	1	B
Song of triumph	7	B
Speak with animals	2	D
Speak with dead	3	
Speak with plants	4	D
Spear of thorns	1	D
Spell acceleration	6	SC
<i>Spell of parrying</i>	3	
<i>Spell of striking*</i>	3	

Sphere of security	7	SC
<i>Spiders to rocks</i>	4	SC
Spidershape	3	SC
Spirit sending	2	SpS
Spirit storm	7	SpS
Spirit trap	6	SpS
Spirit walk	5	SpS
Spiritual bond	5	SC
Squall of wind	4	D
Sticks to flying vipers*	4	SC
Sticks to snakes*	4	D
Strength of spirit*	5	SpS
Summon greater spirits	6	SpS
Summon horned skull	5	SC
Summon lesser spirits	4	SpS
Summon lycanthrope*	4	SC
Summon planar ally*	6	
Summon skinner	5	SC
Summon totem	3	SC/SpS
Summon whirlwind	3	SC
Sun stone	7	SC
Sunbeam	2	SC
Sunburst	7	D
Sure step	2	
Survival	7	
Swap spells	2	SC
Sword of fire	5	SpS

T

<i>Spell Name</i>	<i>Lvl</i>	<i>Class</i>
Technomancy	4	SC
Temporal barrier	7	SC
<i>Terrify</i>	1	
Thaumaturgical circle	3	SC
Thief skills*	3	SC
<i>Thieves' lament</i>	3	SC
Thunder bow	4	SC
Thunder drum	4	SC/SpS
Time trap	2	SC
Timeshift	6	SC
Totemic bond	3	SC
Trance	1	SpS
Transcend life force	7	ShS
Transmute plants	4	D
Transport via plants	6	D
Travel	7	
True resurrection*	7	
Trueseeing	5	
Trusting wait	5	SC

U

<i>Spell Name</i>	<i>Lvl</i>	<i>Class</i>
Unclean touch	5	SC
Undead plague	6	SC
Universal harmony	7	D

V

<i>Spell Name</i>	<i>Lvl</i>	<i>Class</i>
Vengeance	6	SC
Victory	7	SC
Vigour	4	SpS
<i>Vipers to sticks</i>	4	SC

W

<i>Spell Name</i>	<i>Lvl</i>	<i>Class</i>
Wail of the banshee	3	SC
Walk on lava	4	ShS
Wall of thorns	4	D
War cry	4	SC
War paint	3	SC
Warp wood	2	D
<i>Weakness of spirit</i>	5	SpS
Weather prediction	1	D
Weresnakeform	5	SC
Wish	7	
<i>Wither</i>	6	
Wizardry	7	
Word of recall	6	

APPENDIX 2

LIST OF DIVINE SPELLS BY LEVEL

Below are all the divine spells mentioned in this manual, divided by spell level. In the first column is the spell's number, in the second the spell's name, and in the third is the Class(es) in which the spell is described, abbreviated as: SC = Specialist Cleric (see List of the New Divine Spellcasters), D = Druid, M = Hin Master, RM = Runic Magic, ShS = Shadow Shaman, SpS = Spirit Shaman. Where no other Class is indicated, the spell belongs to the list of common Cleric spells. The *spells listed in italics* are the reverse versions of the corresponding reversible spells, marked by an asterisk (*). Afterwards there are also separate lists of the spells that are exclusive to some Classes of divine spellcasters.

Nº	First Level	Class
1	Alter writing	SC
2	Animal servant	D
3	Bleeding wound	SC
4	Bless rune	RM
5	Ceremony	SC/M/ShS
6	Claws of the demon	SC
7	Command word	
8	Cure light wounds*	
9	<i>Darkness</i>	
10	Detect danger	D
11	Detect lies	
12	Detect magic	
13	Detect poison	SpS
14	Detect totem	SC
15	Divine aid	
16	Faerie fire	D
17	Fascinate animals	
18	Genealogy	SC
19	Goodberry	D
20	Holy armour	
21	<i>Infllict light wounds</i>	
22	Invigorating glyph	SC
23	Life status	SC
24	Light*	
25	Locate water	SC
26	Luminosity	D
27	Offensive impulse	SC
28	Paralysing touch	
29	Protection from evil	
30	Purify food & water	
31	Remove fear*	
32	Sacred aura	
33	Sanctuary	
34	Shadow trap	SC
35	Spear of thorns	D
36	<i>Terrify</i>	
37	Trance	SpS
38	Weather prediction	D

Nº	Second Level	Class
1	<i>Anathema</i>	
2	Anti-insect barrier	D
3	Bless*	

4	Boiling blood	SC
5	Bone armour	SC
6	Call herd	SpS
7	<i>Cause stun</i>	
8	Create fire*	D
9	Curative power	SC
10	Curse of silver	SC
11	Detect alignment*	
12	Detect evil	
13	<i>Devour flame</i>	D
14	<i>Dispel fog</i>	D
15	Elemental resistance	
16	Find traps	
17	Fist of Thor	SC
18	Flaming liquid	SC
19	<i>Forgetfulness</i>	SC
20	<i>Free person</i>	
21	Heat metal	D
22	Hold person*	
23	Holy weapon	
24	Hunting paint	SC
25	Invisibility to spirits	SpS
26	Kiss of Valerias	SC
27	Know rune	RM
28	Locate totem	SC
29	Marine vortex	SC
30	Memory seal*	SC
31	<i>Obscure alignment</i>	
32	Obscure*	D
33	Poetic inspiration	SC
34	Poison resistance	
35	Rage	SC
36	Reinvigorating soup	D
37	Remove Stun*	
38	Restorative sleep	
39	Reveal curses	SpS
40	Shadow aura	SC
41	Shadow door	SC
42	Shape coral	SC
43	Shape wood	D
44	Shield of faith	
45	Shimmer	SpS
46	Silence	
47	Speak with animals	D
48	Spirit sending	SpS

49	Sunbeam	SC
50	Sure step	
51	Swap spells	SC
52	Time trap	SC
53	Warp wood	D

Nº	Third Level	Class
1	Anti-plant barrier	D
2	Arrest the red curse	SC
3	Authority	SC
4	<i>Bad luck</i>	SC
5	<i>Blindness/deafness</i>	
6	Blood thirst	SC
7	Bravery	SC
8	Call animal	D
9	Call lightning	D
10	Calm emotions	SC
11	Circle of Prot. from evil	
12	Consecrate*	
13	Control temperature	D
14	Cornucopia	SC
15	Cure serious wounds*	
16	<i>Desecrate</i>	
17	Dispel magic	
18	Dragon scales	SC
19	Enlarge animal*	D
20	Entropic sphere	SC
21	Fascination	SC
22	Fire bow	SC
23	Force of will	
24	<i>Free animal</i>	D
25	<i>Free spirit</i>	SpS
26	Glyph of interdiction	
27	Grim reaper	SC
28	Hand of Atzanteotl	SC
29	Hate	SC
30	Hold animal*	D
31	Hold spirit*	SpS
32	Honesty	SC
33	<i>Infllict disease</i>	
34	<i>Infllict serious wounds</i>	
35	Inscribe rune	RM
36	Interpret rune	RM
37	Loving idyll	SC
38	Meld into stone	SC
39	Minor luck*	SC
40	Move sand	SC
41	Oracle	

42	Protection from poison	D
43	Rem. blindness/deafness*	
44	Remove disease*	
45	Repel lightning	D
46	<i>Shrink animal</i>	D
47	Silent move	SpS
48	Slow time	SC
49	Snow storm	D
50	Speak with dead	
51	<i>Spell of parrying</i>	
52	Spell of striking*	
53	Spidershape	SC
54	Summon shadows	SC
55	Summon totem	SC/SpS
56	Summon whirlwind	SC
57	Thaumaturgical circle	SC
58	Thief skills*	SC
59	<i>Thieves' lament</i>	SC
60	Totemic bond	SC
61	Wail of the banshee	SC
62	War paint	SC

Nº	Fourth Level	Class
1	Animate dead	
2	Anti-animal barrier	D
3	Capture the soul	SC
4	<i>Create poison</i>	
5	Damage resistance	
6	Divination	
7	Divine ray	
8	Elemental immunity	
9	Enchanted weapon	
10	Exceptional skill	
11	Fate	SC/SpS
12	Freedom of movement	
13	Heatstroke	SC
14	Hypothermia	SC
15	Immunity to spells	
16	Impassable defence	SC
17	Insatiable hunger	SC
18	Insect swarm	D
19	Kiss of the night	SC
20	Lethal arrow of Mealiden	SC
21	Life protection	
22	Lycanthropy	SC
23	Mantle of Shadow	SC
24	Melody of requiem	SC
25	Mystic circle	
26	Neutralise poison*	
27	Paralysis	
28	Pass plant	D
29	Plant door	D
30	Programmed cure	
31	Purity of spirit	SC
32	<i>Repel lycanthropes</i>	SC
33	Rocks to spiders*	SC
34	Sacred breath	SC

35	Sacrilegious influence	SC
36	Sand storm	SC
37	Scourge of evil	SC
38	Seaweed to snakes*	SC
39	<i>Snakes to seaweed</i>	SC
40	<i>Snakes to sticks</i>	D
41	Speak with plants	D
42	<i>Spiders to rocks</i>	SC
43	Squall of wind	D
44	Sticks to flying vipers*	SC
45	Sticks to snakes*	D
46	Summon lesser spirits	SpS
47	Summon lycanthrope*	SC
48	Technomancy	SC
49	Thunder bow	SC
50	Thunder drum	SC/SpS
51	Transmute plants	D
52	Vigour	SpS
53	<i>Vipers to sticks</i>	SC
54	Walk on lava	ShS
55	Wall of thorns	D
56	War cry	SC

Nº	Fifth Level	Class
1	Atruaghin's Favour	SC
2	<i>Burning</i>	
3	Call upon souls	D
4	Champion's strength	
5	Circle of healing	
6	Command*	
7	Commune	
8	Commune with nature	D
9	Commune with spirit lord	SpS
10	Create fiery beast	SC
11	Create food & water	
12	Create ice zombies	SC
13	Create normal animals	
14	Create ravenous dead	SC
15	Cure critical wounds*	
16	Dispel evil	
17	Draconic aura	SC
18	Dragon shield	SC
19	Elemental cure*	
20	Entropic arrows	SC
21	Eternal rest	SC
22	<i>Finger of death</i>	
23	Fire gate	SC
24	<i>Freezing</i>	
25	Guardian seal	SC
26	<i>Inflict critical wounds</i>	
27	<i>Madness</i>	
28	Magic resistance	
29	<i>Melting</i>	
30	<i>Mental clarity</i>	SpS
31	Mental confusion *	SpS

32	Mental Cure*	
33	Mighty blow	SC
34	<i>Pardon</i>	
35	Plant form	D
36	Power of the rainbow	D
37	Purifying zone*	
38	<i>Putrifying zone</i>	
39	Repel stone	D
40	Resurrection*	
41	Seasons of life	D
42	Skin of amber	SC
43	Spirit walk	SpS
44	Spiritual bond	SC
45	Strength of spirit*	SpS
46	Summon horned skull	SC
47	Summon skinner	SC
48	Sword of fire	SpS
49	Trueseeing	
50	Trusting wait	SC
51	Unclean touch	SC
52	<i>Weakness of spirit</i>	SpS
53	Weresnakeform	SC

Nº	Sixth Level	Class
1	Animate objects	
2	Aura of unpredictability	SC
3	<i>Banish</i>	
4	Barrier*	
5	Control destiny	ShS
6	Control totem	SC
7	Converse*	
8	Eagle eyes	SC
9	Enchanted standard	SC
10	Entropic shield	SC
11	Find the path	
12	Forbiddance	
13	Guardian tree	D
14	Hammer of Thor	SC
15	<i>Harm</i>	
16	Heal*	
17	Heroes' coming	
18	Heroes' feast	
19	Holy power	
20	Lacerating spines	D
21	<i>Life drain</i>	
22	Monstrous form	D
23	<i>Mumble</i>	
24	Rainbow path	SC
25	Ravaging creepers	D
26	Regeneration*	
27	<i>Remove barrier</i>	
28	Repel wood	D
29	Restoration*	
30	Righteous might	
31	Shout	M

32	Spell acceleration	SC
33	Spirit trap	SpS
34	Summon greater spirits	SpS
35	Summon planar ally*	
36	Timeshift	SC
37	Transport via plants	D
38	Undead plague	SC
39	Vengeance	SC
40	<i>Wither</i>	
41	Word of recall	

Nº	Seventh Level	Class
1	Arboreal bond	D
2	Arboreal Form	D
3	Barrier to the living*	
4	<i>Barrier to the undead</i>	
5	Breath of life*	
6	Creeping doom	D
7	Dark path of Thanatos	SC

BARD SPELLS

Lvl	Spell Name
1	Song of the wake
2	Confusing harmony
3	Battle hymn
4	Anti-magic melody
5	Harmony of the seasons
6	Hymn of life
7	Song of triumph

DRUID SPELLS

Nº	First Level
1	Animal servant
2	Detect danger
3	Faerie fire
4	Goodberry
5	Luminosity
6	Spear of thorns
7	Weather prediction

Nº	Second Level
1	Anti-insect barrier
2	Create fire*
3	<i>Devour flame</i>
4	<i>Dispel fog</i>
5	Heat metal
6	Obscure*
7	Reinvigorating soup
8	Shape wood
9	Speak with animals
10	Warp wood

Nº	Third Level
1	Anti-plant barrier
2	Call animal
3	Call lightning
4	Control temperature

8	<i>Deadly breath</i>	
9	Demonshape	SC
10	Destruction	
11	Discharge soul power	ShS
12	Divine blessing*	
13	<i>Divine curse</i>	
14	Divine wrath	
15	Earthgrip	D
16	Earthquake	
17	Eclipse	SC
18	Eyes of the beholder	SC
19	<i>Flat calm</i>	SC
20	Holy word	
21	Interdiction of the tomb	SC
22	Lord of the storm	SC
23	Luck	
24	Marine fury*	SC
25	Miraculous seeds	D
26	Natural transformation	D
27	<i>Obliterate</i>	

5	Enlarge animal*
6	<i>Free animal</i>
7	Hold animal*
8	Protection from poison
9	Repel lightning
10	<i>Shrink animal</i>
11	Snow storm

Nº	Fourth Level
1	Insect swarm
2	Magnetic barrier
3	Pass plant
4	Plant door
5	<i>Snakes to sticks</i>
6	Speak with plants
7	Squall of wind
8	Sticks to snakes*
9	Transmute plants
10	Wall of thorns

Nº	Fifth Level
1	Commune with nature
2	Plant form
3	Power of the rainbow
4	Repel stone
5	Seasons of life

Nº	Sixth Level
1	Guardian tree
3	Lacerating spines
3	Monstrous form
4	Ravaging creepers
5	Repel wood
6	Transport via plants

Nº	Seventh Level
1	Arboreal bond
2	Arboreal Form

28	Plant fist	M
29	Repel metal	D
30	Sacred seal	
31	Sphere of security	SC
32	Spirit storm	SpS
33	Sun stone	SC
34	Sunburst	D
35	Survival	
36	Temporal barrier	SC
37	Transcend life force	ShS
38	Travel	
39	True resurrection*	
40	Universal harmony	D
41	Victory	SC
42	Wish	
43	Wizardry	

3	Creeping doom
4	Earthgrip
5	Miraculous seeds
6	Natural transformation
7	Repel metal
8	Sunburst
9	Universal harmony

HIN MASTER SPELLS

Lvl	Spell Name
1	Ceremony
6	Shout
7	Plant fist

SHADOW SHAMAN SPELLS

Lvl	Spell Name
1	Ceremony
4	Walk on lava
5	Call upon souls
6	Control destiny
7	Discharge soul power
7	Transcend life force

SPIRIT SHAMAN SPELLS

Lvl	Spell Name
1	Detect poison
1	Trance
2	Call herd
2	Invisibility to spirits
2	Reveal curses
2	Shimmer
2	Spirit sending
3	<i>Free spirit</i>
3	Hold spirit*
3	Silent move

3	Summon totem
4	Fate
4	Summon lesser spirits
4	Thunder drum
4	Vigour

5	Commune with spirit lord
5	<i>Mental clarity</i>
5	Mental confusion*
5	Spirit walk
5	Strength of spirit*

5	Sword of fire
5	<i>Weakness of spirito</i>
6	Spirit trap
6	Summon greater spirits
7	Spirit storm

APPENDIX 3

DIVINE SPELLS INEFFECTIVE IN HOLLOW WORLD

This appendix lists those divine spells that are ineffective in Hollow World because of the Spell of Preservation. The list is based on the list presented in the *Hollow World – Player’s Guide* (pages 3 and 4) but also includes all the additional divine spells in this manual with similar effects or characteristics.

In Hollow World the *Spell of Preservation* annuls any mortal magic (excluding effects produced by Immortals or artefacts) of this type:

- All types of charm and mental domination, control of the soul or life-force.
- All types of invisibility and effects that penetrate invisibility (including *Trueseeing*).
- Any spell that sees into the future or past, *Lore* and *Divination*.
- Any form of remote viewing.
- Effects of holding.
- Effects that read the subject’s mind.
- Effects that permit communication with the dead.
- Effects that contact the outer planes or the outer world.
- Effects of instantaneous or planar travel.
- Effects that summon creatures from other planes or places.
- Effects that create living beings.
- Effects that possess another’s body.
- Any type of reincarnation or resurrection.
- *Wish* and any effect of similar power.

Spell Level

1 st level	2 nd level	3 rd level	4 th level
Fascinate animals	Kiss of Valerias	Hold animal*	Capture the soul
Genealogy	Hold person*	Hold spirit*	Divination
Command word	Charm animals	Summon lycanthrope*	Summon lesser spirits
Weather prediction	Summon animal ally	Summon totem	Pass plant
Detect lies	Detect slignment*	Summon shadows	Insect swarm
Animal servant	Invisibility to spirits	Loving idyll	Second sight
Paralysing touch	Call herd	Totemic bond	
		Oracle	
		Speak with dead	
		Call animal	

Spell Level

5 th level	6 th level	7 th level
Fire gate	Heroes’ coming	Charm plant
Charm monster	Summon greater spirits	Wish
Command*	Summon planar ally*	Creeping doom
Commune with spirit lord	Word of recall	Dark path of Thanatos
Commune	Rainbow path	True resurrection*
Create normal animals	Transport via plants	Travel
Summon skinner		Bind elemental
Summon elemental		
Summon horned skull		
Spiritual bond		
Resurrection*		
Spirit walk		
Trueseeing		

APPENDIX 4

ADDITIONAL SPELLS OF EACH IMMORTAL

This appendix lists the additional spells for each Immortal active on Mystara (refer to the *Codex Immortalis* for further information on these divinities) in respect to the common spells (see Table 2.1). Normally there are seven spells, one for each spell level, which equate to the arcane spells of the same name and spell level; although if there is a superscript letter ^D it means it is a druidic spell. In some cases instead, the spell replaces a common divine spell: in this case, the spell is described in the *New Divine Spells* section of Chapter 2, and are shown here in *italics*. Finally, where a normally reversible spell (marked by an asterisk) is listed here without an asterisk, it means that the priest of that Immortal can only use that version of the spell.

Note: it should be remembered that the clerics who serve the Immortals of the Asatru (Aesir and Ásynjur, with the addition of Frey and Freyja) also have access to the runic spells, which however aren't listed here (refer to Chapter 3, *New forms of divine magic* for further details on Runic Magic).

AHMANNI TURLERIDER

- 1st: *Detect totem*, Balance*
- 2nd: *Hunting paint*, *Locate totem*, Swim*
- 3rd: *War paint*, *Summon totem*, *Fascination*, *Totemic bond*, Breathe element
- 4th: *Scourge of evil*, Ice spear, *Thunder drum*
- 5th: *Fire gate*, Fabricate
- 6th: *Control totem*, *Eagle eyes*, Telepathic recall
- 7th: *Marine fury**, Succour

AL-KALIM

The list of Al-Kalim's clerics also includes all 1st and 2nd level druidic spells. For this reason, his clerics don't gain the benefit of additional higher level spells.

- 1st: *Locate water*, *Offensive impulse*
- 2nd: *Poetic inspiration*
- 3rd: *Honesty*, *Move sand*
- 4th: *War cry*, *Sand storm*, *Enchanted standard*
- 7th: *Victory*

ALPHAKS

- 1st: *Claws of the demon*, Dying breath
- 2nd: *Bone armour*, Pyrokinesis, *Boiling blood*
- 3rd: Unbearable pain, *Hate*, *Entropic sphere*
- 4th: Crushing despair, *Sacrilegious influence*
- 5th: *Summon horned skull*, Lightning strike, *Entropic arrows*
- 6th: Disintegration, *Entropic shield*, *Vengeance*
- 7th: Wail of the banshee, *Demonshape*

ALPHATIA

- 1st: Home help
- 2nd: Temporary skill
- 3rd: *Calm emotions*, Secure shelter
- 4th: *Scourge of evil*, Interposing hands
- 5th: Woodform, *Guardian seal*
- 6th: *Spell acceleration*, Stoneform
- 7th: Bastion, *Sphere of security*

ARACHNE PRIME

- 1st: *Claws of the demon*, Lie, *Shadow trap*
- 2nd: *Shadow aura*, *Shadow door*, Web, *Boiling blood*
- 3rd: *Summon shadows*, *Spidershape*, *Entropic sphere*, Suggestion
- 4th: *Capture the soul*, *Sacrilegious influence*, *Mantle of Shadow*, *Rocks to spiders**, *Spiritual bond*
- 5th: Dominate person, *Entropic arrows*
- 6th: Misperceive, *Entropic shield*
- 7th: Collar of enslavement, *Demonshape*

ARIK

- 1st: *Claws of the demon*, Symbol of fainting
- 2nd: *Boiling blood*, Symbol of stun
- 3rd: Phantasmal killer, *Entropic sphere*
- 4th: *Sacrilegious influence*, Night terrors
- 5th: Feeblemind, *Entropic arrows*
- 6th: *Entropic shield*, Eyebite
- 7th: Hallucinatory nightmare, *Demonshape*, *Eyes of the beholder*

ARNELEE

- 1st: Longstride
- 2nd: Mind shield
- 3rd: *Bravery*, *Honesty*, Fly
- 4th: *Scourge of evil*, Sixth sense
- 5th: Teleport
- 6th: *Rainbow path*, Break enchantment
- 7th: Heroism

ASTERIUS

- 1st: Silver tongue
- 2nd: Silence
- 3rd: *Thief skills**, Fly
- 4th: *Kiss of the night*, Magic exchange, *Scourge of evil*
- 5th: Universal tongue
- 6th: *Rainbow path*, Transmute solids
- 7th: Teleport any object

ATRUAGHIN

- 1st: *Detect totem*, Silver tongue
- 2nd: *Hunting paint*, *Locate totem*, Speak with animals^D
- 3rd: *Fire bow*, *War paint*, *Summon totem*, *Totemic bond*, Suggestion
- 4th: *Thunder bow*, Sticks to snakes*^D, *Scourge of evil*, *Purity of spirit*, *Thunder drum*
- 5th: *Fire gate*, *Atruaghin's Favour*, *Dream**
- 6th: *Control totem*, Flame of justice, *Eagle eyes*
- 7th: Lore

ATZANTEOTL

- 1st: *Claws of the demon*, Disguise self
- 2nd: Rot, *Boiling blood*
- 3rd: *Hand of Atzanteotl*, Steal the breath, *Entropic sphere*
- 4th: *Capture the soul*, *Sticks to flying vipers**, Confusion, *Sacrilegious influence*
- 5th: *Entropic arrows*, Disguise, *Vengeance*
- 6th: Alter memories, *Entropic shield*
- 7th: Shadow twin, *Demonshape*

BACHRAEUS

- 1st: *Claws of the demon*, Lie
 2nd: Feign death, *Boiling blood*
 3rd: *Hate*, *Entropic sphere*, Snake sigil
 4th: *Sacrilegious influence*, Improved invisibility
 5th: *Entropic arrows*, Symbol of discord, *Weresnakeform*
 6th: *Entropic shield*, Deadly oath, *Vengeance*
 7th: *Demonshape*, Veil

BAGNI GRANFAUCI

- 1st: *Claws of the demon*, *Bleeding wound*, Resistance
 2nd: *Boiling blood*, Devastating touch
 3rd: Enlarge*, *Entropic sphere*
 4th: *Insatiable hunger*, *Sacrilegious influence*
 5th: *Entropic arrows*, Empathic suffering
 6th: *Entropic shield*, Symbol of pain
 7th: *Demonshape*, Acid rain

BARTZILUTH

- 1st: Resistance, *Offensive impulse*
 2nd: Reflection, *Rage*
 3rd: Lightning reflexes
 4th: Primal form, *War cry*
 5th: *Mighty blow*, Bull's strength*
 6th: Forceful hand, *Enchanted standard*
 7th: Heroism

BASTET

- 1st: Feather fall
 2nd: Silence
 3rd: Fertility*, *Minor luck**
 4th: Sixth sense
 5th: Cat's grace*
 6th: Mislead
 7th: *Aura of unpredictability*, Create normal monsters

BEMARRIS

- 1st: Shield, *Offensive impulse*
 2nd: Magic flame
 3rd: Fly
 4th: *Impassable defence*, *Scourge of evil*, *War cry*, Locate creature
 5th: Bull's strength*, *Dragon shield*
 6th: Deadly weapon, *Enchanted standard*
 7th: Heroism

BENEKANDER

- 1st: Read languages
 2nd: Mind shield
 3rd: *Calm emotions*, Vigilant guardian, *Honesty*
 4th: Summon refuge, *Scourge of evil*
 5th: Magic sanctum
 6th: Globe of invulnerability
 7th: Lore

BRANDAN EARTHSHAKER

- 1st: Burning hands
 2nd: Create fire*^D
 3rd: Elemental weapon
 4th: Wall of fire, *Technomancy*
 5th: Siege fire
 6th: Fiery tentacle
 7th: Ironform, *Victory*

BRINDORHIN

The clerics of Brindorhin are all bards with access to these replacement spells. Moreover, in the Five Shires the paladins of Brindorhin and of the other High Heroes are the Hin Masters (with their own spell list).

- 1st: *Ceremony*
 2nd: *Poetic inspiration*
 3rd: *Cornucopia*
 4th: *Impassable defence*

BRISSARD

- 1st: *Claws of the demon*, Charm person
 2nd: Phantasmal force, *Shadow door*, *Boiling blood*
 3rd: *Entropic sphere*, Suggestion
 4th: *Capture the soul*, *Sacrilegious influence*, Spiritual bond
 5th: Dominate person, *Spiritual bond*, *Entropic arrows*
 6th: Summoning*, *Entropic shield*
 7th: Collar of enslavement, *Demonshape*

BUGLORE

The list of the clerics of Buglore also includes all 1st level druid spells. For this reason, his clerics don't get the benefit of any additional spells of the first three levels.

4th: Insect swarm^D
 5th: Plant form^D
 6th: Transport via plants^D
 7th: Charm plant

CALITHA

The clerics of Calitha are the Keepers of the relics (Pearl of Power or Frond of Life). They are elf mages of the Marine Tradition who, in addition to the arcane spells known, also have access to one divine spell per level (see the list below), which they can cast without having them in their spellbook. In those cases in which the community doesn't have a relic or worships Calitha under other names, the priest is always a marine druid or a druidic shaman with access to the following replacement spells.

- 1st: Sanctuary
 2nd: *Marine vortex*
 3rd: *Summon whirlwind*
 4th: *Seaweed to snakes**
 5th: Dispel evil
 6th: Holy power
 7th: *Marine fury**

CARNELIAN

- 1st: Silver tongue
 2nd: Zone of truth
 3rd: Enlarge*
 4th: Spirit armour, *Impassable defence*
 5th: Wall of stone
 6th: Flame of justice
 7th: Heroism

CHARDASTES

- 1st: Endure elements, *Invigorating glyph*
 2nd: Mind shield, *Curative power*
 3rd: *Thaumaturgical circle*, Sustenance
 4th: Summon refuge, *Scourge of evil*
 5th: Fabricate
 6th: Extended elemental protection
 7th: Purifying energy, *Interdiction of the tomb*

CHIRON

- 1st: Analyse, *Invigorating glyph*
 2nd: Charm animals, *Curative power*
 3rd: *Thaumaturgical circle*, Animal form
 4th: *Scourge of evil*, Second sight
 5th: Commune with nature^D
 6th: Break enchantment
 7th: Miraculous seeds^D

CLÉBARD

- 1st: Invisible servant
- 2nd: Alarm
- 3rd: Climate
- 4th: *Impassable defence*, Summon refuge
- 5th: Fabricate
- 6th: Forceful hand
- 7th: Demand

COBERHAM

The clerics of Coberham are all Savant Bards with access to these replacement spells. Moreover, in the Five Shires the paladins of Coberham and of the other High Heroes are the Hin Masters (with their own spell list).

- 1st: *Ceremony*

COCHERE

All the clerics of Cochere are shamans. Among the faenare Cochere selects the most worthy shamans to become Windsingers (Artist or Savant Bards), who have access to the replacement spells listed below.

- 1st: Sleep
- 2nd: *Poetic inspiration*
- 3rd: Secure shelter
- 4th: *Melody of requiem*
- 5th: Summon air elemental
- 6th: *Rainbow path*
- 7th: Bind air elemental

CRAKKAK

- 1st: Longsight
- 2nd: *Rage*, Swim*, *Marine vortex*
- 3rd: *Summon whirlwind*, Liquid form
- 4th: *Seaweed to snakes**, *Insatiable hunger*, Locate creature
- 5th: Bull's strength*
- 6th: Forcecage
- 7th: *Marine fury**, Steelskin

CRETIA

- 1st: Lie, *Offensive impulse*
- 2nd: *Shadow aura*, Hideous laughter, *Swap spells*
- 3rd: *Wail of the banshee*, Sphere of invisibility
- 4th: *War cry*, Squall of wind^D
- 5th: Empathic suffering
- 6th: Disguise, *Enchanted standard*
- 7th: Shadow twin, *Victory*

DANEL

- 1st: *Claws of the demon*, *Bleeding wound*, Cough
- 2nd: *Boiling blood*, Devastating touch
- 3rd: Unbearable pain, *Entropic sphere*
- 4th: Crushing despair, *Sacrilegious influence*
- 5th: *Entropic arrows*, Empathic suffering
- 6th: *Entropic shield*, Symbol of pain, *Vengeance*
- 7th: Wail of the banshee, *Demonshape*

DEMOGORGON

- 1st: *Claws of the demon*, Charm person
- 2nd: *Bone armour*, *Boiling blood*, Devastating touch
- 3rd: Destroy undead*, *Entropic sphere*
- 4th: *Capture the soul*, *Sacrilegious influence*, Corpse possession
- 5th: *Create ravenous dead*, Magic jar, *Entropic arrows*, *Unclean touch*
- 6th: *Entropic shield*, *Undead plague*, Boneshatter
- 7th: Necromantic fusion, *Demonshape*

DIAMOND

- 1st: Read languages
- 2nd: Zone of truth
- 3rd: Tongues, *Dragon scales*
- 4th: *Scourge of evil*, Glyph of warding, *Sacred breath*
- 5th: *Draconic aura*, Purifying flame
- 6th: Control dragons
- 7th: Lore

DIULANNA

- 1st: Longstride
- 2nd: Mind shield
- 3rd: *Bravery*, Truth of blood
- 4th: *Scourge of evil*, Locate creature
- 5th: Lower defences
- 6th: Globe of invulnerability
- 7th: Demand

DJAEA

All the clerics of Djaea are druids and use the list of the Druid Class.

EIRYNDUL

The clerics of Eiryndul are the Keepers of the Flower. They are elfven illusionists of the Elven Tradition who, in addition to the arcane spells known, also have access to one illusion spell per level (see the list below), which they can cast without having them in their spellbook. In those cases in which the community doesn't have a Flower or

worship Eiryndul under other names, the priest is always an illusionist (or an elf mage) to whom Eiryndul grants the following spells as divine spells.

- 1st: Disguise self
- 2nd: Camouflage
- 3rd: Phantasmal killer
- 4th: Improved invisibility
- 5th: Persistent image
- 6th: Mislead
- 7th: Shadow twin

ELEMASTER, AIR

The clerics of the Air Elemaster can select seven spells of the elemental school of air (one per spell level – see Volume 1, Chapter 4 per for the Elementalist spell list) and add them to their spell list. As such, they don't benefit from any additional spells. However there are two replacement spells in the list:

- 4th. Whirlwind (repl. Animate dead)
- 7th. Bind air elemental (repl. Earthquake)

ELEMASTER, EARTH

The clerics of the Earth Elemaster can select seven spells of the elemental school of earth (one per spell level – see Volume 1, Chapter 4 per for the Elementalist spell list) and add them to their spell list. As such, they don't benefit from any additional spells. However there are two replacement spells in the list:

- 4th: Earthmaw (repl. Animate dead)
- 7th: Bind earth elemental (repl. Destruction)

ELEMASTER, FIRE

The clerics of the Fire Elemaster can select seven spells of the elemental school of fire (one per spell level – see Volume 1, Chapter 4 per for the Elementalist spell list) and add them to their spell list. As such, they don't benefit from any additional spells. However there are two replacement spells in the list:

- 4th. Fiery bolts (repl. Animate dead)
- 7th. Bind fire elemental (repl. Earthquake)

ELEMASTER, WATER

The clerics of the Water Elemaster can select seven spells of the elemental school of water (one per spell level – see Volume 1, Chapter 4 per for the

Elementalist spell list) and add them to their spell list. As such, they don't benefit from any additional spells. However there are two replacement spells in the list:

- 4th: Ice spear (repl. Animate dead)
- 7th: Bind water elemental (repl. Earthquake)

ETERNAL GENERAL

- 1st: *Offensive impulse*, Push
- 2nd: Deflecting shield
- 3rd: Lightning reflexes
- 4th: Spirit armour, *War cry*
- 5th: Bull's strength*
- 6th: Deadly weapon, *Enchanted standard*
- 7th: Heroism, *Victory*

FAUNUS

All the clerics of Faunus are Artist Bards with access to the following replacement spells.

- 3rd: *Cornucopia*, Enlarge animal*^D – replaces *Glyph of interdiction*, *Loving idyll*, *Wail of the banshee*
- 4th: Sticks to snakes*^D – replaces *animate dead*), *Melody of requiem*

FINIDEL

- 1st: Friendship
- 2nd: Alarm
- 3rd: Vigilant guardian
- 4th: *Impassable defence*, Summon refuge
- 5th: Telepathy
- 6th: Flame of justice
- 7th: Bastion

FORSETTA

- 1st: Intuition
- 2nd: Zone of truth
- 3rd: *Honesty*, Death recall
- 4th: *Impassable defence*, *Scourge of evil*, Second sight
- 5th: Wall of stone
- 6th: Flame of justice
- 7th: Mirror of the past

FREY

The list of the clerics of Frey also includes all 1st and 2nd level druid spells. For this reason, his clerics don't gain the benefit of additional higher level spells.

- 1st: *Offensive impulse*
- 4th: *Scourge of evil*, *War cry*
- 6th: *Enchanted standard*

FREYJA

The list of the clerics of Freyja also includes all 1st and 2nd level druid spells. For this reason, her clerics don't gain the benefit of additional higher level spells.

- 1st: *Offensive impulse*
- 3rd: *Fascination*, *Loving idyll*
- 4th: *Scourge of evil*, *War cry*
- 6th: *Enchanted standard*

FUGIT

- 1st: *Genealogy*, Memory visions
- 2nd: ESP, *Memory Seal**, *Time Trap*
- 3rd: *Slow time*, Haste*
- 4th: Scry
- 5th: Déjà-vu
- 6th: *Spell acceleration*, Alter memories, *Timeshift*
- 7th: *Temporal barrier*, Mirror of the past

GARAL GLITTERLODE

- 1st: *Ceremony*, Psychokinesis
- 2nd: Temporary skill
- 3rd: Magic container*
- 4th: *Scourge of evil*, Magnetism, *Technomancy*
- 5th: *Mighty blow*, Fabricate
- 6th: Transmute solids
- 7th: Preserve

GORM

- 1st: Magic missile, *Offensive impulse*
- 2nd: Sure strike
- 3rd: Lightning bolt
- 4th: *War cry*, Whirlwind
- 5th: Lightning strike
- 6th: Flame of justice, *Enchanted standard*
- 7th: Heroism, *Lord of the storm*, *Victory*

GORRZIOK

- 1st: Elemental explosion
- 2nd: *Flaming liquid*, Swim*, *Marine vortex*
- 3rd: *Summon whirlwind*, Breathe element
- 4th: *Seaweed to snakes**
- 5th: Shatter
- 6th: Control currents
- 7th: Control weather, *Marine fury**, *Lord of the storm*

GREAT ONE

- 1st: Analyse
- 2nd: ESP
- 3rd: Clairaudience/Clairvoyance, *Dragon scales*
- 4th: Polymorph self, *Sacred breath*
- 5th: *Draconic aura*, Universal tongue
- 6th: Control dragons
- 7th: Spell turning barrier

GUIDAREZZO

All the clerics of Guidarezzo are Artist Bards.

HALAV

- 1st: Returning weapon, *Offensive impulse*
- 2nd: Sure strike
- 3rd: Protection from normal missiles
- 4th: Spirit armour, *War cry*
- 5th: *Trusting wait*, Iron constitution*
- 6th: Forceful hand, *Enchanted standard*
- 7th: Heroism, *Victory*

HARROW

- 1st: Disguise self
- 2nd: Phantasmal force
- 3rd: Phantasmal killer, *Wail of the banshee*
- 4th: Improved invisibility
- 5th: Dream*
- 6th: Mislead
- 7th: Hallucinatory nightmare

HATTANI STONECLAW

- 1st: Returning weapon, *Detect totem*
- 2nd: *Hunting paint*, *Locate totem*, Stone hands
- 3rd: *Bravery*, *War paint*, Vigilant guardian, *Summon totem*, *Totemic bond*
- 4th: *Impassable defence*, *Scourge of evil*, *War cry*, Interposing hands, *Thunder drum*
- 5th: *Fire gate*, *Mighty blow*, Bull's strength*
- 6th: *Control totem*, Forceful hand, *Eagle eyes*
- 7th: Succour

HEL

- 1st: *Claws of the demon*, Ghoul touch, *Shadow trap*
- 2nd: *Bone armour*, *Shadow aura*, *Shadow door*, Ray of enfeeblement, *Boiling blood*
- 3rd: *Summon shadows*, Steal the breath, *Entropic sphere*, *Grim reaper*

4th: *Capture the soul, Sacrilegious influence, Hypothermia, Mantle of Shadow, Melody of requiem, Wall of ice*

5th: *Create ice zombies, Entropic arrows, Empathic suffering, Icy torment*

6th: *Entropic shield, Freezing sphere*

7th: *Necromantic frenzy, Demonshape*

HIRCISMUS

1st: *Claws of the demon, Bleeding wound, Shocking grasp*

2nd: *Bone armour, Boiling blood, Devastating touch*

3rd: *Unbearable pain, Blood thirst, Entropic sphere*

4th: *Primal form, Sacrilegious influence*

5th: *Entropic arrows, Empathic suffering*

6th: *Entropic shield, Symbol of pain*

7th: *Create normal monsters, Demonshape*

HYMIR

1st: *Resistance*

2nd: *Flaming liquid, Swim*, Marine vortex*

3rd: *Cornucopia, Summon whirlwind, Wail of the banshee, Transmute liquids*

4th: *Water to ice*, Seaweed to snakes*, Scourge of evil*

5th: *Fabricate*

6th: *Control liquid*

7th: *Lore, Marine fury**

IDRAOTE

1st: *Invigorating glyph, Find information*

2nd: *Temporary skill, Curative power*

3rd: *Thaumaturgical circle, Transmute liquids*

4th: *Enchant item*

5th: *Memory*

6th: *Transmute solids*

7th: *Lore*

IDRIS

1st: *Claws of the demon, Lie*

2nd: *Boiling blood, Arcane breath*

3rd: *Dragon scales, Entropic sphere, Vengeance*

4th: *Capture the soul, Charm monster, Sacrilegious influence, Sacred breath*

5th: *Symbol of discord, Entropic arrows*

6th: *Entropic shield, Vengeance, Rod of the wyrm*

7th: *Create normal monsters, Demonshape*

ILIRIC

1st: *Charm person*

2nd: *Mirror image, Swap spells*

3rd: *Clairaudience/Clairvoyance*

4th: *Enchant item*

5th: *Dominate person*

6th: *Spell acceleration, Extension*

7th: *Magic double*

ILMARINEN

1st: *Silver tongue, Offensive impulse*

2nd: *Temporary skill, Poetic inspiration*

3rd: *Lightning reflexes*

4th: *Spirit armour, Scourge of evil, War cry, Melody of requiem, Technomancy*

5th: *Mighty blow, Fabricate*

6th: *Stoneform, Enchanted standard*

7th: *Heroism, Victory*

ILSUNDAL

The clerics of Ilsundal are the Keepers of the Tree of Life. They are elf mages of the Elven Tradition who however follow the Way of the Tree and not of the Book. Therefore, in addition to the arcane spells they know, they also have access to one divine spell per level (see the list below), which they can cast without having it in their spellbook. In those cases in which the community doesn't have a Tree of Life or worships Ilsundal under another name, the priest is always a mage (or an elf mage) devoted to the Elven Tradition, to whom Ilsundal grants in addition to their arcane spells two divine spells (cleric or druid) per level.

1st: *Ceremony, Weather prediction^D*

2nd: *Cure light wounds, Purify food & water*

3rd: *Heat metal^D, Warp wood^D*

4th: *Cure serious wounds, Call animal^D*

5th: *Control temperature^D, Pass plant^D*

6th: *Remove disease, Insect swarm^D*

7th: *Dispel evil, Neutralise poison*

8th: *Heal, Transport via plants^D*

9th: *Creeping doom^D, Natural transformation^D*

INFAUST

The priests of Infaust follow a philosophy of perfection and are Ascetics.

IXION

1st: *Detect undead, Offensive impulse*

2nd: *Sunbeam, Solar ray*

3rd: *Destroy undead*

4th: *Searing light, Scourge of evil, War cry, Purity of spirit*

5th: *Hold undead, Eternal rest*

6th: *Blinding light, Enchanted standard*

7th: *Heroism, Interdiction of the tomb, Sun stone, Victory*

JAMMUDARU

1st: *Claws of the demon, Bleeding wound, Dying breath*

2nd: *Bone armour, Pyrokinesis, Boiling blood*

3rd: *Unbearable pain, Hate, Entropic sphere*

4th: *Sacrilegious influence, Night terrors*

5th: *Dream*, Entropic arrows*

6th: *Entropic shield, Boneshatter, Vengeance*

7th: *Hallucinatory nightmare, Demonshape*

KA

1st: *Invigorating glyph, Guardian seal*

2nd: *Curative power, Reinvigorating soup^D*

3rd: *Thaumaturgical circle, Vigilant guardian*

4th: *Summon refuge, Scourge of evil*

5th: *Fabricate, Skin of amber, Guardian seal*

6th: *Spell acceleration, Extended elemental protection*

7th: *Dimensional refuge*, Sphere of security*

KAGYAR

1st: *Ceremony, Dig*

2nd: *Stone hands*

3rd: *Meld into stone, Fist of rock*

4th: *Stone shape*

5th: *Mighty blow, Fabricate*

6th: *Stoneform*

7th: *Ironform*

KALLALA

1st: *Charm person*

2nd: *Ecstasy, Marine vortex*

3rd: *Summon whirlwind, Fascination, Liquid form*

4th: *Seaweed to snakes*, Charm monster*

5th: *Mind fog*

6th: *Mass suggestion*

7th: *Marine fury*, Dimensional refuge**

KARAASH

- 1st: Magic missile, *Offensive impulse*
- 2nd: Sure strike
- 3rd: Enlarge*, *Blood thirst*
- 4th: Extended range, *War cry*
- 5th: Siege fire
- 6th: Deadly weapon, *Enchanted standard*
- 7th: Heroism, *Victory*

KHORONUS

- 1st: *Genealogy*, Memory visions
- 2nd: ESP, *Time Trap*
- 3rd: *Slow time*, Death recall
- 4th: *Fate*, Scry
- 5th: Déjà-vu
- 6th: *Spell acceleration*, *Timeshift*, Arcane sight
- 7th: *Temporal barrier*, Mirror of the past

KIRANJO

- 1st: *Claws of the demon*, *Bleeding wound*, Push
- 2nd: *Rage*, *Boiling blood*, Stone hands
- 3rd: Unbearable pain, *Entropic sphere*
- 4th: Crushing despair, *Sacrilegious influence*
- 5th: Bull's strength*, *Entropic arrows*
- 6th: *Entropic shield*, Boneshatter
- 7th: *Demonshape*, Steelskin

KOROTIKU

- 1st: Spider climb
- 2nd: *Shadow aura*, Camouflage
- 3rd: Clairaudience/Clairvoyance, *Spidershape*
- 4th: *Scourge of evil*, *Rocks to spiders**, Sixth sense
- 5th: Cat's grace*
- 6th: Disguise
- 7th: Shadow twin

KORRIGANS, THE

All the clerics of the Korrigans have access to *Scourge of evil* at 4th level in place of *Animate dead*. The pantheist clerics (those that worship all the Korrigan together) have access to 1st and 2nd level druid spells as well as their clerical spell, and therefore do not get any additional spells.

The specialist clerics instead obtain three additional spells based on the Korrigan venerated:

Silent Hunter: Truth of blood (3rd), Locate creature (4th), Tracks of fire (5th)

Fiery Champion: Elemental weapon (3rd), Spirit armour (4th), Bull's strength* (5th); or are Hero Bards
Eternal Wanderer: Death recall (3rd), Spiritual bond (4th), Magic jar (5th)
Rainbow Singer: are all Artist Bards (see Class list)

Spring Maiden: Charm monster (4th), Globe of invulnerability (6th), Arboreal bond^D (7th)

Silver Carver: ESP (2nd), Scry (4th), Lore (7th), or are Savant Bards

Merciful Healer: Sustenance (3rd), Extended elemental protection (6th), Miraculous seeds^D (7th)

Dreaming Seer: Second sight (4th), Dream* (5th), Mirror of the past (7th)

Verdant Caretaker: Fertility (3rd), Plant growth* (4th), Charm plant (7th)

KORYIS

The priests of Koryis follow a philosophy of perfection and are Ascetics.

- 1st: Friendship
- 2nd: Zone of truth
- 3rd: *Calm emotions*, Tongues
- 4th: Control emotions, *Scourge of evil*
- 5th: Fabricate
- 6th: Forceful hand
- 7th: Purifying energy, *Sphere of security*, Temporal stasis* (8th arcane – replaces *Divine wrath*)

KURTULMAK

- 1st: Hide tracks, *Offensive impulse*
- 2nd: *Shadow aura*, Camouflage
- 3rd: *War cry*, Fire trap
- 4th: Hallucinatory terrain
- 5th: Deadly bolt
- 6th: Misperceive, *Enchanted standard*
- 7th: Symbol of sleep, *Victory*

KYTHRIA

- 1st: Aestheticism
- 2nd: Ecstasy
- 3rd: *Fascination*, *Loving idyll*, Suggestion
- 4th: Charm monster
- 5th: Unconscious command
- 6th: Phantasmal lover
- 7th: Demand

LAND

- 1st: Dig
- 2nd: Stone hands
- 3rd: *Meld into stone*, Fist of rock
- 4th: Pass rock, *Sand storm*
- 5th: Wall of stone
- 6th: Move earth

7th: Transport via rock

LIENA

- 1st: *Genealogy*, Shield, *Offensive impulse*
- 2nd: Nightwatch
- 3rd: Lightning reflexes
- 4th: *Impassable defence*, Displacement, *War cry*
- 5th: Siege fire
- 6th: Globe of invulnerability, *Enchanted standard*
- 7th: Sword, *Victory*

LOKENA

- 1st: Magic missile, *Offensive impulse*
- 2nd: Melding, *Swap spells*
- 3rd: Clairaudience/Clairvoyance
- 4th: *War cry*, Massmorph
- 5th: Dimension tunnel
- 6th: *Spell acceleration*, *Enchanted standard*, Arcane sight
- 7th: Lore, *Victory*

LOKI

- 1st: *Claws of the demon*, Lie
- 2nd: *Boiling blood*, Flaming sphere
- 3rd: *Entropic sphere*, Suggestion
- 4th: *Heatstroke*, Confusion, *Sacrilegious influence*
- 5th: Magic jar, *Spiritual bond*, *Entropic arrows*
- 6th: *Entropic shield*, Delusion
- 7th: *Demonshape*, Veil

LORNASEN

All the clerics of Lornasen are sylvan druids and use that Class's spell list.

LOUP

- 1st: Symbol of fainting
- 2nd: *Rage*, Nightwatch
- 3rd: Unbearable pain, *Grim reaper*
- 4th: *Insatiable hunger*, Primal form, *Melody of requiem*
- 5th: Oblivion
- 6th: Freezing sphere
- 7th: Wail of the banshee

MAAT

- 1st: Friendship
- 2nd: Zone of truth
- 3rd: Destroy undead, *Honesty*
- 4th: Spirit armour, *Scourge of evil*, *Purity of spirit*
- 5th: Telepathy
- 6th: Flame of justice
- 7th: Purifying energy, *Interdiction of the tomb*

MACROBLAN

- 1st: Lie
- 2nd: Wizard lock
- 3rd: Tongues
- 4th: Magic exchange
- 5th: Fabricate
- 6th: Transmute solids
- 7th: Summon Object

MADARUA

- 1st: Spear of thorns^D
- 2nd: Sure strike
- 3rd: *Bravery*, Fertility*
- 4th: Plant growth*, *Scourge of evil*
- 5th: Bull's strength*
- 6th: Deadly weapon
- 7th: Heroism

MAHMATTI RUNNING ELK

The clerics of Mahmatti are all druids and use that Class's spell list. The spells listed below replace the druid spell between the parentheses.

- 1st: *Detect totem* (Spear of thorns)
- 2nd: *Locate totem* (Gust of wind)
- 3rd: *Summon totem* (Snow storm)
- 4th: *Thunder drum* (Earthmaw)
- 5th: *Fire gate* (Power of the rainbow)
- 6th: *Control totem* (Ravaging creepers)
- 7th: Polymorph other (Earthquake)

MALAFOR

- 1st: Locate species
- 2nd: *Flaming liquid*, Swim*, *Marine vortex*
- 3rd: *Summon whirlwind*, Animal form
- 4th: *Seaweed to snakes**, Anti-animal barrier^D, *Scourge of evil*
- 5th: Commune with nature^D
- 6th: Control currents
- 7th: *Marine fury**, Polymorph other

MALINOIS

- 1st: Detect shapechanger, *Offensive impulse*
- 2nd: Sure strike
- 3rd: *Fire bow*, Truth of blood
- 4th: *Thunder bow*, *Scourge of evil*, *War cry*, Magic muzzle
- 5th: *Summon skinner*, Force shapechange
- 6th: Forcecage, *Vengeance*
- 7th: Sword, *Victory*

MARWDYN

- 1st: Walking dead (2nd)
- 2nd: *Bone armour*, Weaken undead*
- 3rd: Bite of the vampire, *Grim reaper*
- 4th: *Capture the soul*, *Melody of requiem*, Corpse possession
- 5th: Necromorph
- 6th: Control undead, *Undead plague*
- 7th: Necromantic fusion

MASAUWU

- 1st: *Claws of the demon*, Charm person
- 2nd: ESP, *Boiling blood*
- 3rd: Clairaudience/Clairvoyance, *Entropic sphere*, *Thief skills**
- 4th: *Kiss of the night*, Charm monster, *Sacrilegious influence*
- 5th: Unconscious command, *Entropic arrows*
- 6th: *Entropic shield*, Mass suggestion
- 7th: Shadow twin, *Demonshape*

MÁTIN

- 1st: Longsight
- 2nd: See invisibility
- 3rd: Vigilant guardian
- 4th: *Impassable defence*, *Scourge of evil*, Glyph of warding
- 5th: *Mighty blow*, *Guardian seal*, Iron constitution*
- 6th: Extended elemental protection, *Enchanted standard*
- 7th: Bastion, *Sphere of security*

MAZIKEEN

- 1st: Analyse
- 2nd: Locate object, *Swap spells*
- 3rd: Concentration
- 4th: Enchant item
- 5th: Memory
- 6th: Transfer spell
- 7th: Copy spell

MEALIDEN

- 1st: *Ceremony*, Unmissable shot, *Offensive impulse*
- 2nd: Alarm
- 3rd: *Fire bow*, Vigilant guardian
- 4th: *Thunder bow*, Create projectiles, *Impassable defence*, *Scourge of evil*, *Lethal arrow of Mealiden*, *War cry*
- 5th: Dimension tunnel
- 6th: Globe of invulnerability, *Rainbow path*, *Enchanted standard*
- 7th: Heroism, *Sphere of security*, *Victory*

MINROTH

- 1st: Silver tongue
- 2nd: Locate object
- 3rd: Tongues
- 4th: Magic exchange, *Impassable defence*, *Scourge of evil*
- 5th: *Trusting wait*, Fabricate
- 6th: Transmute solids
- 7th: Bastion, *Marine fury**

MRIKITAT

- 1st: Lie
- 2nd: *Shadow aura*, *Curse of silver*, Knock
- 3rd: Gaseous form, *Thief skills**
- 4th: *Kiss of the night*, *Summon lycanthrope**, Improved invisibility, *Lycanthropy*
- 5th: False vision
- 6th: Delusion
- 7th: Veil

N'GRATH

- 1st: Dig
- 2nd: Stone hands
- 3rd: *Meld into stone*, Fist of rock
- 4th: Earthmaw
- 5th: Wall of stone
- 6th: Move earth
- 7th: Bind earth elemental

NINFANGLE

- 1st: Longstride
- 2nd: Sure strike
- 3rd: *Fire bow*, *Bravery*, Truth of blood
- 4th: *War cry*, Locate creature
- 5th: Cat's grace*
- 6th: Deadly weapon, *Enchanted standard*
- 7th: Heroism

NINSUN

The list of the clerics of Ninsun includes a fixed druid spell for each level in place of an arcane spell.

- 2nd: *Swap spells*, *Memory Seal**
- 4th: *Scourge of evil*
- 6th: *Rainbow path*

NOB NAR

The clerics of Nob Nar are all Hero Bards with access to these replacement spells. In the Five Shires the paladins of Nob Nar and of the other High Heroes are the Hin Masters (who have their own spell list).

- 1st: *Ceremony*
- 2nd: *Poetic inspiration*
- 3rd: *Bravery*
- 4th: *Scourge of evil*

NOUMENA

- 1st: Find information
 2nd: ESP, *Memory Seal**
 3rd: Tongues
 4th: Scry
 5th: Memory
 6th: Arcane sight
 7th: Lore

NYX

- 1st: *Claws of the demon*, Walking dead (2nd), *Shadow trap*
 2nd: *Bone armour*, *Shadow aura*, Weaken undead*, *Shadow door*, *Boiling blood*
 3rd: *Summon shadows*, Bite of the vampire, *Entropic sphere*, *Grim reaper*
 4th: *Kiss of the night*, *Sacrilegious influence*, *Mantle of Shadow*, *Melody of requiem*, Corpse possession
 5th: Create undead (6th), *Create ravenous dead*, *Create ice zombies*, *Entropic arrows*
 6th: Control undead, *Entropic shield*, *Undead plague*
 7th: Create greater undead (8th), *Eclipse*, *Demonshape*

ODIN

- 1st: *Genealogy*, Read languages
 2nd: Gust of wind
 3rd: *Authority*, Fly
 4th: *Scourge of evil*, Whirlwind
 5th: Windwhip
 6th: Control winds, *Rainbow path*
 7th: Lore, *Lord of the storm*

OLEYAN

Given her current situation, Oleyan isn't able to grant additional spell to her followers.

OPAL

- 1st: Resistance
 2nd: Mind shield
 3rd: Steal the breath, *Dragon scales*
 4th: Locate creature, *Sacred breath*
 5th: *Draconic aura*, Telekinesis
 6th: Globe of invulnerability, *Vengeance*
 7th: Demand

ORCUS

- 1st: *Claws of the demon*, *Bleeding wound*, Choke
 2nd: *Bone armour*, Pyrokinesis, *Boiling blood*
 3rd: Destroy undead*, *Entropic sphere*, *Grim reaper*
 4th: *Summon lycanthrope**, *Insatiable hunger*, *Sacrilegious influence*, *Lycanthropy*, *Melody of requiem*, Corpse possession
 5th: *Mighty blow*, *Create ravenous dead*, *Entropic arrows*, Empathic suffering
 6th: *Entropic shield*, *Undead plague*, Boneshatter
 7th: Wail of the banshee, *Demonshape*

ORDANA

All the clerics of Ordana are sylvan druids and use the Druid Class's spell list.

PAARKUM

- 1st: Friendship
 2nd: Zone of truth
 3rd: *Honesty*, Secure shelter
 4th: Spirit armour, *Scourge of evil*, *Purity of spirit*
 5th: Telepathy
 6th: Flame of justice
 7th: Purifying energy

PALARTARKAN

- 1st: Feather fall
 2nd: Levitation
 3rd: Fly
 4th: Whirlwind
 5th: Summon air elemental
 6th: *Spell acceleration*, Control winds, *Rainbow path*
 7th: Control gravity

PALSON

- 1st: Silver tongue
 2nd: Temporary skill, *Poetic inspiration*
 3rd: Geographic map
 4th: *Scourge of evil*, *Melody of requiem*, Scry
 5th: Persistent image
 6th: Disguise
 7th: Bastion

PATURA

- 1st: Home help
 2nd: Reinvigorating soup^D
 3rd: Climate
 4th: *Scourge of evil*, Glyph of warding
 5th: Fabricate
 6th: Extended elemental protection
 7th: Hivemind

PEARL

- 1st: Locate species
 2nd: *Shadow door*, Camouflage
 3rd: Clairaudience/Clairvoyance, *Dragon scales*,
 4th: *Capture the soul*, Shadow monster, *Sacred breath*
 5th: *Draconic aura*, Dominate person
 6th: Control dragons
 7th: Collar of enslavement

PETRA

- 1st: Warding sigil, *Offensive impulse*
 2nd: Deflecting shield
 3rd: *Bravery*, Vigilant guardian
 4th: *Impassable defence*, *War cry*, Glyph of warding
 5th: *Mighty blow*, Bull's strength*, *Guardian seal*
 6th: Globe of invulnerability, *Enchanted standard*
 7th: Bastion, *Sphere of security*

PFLARR

- 1st: *Alter writing*, Analyse
 2nd: Alarm, *Swap spells*
 3rd: Snake sigil
 4th: *Impassable defence*, Wizard eye
 5th: Universal tongue, *Guardian seal*
 6th: *Spell acceleration*, Anti-magic barrier
 7th: Lore, *Interdiction of the tomb*, *Sphere of security*

PHARAMOND

- 1st: Lie
 2nd: Invisibility, *Swap spells*
 3rd: Bite of the vampire
 4th: *Capture the soul*, Scry
 5th: Memory
 6th: *Spell acceleration*, Transfer spell
 7th: Copy spell

POLUNIUS

- 1st: Colour*
- 2nd: Temporary skill, *Flaming liquid*, *Shape coral*, *Marine vortex*
- 3rd: Clairaudience/Clairvoyance, *Summon whirlwind*
- 4th: *Seaweed to snakes**, Stone shape
- 5th: Fabricate
- 6th: Stoneform
- 7th: *Marine fury**, Preserve

PROTIUS

The *replacement* spells listed below are only used by the subaquatic priests of Protius.

- 1st: Endure elements
- 2nd: *Flaming liquid*, Swim*, *Marine vortex*
- 3rd: *Summon whirlwind*, Liquid form
- 4th: *Seaweed to snakes**, Wall of water
- 5th: Summon water elemental
- 6th: Control liquid
- 7th: *Marine fury**, Enchanted ship

QYWATTZ

- 1st: Disguise self
- 2nd: ESP
- 3rd: Tongues
- 4th: *Capture the soul*, Improved invisibility
- 5th: Telepathy
- 6th: Mass suggestion
- 7th: Astral body

RAD

The clerics of Rad are arcane apellcasters called the Shepherds of Rad, and have their own progression and spell list (refer to the chapter on *New Arcane Spellcaster Classes* in Volume One of this manual).

RAFIEL

The clerics of Rafiel are the Shadow Shamans, and have their own progression and spell list (see the chapter on *New Divine Spellcaster Classes*).

RAITH

- 1st: Shocking grasp
- 2nd: Zone of truth
- 3rd: *Honesty*, Death recall
- 4th: *Scourge of evil*, Second sight
- 5th: Telepathy
- 6th: Flame of justice, *Vengeance*
- 7th: Demand

RALON

- 1st: Home help
- 2nd: *Curative power*, Reinigorating soup^D
- 3rd: *Thaumaturgical circle*, *Cornucopia*, Fertility
- 4th: Summon refuge, *Scourge of evil*
- 5th: Fabricate
- 6th: Extended elemental protection
- 7th: Miraculous seeds^D

RANIVORUS

- 1st: *Claus of the demon*, Choke
- 2nd: *Boiling blood*, Devastating touch
- 3rd: Unbearable pain, *Hate*, *Entropic sphere*
- 4th: Crushing despair, *Sacrilegious influence*
- 5th: Feeblemind, *Entropic arrows*
- 6th: *Entropic shield*, Mental decay
- 7th: Hallucinatory nightmare, *Demonshape*

RATHANOS

- 1st: Burning hands
- 2nd: Flaming sphere
- 3rd: Fire trap
- 4th: *Heatstroke*, Wall of fire
- 5th: *Create fiery beast*, Summon fire elemental
- 6th: Fiery tentacle
- 7th: *Sun stone*, Flaming web

RAVEN

- 1st: Ghost sound
- 2nd: Hideous laughter, *Swap spells*
- 3rd: *Minor luck**, Enlarge*, *Wail of the banshee*
- 4th: Confusion
- 5th: Persistent image
- 6th: Delusion
- 7th: Polymorph other

RAZUD

- 1st: Resistance
- 2nd: Mind shield
- 3rd: *Bravery*, Concentration
- 4th: Polymorph self, *Scourge of evil*
- 5th: *Mighty blow*, Bull's strength*
- 6th: Forceful hand
- 7th: Steelskin

RUAIDHRI HAWKBANE

- 1st: Detect shapechanger
- 2nd: Alarm
- 3rd: *Fire bow*, Identify species
- 4th: Magic muzzle
- 5th: *Summon skinner*, Force shapechange
- 6th: Forcecage
- 7th: Collar of enslavement

SAASSKAS

- 1st: *Claus of the demon*, Ghoul touch
- 2nd: Swim*, *Boiling blood*, *Marine vortex*
- 3rd: Destroy undead*, *Entropic sphere*
- 4th: *Seaweed to snakes**, *Sacrilegious influence*, Corpse possession
- 5th: Ghostly aura, *Spiritual bond*, *Entropic arrows*
- 6th: Control currents, *Entropic shield*
- 7th: Necromantic frenzy, *Marine fury**, *Demonshape*, *Victory*

SATURNIUS

- 1st: Balance*
- 2nd: Mind shield
- 3rd: Haste*
- 4th: Summon refuge, *Scourge of evil*
- 5th: Fabricate
- 6th: Break enchantment
- 7th: *Marine fury**, Enchanted ship

SHAPER

- 1st: Friendship
- 2nd: Zone of truth
- 3rd: *Calm emotions*, Vigilant guardian
- 4th: *Scourge of evil*, Glyph of warding
- 5th: Universal tongue
- 6th: Flame of justice
- 7th: *Sphere of security*, Succour

SHARPCREST

- 1st: Silver tongue
- 2nd: *Flaming liquid*, Swim*, *Marine vortex*
- 3rd: Magic container*, *Summon whirlwind*
- 4th: *Seaweed to snakes**, Magic exchange
- 5th: Universal tongue
- 6th: Transmute solids
- 7th: *Marine fury**, Symbol of sleep

SIMURGH

- 1st: *Invigorating glyph*, Longstride
 2nd: Alarm, *Curative power*
 3rd: *Thaumaturgical circle*, Vigilant guardian, *Slow time*
 4th: *Scourge of evil*, Interposing hands
 5th: Teleport
 6th: *Rainbow path*, *Spell acceleration*, Telepathic recall, *Timeshift*
 7th: *Temporal barrier*, Succour

SINBAD

- 1st: Longstride
 2nd: Swim*
 3rd: *Bravery*, Fly
 4th: *Scourge of evil*, Focused map
 5th: Teleport
 6th: *Rainbow path*, Elemental travel
 7th: Astral body, *Marine fury**

SKULD

- 1st: *Claws of the demon*, *Genealogy*, Longsight
 2nd: Feign death, *Boiling blood*
 3rd: Omen, *Entropic sphere*, *Grim reaper*
 4th: *Fate*, *Sacrilegious influence*, *Melody of requiem*, Corpse eyes
 5th: Déjà-vu, *Entropic arrows*
 6th: *Entropic shield*, Eyebite
 7th: Lore, *Demonshape*

SLIZZARK

- 1st: Charm person
 2nd: Charm animals, *Flaming liquid*, *Marine vortex*
 3rd: *Summon whirlwind*, Suggestion
 4th: *Seaweed to snakes**, *Capture the soul*, Charm monster
 5th: Dominate person
 6th: Mass suggestion
 7th: Collar of enslavement, *Marine fury**

SOUBRETTE

- All the clerics of Soubrette are Artist Bards with access to the following replacement spells.
 2nd: *Poetic inspiration*
 3rd: *Fascination*

SSU-MA

- 1st: *Alter writing*, *Genealogy*, Memory visions
 2nd: Locate object, *Memory Seal**
 3rd: Death recall
 4th: Scry
 5th: Memory
 6th: Alter memories
 7th: Lore

STODOS

- 1st: *Claws of the demon*, Ghoul touch
 2nd: Ray of enfeeblement, *Boiling blood*
 3rd: Snow storm^D, *Entropic sphere*
 4th: *Sacrilegious influence*, *Hypothermia*, Wall of ice
 5th: *Create ice zombies*, Icy Blast, *Entropic arrows*, *Icy torment*
 6th: *Entropic shield*, Freezing sphere
 7th: Control weather, *Demonshape*, *Lord of the storm*

TAHKATI STORMTAMER

- 1st: *Detect totem*, Faerie mount, *Offensive impulse*
 2nd: *Hunting paint*, Summon animal ally, *Locate totem*
 3rd: *War paint*, Call lightning^D, *Summon totem*, *Totemic bond*
 4th: Defensive aura, *War cry*, *Thunder drum*
 5th: *Fire gate*, Bull's strength*
 6th: *Control totem*, Globe of invulnerability, *Eagle eyes*
 7th: Heroism

TALITHA

- 1st: *Claws of the demon*, Disguise self
 2nd: *Boiling blood*, *Swap spells*, Knock
 3rd: *Entropic sphere*, Suggestion, *Thief skills**
 4th: Steal skill, *Kiss of the night*, *Sacrilegious influence*
 5th: Symbol of discord, *Entropic arrows*
 6th: *Entropic shield*, Delusion
 7th: Shadow twin, *Demonshape*

TARASTIA

- 1st: Read languages
 2nd: Zone of truth
 3rd: *Honesty*, Death recall
 4th: Spiritual bond
 5th: Empathic suffering
 6th: Flame of justice, *Vengeance*
 7th: Demand

TAROYAS

- 1st: Silver tongue
 2nd: Temporary skill
 3rd: *Authority*, Enlarge*
 4th: Control emotions
 5th: Universal tongue
 6th: Forceful hand
 7th: Demand

TERRA

- The clerics of Terra can select seven druid spells (one per spell level) and add them to their spell list. As such, they don't benefit from any additional spells.
 3rd: *Meld into stone*, *Move sand*
 4th: *Scourge of evil*, *Sand storm*

THANATOS

- 1st: *Claws of the demon*, Necromantic healing
 2nd: *Bone armour*, *Boiling blood*, Devastating touch
 3rd: Bite of the vampire, *Entropic sphere*, *Grim reaper*
 4th: Black arrow, *Sacrilegious influence*, *Melody of requiem*
 5th: *Create ravenous dead*, Oblivion, *Eternal rest*, *Entropic arrows*
 6th: *Entropic shield*, *Undead plague*, Eyebite
 7th: Wail of the banshee, *Demonshape*, *Dark path of Thanatos*

THOR

- 1st: Returning weapon, *Offensive impulse*
 2nd: *Rage*, Stone hands, *Fist of Thor*
 3rd: *Bravery*, Thunderclap
 4th: Spirit armour, *Scourge of evil*, *War cry*
 5th: *Mighty blow*, Lightning strike
 6th: Forceful hand, *Hammer of Thor*, *Enchanted standard*
 7th: Heroism, *Lord of the storm*, *Victory*

TIRESIAS

- 1st: *Genealogy*, Silver tongue
 2nd: Phantasmal force, *Poetic inspiration*
 3rd: Omen
 4th: *Fate*, *Melody of requiem*, Scry
 5th: Dream*
 6th: Arcane sight
 7th: Mirror of the past

TOURLAIN

- 1st: Resistance
 2nd: Mind shield
 3rd: Secure shelter
 4th: Confusion, *Scourge of evil*
 5th: Stoneskin
 6th: Mislead
 7th: Veil

TURMIS

- 1st: Jump
 2nd: Elasticity
 3rd: *Bravery*, Gaseous form, *Thief skills**
 4th: *Kiss of the night*, Displacement, *Scourge of evil*
 5th: Cat's grace*
 6th: Evanescence
 7th: Shadow twin

TWELVE WATCHERS

- 1st: Psychokinesis
 2nd: Temporary skill
 3rd: Tongues
 4th: Summon refuge
 5th: Fabricate
 6th: Ironwood
 7th: Ironform

TYCHE

- 1st: Grease
 2nd: Mirror image
 3rd: *Minor luck**, Symbol of fear
 4th: Confusion, *Fate*
 5th: Spellbinding Barrier
 6th: *Aura of unpredictability*, Programmed image
 7th: Spell turning barrier

URTSON

- 1st: Silver tongue
 2nd: Zone of truth
 3rd: *Calm emotions*, Tongues
 4th: Control emotions, *Scourge of evil*
 5th: Universal tongue
 6th: Extended elemental protection
 7th: Hivemind

USAMIGARAS

- 1st: *Invigorating glyph*, Read magic
 2nd: *Curative power*, Knock
 3rd: *Thaumaturgical circle*, Clairaudience/Clairvoyance, *Thief skills**
 4th: *Kiss of the night*, Improved invisibility
 5th: Teleport
 6th: Mislead
 7th: Copy spell

UTNAPISHTIM

- 1st: Endure elements
 2nd: Zone of truth
 3rd: Control temperature^D
 4th: Summon refuge
 5th: Teleport
 6th: Flame of justice
 7th: Dimensional refuge*

VALERIAS

- 1st: Aestheticism
 2nd: *Kiss of Valerias*, Ecstasy
 3rd: *Fascination*, Fertility, *Loving idyll*
 4th: Charm monster, *Scourge of evil*
 5th: Universal tongue
 6th: Phantasmal lover
 7th: Succour

VANYA

- 1st: *Offensive impulse*, Push
 2nd: Deflecting shield
 3rd: *Bravery*, Lightning reflexes
 4th: Spirit armour, *War cry*
 5th: Siege fire
 6th: Globe of invulnerability, *Enchanted standard*
 7th: Heroism, *Victory*

WAYLAND

- 1st: Locate metal
 2nd: Heat metal^D
 3rd: Enlarge*
 4th: Enchant item, *Technomancy*
 5th: *Mighty blow*, Bind golem
 6th: Wall of iron
 7th: Ironform

WOGAR

- 1st: Hide tracks, *Offensive impulse*
 2nd: Summon animal ally, *Rage*
 3rd: Animal form, *Blood thirst*
 4th: *Summon lycanthrope**, *Insatiable hunger*, Primal form, *War cry*, *Lycanthropy*
 5th: Siege fire
 6th: Summoning*, *Enchanted standard*
 7th: Mass invisibility, *Victory*

YAGRAI

- 1st: *Claws of the demon*, Resistance
 2nd: *Bone armour*, Weaken undead*, *Boiling blood*
 3rd: Bite of the vampire, *Blood thirst*, *Entropic sphere*, *Grim reaper*
 4th: *Sacrilegious influence*, *Melody of requiem*, Corpse possession
 5th: Oblivion, *Entropic arrows*
 6th: Globe of invulnerability, *Entropic shield*, *Undead plague*
 7th: Necromantic frenzy, *Demonshape*

YAV

- 1st: *Genealogy*, Longsight
 2nd: ESP, *Time Trap*
 3rd: Omen, *Slow time*
 4th: *Fate*, Scry
 5th: Déjà-vu
 6th: Alter memories, *Timeshift*
 7th: *Temporal barrier*, Lore

ZALAJ

- 1st: Float in air
 2nd: Stone hands
 3rd: Fly
 4th: Scry
 5th: *Mighty blow*, Control giant
 6th: Control winds, *Rainbow path*
 7th: Control gravity

ZIRCHEV

- 1st: Animal servant^D
 2nd: Summon animal ally
 3rd: Enlarge animal*^D
 4th: Anti-animal barrier^D, *Summon lycanthrope**
 5th: Tracks of fire
 6th: Arcane sight
 7th: Polymorph other

ZUGZUL

- 1st: Burning hands, *Offensive impulse*, *Shadow trap*
 2nd: *Shadow aura*, Burning eyes
 3rd: Elemental weapon, *Summon shadows*
 4th: *Heatstroke*, *War cry*, Wall of fire
 5th: Necromorph
 6th: *Undead plague*, Deadly oath, *Enchanted standard*
 7th: Demand, *Victory*

APPENDIX 5

MYSTARAN DISEASES

Name	Cat.	Infection	Incubation	Symptoms & Damage	Region	Season
Acute Meningitis	B	Inhaled	1 day	Headaches, fever, vomiting, convulsions. –2 Int, Wis, and <i>Concentration</i> , 10% fainting x 1 min every hour	Anywhere	Autumn, Winter
Animal Pox	A	Ingested	2d4 days	Jaundice, fever, skin rash. –1 Con and Int	Wilderness	Winter
Black Pox	C	Inhaled	2d8 days	Shivers, migraine, fever, skin rash, pustules, blocked lungs. –3 Str and Con, –1 Int	Snowy Climes	Spring
Brain Worm	A	Ingested	1 month	Sleepiness, loss of memory, headaches. –1 Int	Soderford	Every 10 years
Breakbone Fever (Dengue)	C	Mosquito	2d4 days	Fever, cough, headaches, nausea, vomiting, painful joints. –2 Con, Str, and Attacks	Tropical areas	Rainy season
Bubonic Plague	B	Fleas, Injury	3d6 days	Fever, headaches, weakness, nausea, vomiting, delirium, pustules, buboes. –2 Con, Str, and Int	Dirty areas	Once every 10 years
Chickenpox	A	Contact	1d8+7 days	Skin rash, migraine. –1 <i>Concentration</i> and Int	Urban areas	Summer
Cholera	B	Ingested	1d4 days	Vomiting, diarrhoea, dehydration. –3 Con and Str	Coastal areas	Spring
Diphtheria	B	Contact	2d6 days	Fever, sore throat, fatigue, headaches, sallowness, neck oedema. –1 Str, Con and Int	Children from 0 to 6 years	Winter
Dumdum Fever	A	Inhaled	1d6 days	Sneezes, hyper-salivation, delirium. –1 Int and Wis	North Lands	Winter
Dwarven Bronchitis	A	Contact, Inhaled	1d4 days	Fever, cough. –1 Con and Wis, berserk attacks (50% every time he looks at gold or gems)	Rockhome	Winter
Hepatitis A	A	Ingested	1 month	Nausea, vomiting, fever, itch, jaundice. –1 Con and Int	Anywhere	Summer
Hepatitis B	B	Injury	1 month	Itch, vomiting, jaundice, pale faeces & urine. –2 Con and Str, 10% chance of cirrhosis (liver fails in 10 years)	Anywhere	Always
Hin Acne	A	Contact	1d6 days	Skin rash, pustules, apathy. –1 Cha and Initiative	Five Shires	Every 5 years
Influenza	A	Inhaled	1d3 days	Fever, headaches, muscle pains, cough, sneezes. –1 Str and Con (can cause Pneumonia *)	Anywhere	Winter, Spring
Influenza, Kobold	A	Contact	1d2 days	Cough, sneezes, fever. –1 Str, Con, Dex	Kobold regions	Cold months
Leprosy, Common	A	Contact	1d4 months	Purplish sores, scurfy. –1 Cha	Any	Always
Leprosy, Deadly	B	Injury	1d4 months	Sores, scurfy. –1 Cha, lose 1% hp per day from internal and cutaneous lesions	Tropical areas	Always from the infected
Malaria	B	Mosquito	1d8+8 days	Shivers, fever, delirium, tachycardia. –1 Str, Int, and Wis every 2 days	Swampy or warm areas	Night
Malaria, Sindhi	B	Horsefly	2d6 days	Delirium, hallucinations. –2 Int and Wis	Sind	Autumn
Mau-mau Fever	B	Mosquito	1d2 days	Sweating and cutaneous rashes. –2 Str and Con	Ierendi	Always
Measles	A	Inhaled	1d6+8 days	Lack of appetite, headaches, cough, fever, conjunctivitis, skin rash. –1 Con and <i>Observe</i>	Anywhere	Winter
Measles, Goblin	B	Contact	1d6 days	Red pustules from which larvae emerge. –2 Con	Cruth Mountains	Winter
Mummy Rot	C	Contact	1d2 days	Sores, pustules, tissue necrosis. –1 Str and Con, <i>Cure wounds</i> spells do not recover hp	Yaruam, Thothia	Once per year
Orcish Plague	B	Fleas, Ingested	1d6 days	Jaundice, cough, sobbing, throat buboes. –2 Str and Dex, 20% spell failure chance	Broken Lands	Once every 5 years
Pneumonia	B	*	1 day	Cough, fever, chest pain. –2 Con and Str	Anywhere	Winter
Pulmonary Plague	B	Inhaled	1d8 days	Cough, cyanosis, weakness, breathing difficulty. –3 Int and Con	Anywhere	Near pests
Purulent Cataract	A	Contact	1 day	Dust causes headaches. –1 Int and blindness until cured.	South Alpathia	Drought
Rabies	B	Injury, Ingested	1d8 weeks	Fever, headaches, delirium, hyper-salivation, hydrophobia. –2 Int and Wis, berserk attacks (50% each day)	Infected animals	Always
Rheumatic Fever	B	Inhaled	1d4 days	Pharyngitis, fever, painful joints, uncontrolled spasms, sleepiness. –1 Dex, Con, and Initiative	Dirty areas	Winter
Scabies (Mange)	A	Fleas	1d12 days	Itch, blisters, scabs. –1 Attacks and <i>Concentration</i>	Dirty areas	Winter
Scarlet Fever	A	Inhaled	1d4+1 days	Fever, shivers, nausea, pharyngitis, white patina on tongue, flushed skin. –1 Str	Humans from 2 to 16 years	Autumn and Spring
Scurvy	B	**	3 months	Cachexia, weakness, loss of teeth, swelling of the joints, haemorrhaging. –1 Con, Str, and Attacks	Ships	Always
Tuberculosis	B	Inhaled, Ingested	2d8+8 days	Fever, shivers, loss of appetite, sallowness, night sweats, haemorrhaging. –1 Con, Str, Attacks	Dirty areas	Always from the infected
Typhoid Fever	A	Ingested	7 days	Fever, abdominal pain, weakened senses. –1 Attacks and <i>Observe/Listen/Smell</i> checks	Dirty areas	Always
Typhus	A	Fleas	7 days	Fever, shivers, headaches, skin rash. –1 Con and Int	Dirty areas	Always
Yellow Fever	C	Mosquito	1d4+2 days	Jaundice, fever, headaches, conjunctivitis, back pain, nausea, delirium. –2 Int, Wis, and Con	From latitude 10° N to 10° S	Rainy season

*Pneumonia is caused by bacterial infections, fungi, or damage to the lungs if the influenza reduces the Constitution score to zero, but isn't in itself contagious (a patient with pneumonia can attack the influenza, not the pneumonia).

**Scurvy is caused by the lack of vitamin C because of a diet lacking fruit and vegetables for at least 3 months (a common disease of sailors that cannot enjoy fresh fruit or vegetables for long periods).

Note: Lycanthropy is a disease, but isn't spread by this spell (needs *Lycanthropy* or *Curse*).

APPENDIX 6

CLERIC TABLE OF PROGRESSION

In this manual it was decided to make a change in the cleric's table of progression for xp and spells. Indeed, they now have very potent spells, and furthermore have the option of wearing armour and using weapons that cause quite a bit of damage: all this makes the priest a frightening character, with a magical power slightly less than that of the arcane spellcasters (which have greater versatility, but are forced to accumulate more experience to advance a level), and a fighting ability and a resistance to damage certainly better than the thieves and only inferior to the fighters. For this reason, it is advised that the advancement table given in the original D&D sets for the cleric aren't used, seeing as despite his power, it is the character that must gain less xp than all the other Classes, and this is inconceivable.

Moreover, it was also decided to give 1st level Clerics the chance of casting divine spells to slowly put them in the same position of the other spellcaster Classes, as there isn't any sense in waiting until second level to give this Class the ability of also using magic, and that it is one of the basic prerogatives of a priest (after all the training received by mages to reach 1st level is equivalent to that of the 1st level acolyte clerics).

The following table therefore proposes a new amount of xp that each priest must accumulate to advance one level, together with the number of spells per spell level that the priest can cast each day. This table makes the progression more balanced with the other Classes, in relation with the cleric's powers, and it is advised that it is used in place of the one in the various sets (Base, Expert, Companion, and Master) and in the *Rules Cyclopedia*.

Table A1
Spells per Spell Level

Level	XP	1	2	3	4	5	6	7
1	0	1	-	-	-	-	-	-
2	1,600	2	-	-	-	-	-	-
3	3,200	2	1	-	-	-	-	-
4	6,500	2	2	-	-	-	-	-
5	13,000	2	2	1	-	-	-	-
6	27,500	3	2	2	-	-	-	-
7	55,000	3	3	2	1	-	-	-
8	110,000	3	3	3	2	-	-	-
9	220,000	4	4	3	2	1	-	-
10	350,000	4	4	3	3	2	-	-
11	480,000	4	4	4	3	2	1	-
12	610,000	5	5	4	3	2	2	-
13	740,000	5	5	5	3	3	2	-
14	870,000	6	5	5	3	3	3	-
15	1,000,000	6	5	5	4	4	3	-
16	1,130,000	6	6	5	4	4	3	1
17	1,260,000	6	6	5	4	4	3	2
18	1,390,000	7	6	5	4	4	4	2
19	1,520,000	7	6	5	4	4	4	3
20	1,650,000	7	6	5	5	5	4	3
21	1,780,000	7	6	5	5	5	4	4
22	1,910,000	7	7	6	6	5	4	4
23	2,040,000	8	7	6	6	5	5	4
24	2,170,000	8	7	6	6	5	5	5
25	2,300,000	8	7	7	6	6	5	5
26	2,430,000	8	8	7	6	6	6	5
27	2,560,000	8	8	7	7	7	6	5
28	2,690,000	8	8	8	7	7	6	6
29	2,820,000	8	8	8	8	7	7	6
30	2,950,000	9	8	8	8	8	7	6
31	3,080,000	9	9	8	8	8	7	7
32	3,210,000	9	9	9	8	8	8	7
33	3,340,000	9	9	9	9	8	8	8
34	3,470,000	9	9	9	9	9	8	8
35	3,600,000	9	9	9	9	9	9	8
36	3,730,000	9	9	9	9	9	9	9



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